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BACHELOR OF FINE ARTS IN GRAPHIC AND INTERACTIVE DESIGN

The B.F.A. in Graphic + Interactive Design is an online program that will begin in the spring 2025 semester.

Faculty

Amy Copeland (https://academics.ysu.edu/art/amy-copeland/), M.F.A. Assistant Professor

Bliss Hall 4089 330.941.3627 adcopeland01@ysu.edu

Sebastian Giraldo (https://academics.ysu.edu/art/sebastian-giraldo/), M.F.A. Assistant Professor

Bliss Hall 4085 330.941.3301 sgiraldo@ysu.edu

Michelle Nelson (https://academics.ysu.edu/art/michelle-nelson/), M.F.A. Professor

Bliss Hall 4073 330.941.1858 mnelson@ysu.edu

About the Major

Our program is meticulously designed to empower you with the skills essential for a successful career (https://academics.ysu.edu/art/career-preparation/) in the dynamic field of graphic design. This learning model benefits recent high school graduates, working professionals, parents, or others with commitments beyond the classroom. Join our fully online B.F.A. in Graphic Design and unleash your creativity on the world.

Here's the scoop:

- Trailblazing Alumni: Our grads? They're the magic behind Disney, Sherwin-Williams, Southwest Airlines, and more.
- Crafting Impact: Dive into immersive seven-week semesters (we've got six start dates a year!) and create designs that leap off printed pages, dazzle phone screens, and dominate billboards.
- Flexibility is Key. Tailor your study hours to your unique schedule. Whether
 you're a parent, a working professional, or a military personnel, our
 program is designed to accommodate your needs.
- Anywhere, Anytime: Break free from boundaries! Our 100% online program lets you earn your degree from your hometown, a different state, or even while stationed as a military professional.
- Practical Skills Galore: Dive into industry-standard software, build a
 portfolio that screams "hire me," and snag those remote work skills.
- Independence & Grit: Develop the mojo you need to thrive in your future career. Self-discipline is a must, and we help you shape that.
- Diverse Design Courses: Immerse yourself in over 20 design-focused courses that keep you focused on skills for your future career. These modules are carefully crafted to expose you to a wide range of directions a design career can take.

Our faculty are not just teachers, they're mentors. They provide personalized video feedback, dissect your concepts, scrutinize your type usage, and analyze your images within the design software you use. This hands-on, individualized approach empowers you to make informed design choices and master the software, regardless of your current level.

Our collaborative community ensures you thrive, providing the support you need to succeed in your creative journey. As you dive into hands-on learning with industry-standard software, you'll build a portfolio aligned with current graphic design trends and gain practical skills highly valued in the job market. Plus, our program equips you with essential remote work skills, preparing you for a dynamic job market.

Contact Information

Interactive Design Courses:

Design + UX/UI Theory

ART 2635

To learn more about our degree programs, scholarships, professional development and careers, exhibitions, faculty, and students, visit Department of Art (https://academics.ysu.edu/art/) or contact us at 330.941.3627.

To schedule a personalized campus visit, contact The Cliffe College of Creative Arts (https://academics.ysu.edu/cliffe-college-of-creative-arts/)' Program Coordinator of Admissions and Recruitment at 330.941.2346 or sawaltman@ysu.edu.

COURSE	TITLE	S.H.
FIRST YEAR REQU	IIREMENT -STUDENT SUCCESS	
YSU 1500	Success Seminar	1-2
or YSU 1500S	Youngstown State University Success Seminar	
or HONR 1500	Intro to Honors	
General Education Requirements		
ENGL 1550	Writing 1	3-4
or ENGL 1549	Writing 1 with Support	
ENGL 1551	Writing 2	3
	(Recommended MATH 2623)	3
Arts and Humaniti	es (2 courses) ^{Included in major}	0
Natural Sciences (2 courses, 1 with lab) (7 s.h.)	7
Social Science (2 courses)		6
General Education Electives (9 s.h.)		9
CMST 1545	Communication Foundations	
Any 2 Gen Ed C	ourses (6 s.h.)	
Major Requiremen	ts	
Core Courses:		
ART 1529	Design + 2D	3
ART 1531	Design + Drawing as Thinking	3
ART 1532	Design + Raster Images	3
ART 1533	Design + Color	3
ART 1534	Design + Painting	3
Studio Courses:		
ART 2663	Design + Photography 1	3
ART 3756	Design + Photography 2	3
ART 3763	Illustration (Prerequisite not required with instructor permission)	3
ART 4860	Design + Illustration 2	3
Print Design Cours	ses:	
ART 2661	Print Design 1	3
ART 3761	Print Design 2	3
ART 3754	Design + Prepress	3
ART 4861	Publication Design (Prerequisite not required with instructor permission)	3

Total Semester Hours		120-122
MKTG 3703	Marketing Concepts and Practice	3
BUS 1500	Foundations of Business (Business Course)	3
Business Courses	3	
,	742, ART 3743, ART 3745, ART 3746, ART 3750, 785, ART 3789, ART 4880, ART 5881	
Choose one 3700 level or higher Art History course from the following:		
ART 3783	History and Theory of Graphic Design	3
ART 1542	Global Art since 1400	3
ART 1541	Survey of Art History 1	3
Art History Cours	es:	
ART 4898	Design + Senior Project	3
Capstone Course:	:	
ART 4899	Design + Senior Seminar	1
ART 4863	Logo + Branding Design	3
ART 3764	Typeface Design	3
ART 3762	Typography 2	3
ART 3760	Typography 1	3
ART 2660	Design + Applications	3
Expanded Design	•	
ART 3765	Motion Design	3
ART 3769	Interactive Design 2	3
ART 3759	Interactive Design 1	3

Learning Outcomes

- 1.) Students will be able to demonstrate their proficiency of design vocabulary.
- $2.) \, \text{Students}$ will be able to demonstrate technical expertise appropriate to their progression in design.
- 3.) Students will be able to demonstrate a high level of conceptual development when creating multifaceted Graphic Design pieces.