Graphic Design BFA Degree Program

http://fitnyc.edu/graphicdesign

School of Art and Design

Applications accepted for fall only.   NYSED: 24515   CIP: 50.0409

The major in Graphic Design requires students to hone a personal voice based on critical thinking, social awareness, and the ability to communicate across an array of platforms utilizing the full range of media, from the tactile to advanced digital technology. Topics of study include editorial design, interactive web design, and experiential design (exhibitions and wayfinding), along with advanced typography, branding, motion graphics, and new design approaches and practices. An internship is required and often leads to sustained positions in the vast field of multidisciplinary design. Curriculum below is for the entering class of fall 2024.

Semester 5		Credits
MAJOR AREA	GD 331 - Typography and Language	2
	GD 332 - Design in Cultural Context	3
	GD 345 - Core Studio I: Design and Methodology	3
RELATED AREA	CT 321 - Print and Digital Production	2
	CT 332 - Motion Graphics for Designers	3
LIBERAL ARTS	choice - see Requirements*	3
	choice - see Requirements*: Liberal Arts/History of Art	3
Semester 6		
MAJOR AREA	GD 333 - Typeface Design	2
	GD 346 - Core Studio II: Design and Culture	3
	choice - see Requirements/Major Area Electives*	2
RELATED AREA	CT 341 - Design for Web-based User Interface	3
LIBERAL ARTS	choice - see Requirements*	3
	choice - see Requirements*	3
Semester 7		
MAJOR AREA	GD 444 - Core Studio III: Design and Innovation	3
	GD 461 - Professional Preparation	2
	GD 491 - Senior Thesis Research	3
	choice - see Requirements*: Major Area Elective(s)	2
RELATED AREA	choice - see Requirements*: Related Area Electives	2
LIBERAL ARTS	choice - see Requirements*	3
Semester 8		
MAJOR AREA	GD 492 - Senior Thesis Project	3
	GD 493 - Internship	4
LIBERAL ARTS	choice - see Requirements*	3

GENERAL ELECTIVE(S)	choice of General Elective(s)	2
TOTAL CREDIT REQUIREMENTS		
	GENERAL ELECTIVE(S)	2
	MAJOR AREA	32
	RELATED AREA	10
	LIBERAL ARTS	18
	Total Credits:	**62**

*Fall 2024 Requirements: See below.

Liberal Arts: 18 credits

- **History of Art: 6 credits.** CHOICE of one (1) HA course that meets General Education Other World Civilizations requirement (G9) and one (1) additional HA course. See the full list of Art/Design History courses under HA: History of Art and Civilization.

Liberal Arts Elective(s): 12 credits. Select a Liberal Arts course (for which prerequisites have been met) from the following subject areas: AB (Arabic); CH (Chinese); EN (English); FI (Film and Media Studies); FR (French); HA (History of Art); HE (Health Education) HE 201, HE 301; IT (Italian); JA (Japanese); HI (History); MA (Math); MC (Modern Languages and Cultures); MU (Music); PE (Physical Education and Dance) PE 215, PE 216, PE 217; PL (Philosophy); PO (Portuguese); SC (Science); SP (Spanish); and SS (Social Sciences). See Liberal Arts Courses.

Major Area Elective(s): 4 credits
CHOICE of GD 334, GD 335, GD 347, GD 361, or GD 380A

Related Area Elective(s): 2 credits
CHOICE of any one or two elective course(s) in Art and Design (for which prerequisites have been met) totaling 2 credits.

OVERALL BACHELOR'S DEGREE REQUIREMENTS

FIT's 2+2 degree structure requires an earned AAS or equivalent plus all the BS or BFA degree requirements.

This structure includes the following overall bachelor's degree graduation requirements:

- 120–126 total earned credits
- 30 credits in General Education credits approved by the State University of New York (SUNY)

BFA degrees NASAD and New York State guidelines:

- 12 credits art/design history
- 30 credits in Liberal Arts/General Studies
- 78–84 credits in major and related area, including a minimum of 24 credits in 300- to 400-level major and related area coursework

Upon graduating from the Graphic Design BFA program, students will be able to:

1. Design with typography as a primary element in graphic design.
2. Execute innovative typographic solutions that transcend cultural trends.
3. Implement professional presentation techniques (including verbal and visual) and apply them when needed.
4. Discuss and explain current design issues.
5. Create a professional portfolio that demonstrates problem-solving expertise (including advanced typography, creative concepts, and innovative solutions necessary for an entry-level design position at leading graphic design firm).
6. Create original work which meets professional industry standards.
7. Analyze industry trends and adapt to evolving design challenges.