GRAPHIC DESIGN, MINOR

Requirements for a minor may be completed at any campus location offering the specified courses for the minor. Students may not change from a campus that offers their major to a campus that does not offer their major for the purpose of completing a minor.

Program Description

The Graphic Design minor is intended for students interested in augmenting their academic major with the physical, technological, aesthetic, and conceptual skills associated with a design discipline. Courses will include foundational emphasis on visual communications, design methodologies, image making, typography, and the production of work in both physical and digital form. Coursework may also include an introduction to communication theory; contemporary issues in communication, audience, and context; and formal research methodology. Advanced courses in the minor degree will apply the students' design acumen towards practical coursework within the context of their declared major. A Minor Capstone Studio will situate students within an appropriately rigorous environment for the application of design methods.

What is Graphic Design?


You Might Like This Program If...

- Bad typography on billboards and passing trucks drives you nuts.
- You love words and images and colors.
- You are engaged and creative, digital and analog.
- You like art, advertising, psychology, and entrepreneurship.
- You defy classification and don't like being stuck in ruts.

Designers are agile thinkers and creators who blend concepts and craft, art and ideas. If you’re interested in everything and love challenges, graphic design could be your ‘thing.’

Entrance into the graphic design minor is based on a portfolio review. The portfolio will consist of examples of visual work, an original poster design, and a statement of intent.

Program Requirements

Requirements for the Minor

For a minor in Graphic Design a minimum of 21 credits is required.

A grade of C or better is required for all courses in the minor, as specified by Senate Policy 59-10 (http://senate.psu.edu/policies-and-rules-for-undergraduate-students/59-00-minors-and-certificates/#59-10).

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
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<tbody>
<tr>
<td>GD 100</td>
<td>Introduction to Graphic Design</td>
<td>3</td>
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<tr>
<td>GD 101</td>
<td>Thinking Creatively: Defining Problems, Solving</td>
<td>3</td>
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<tr>
<td></td>
<td>Problems, and Generating Ideas in Graphic Design</td>
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<tr>
<td>GD 102</td>
<td>Introductory Design Studio</td>
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<td>GD 200</td>
<td>Graphic Design Studio I</td>
<td>3</td>
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<tr>
<td>GD 201</td>
<td>Typography</td>
<td>3</td>
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<td>GD 405</td>
<td>Minor Advanced Studio</td>
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</tr>
<tr>
<td>GD 406</td>
<td>Minor Capstone Studio</td>
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Academic Advising

The objectives of the university's academic advising program are to help advisees identify and achieve their academic goals, to promote their intellectual discovery, and to encourage students to take advantage of both in-and out-of class educational opportunities in order that they become self-directed learners and decision makers.

Both advisers and advisees share responsibility for making the advising relationship succeed. By encouraging their advisees to become engaged in their education, to meet their educational goals, and to develop the habit of learning, advisers assume a significant educational role. The advisee's unit of enrollment will provide each advisee with a primary academic adviser, the information needed to plan the chosen program of study, and referrals to other specialized resources.

READ SENATE POLICY 32-00: ADVISING POLICY (http://senate.psu.edu/policies-and-rules-for-undergraduate-students/32-00-advising-policy)

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