

GRAPHIC DESIGN

Logos. Graphics. Magazines. Clothing. Everywhere you look, printed material displays the work of a graphic designer. Eye-catching design makes a world of difference in advertising, marketing, branding, and more. The Graphic Design degree program at Wayne State College gives you training on the latest design software as a production tool. We focus on teaching the techniques, procedures, and methods – all part of the design process. With a Graphic Design degree from Wayne State College, you will be open to a broad range of career opportunities.

fast facts

Program credit hours: 60

Students must also take 30 credit hours of General Studies courses. A total of 120 credit hours are needed to graduate from WSC. Additional majors or minors can be added to help meet graduation requirements.

Degree offered: B.A.

Department: Art and Design

School: Arts and Humanities

Popular pairings: Business Administration, Computer Science, Promotion and Media, Studio Art, Web and Mobile App Design and Development

focus on results

Skills Learned

- Adobe® creative software
- Creating and manipulating digital images
- Designing for print and digital media
- Typography and illustration
- Animation and interactive media
- Advanced drawing techniques
- Painting with oil and watercolor
- Printmaking and etching
- Fundamentals of web design
- History of art throughout various civilizations and cultures

Possible Careers

- Graphic designer
- Art director
- Multimedia designer
- Layout designer
- Corporate / in-house designer
- Web designer / developer
- Print designer
- Package designer
- User experience (UX) designer
- User interface (UI) designer
- Screen printer

Types of Employers

- Graphic design firms
- Online retailers
- Marketing agencies
- Advertising agencies
- Photography studios
- Printing companies
- Clothing companies
- Sign companies
- Magazines and newspapers
- Small and large businesses
- Government offices

outside the classroom

Activities / Opportunities

- Student shows and exhibits
- Visiting artist program
- Design competitions
- Student art sales
- ArtsWalk
- Trips and workshops
- Study Abroad

Clubs / Organizations

- Art Club
- Art Education Club



Visit www.wsc.edu/clubs to learn more about clubs and organizations on campus.



The following courses are required for the program of study described on this sheet. Every effort is made to ensure this information is current, but please be aware that some content may have changed. To develop a plan for registering and taking these courses, please consult the current academic catalog and your advisor.

Program courses

General Studies Requirement

Take ART 244 Art History Survey I for CAT 4

Art Core Courses

ART 101 Design.....	3
ART 110 Drawing I.....	3
ART 111 Drawing II.....	3
ART 200 Sophomore Review.....	0
ART 204 Digital Imaging for Graphic Design.....	2
ART 221 Painting I.....	3
ART 271 Sculpture I.....	3
ART 281 Printmaking I.....	3

Graphic Design Concentration

Students selecting the Advanced Studio Minor cannot apply hours from the minor as part of this major's requirement.

ART 230 Graphic Design I.....	3
ART 231 Graphic Design II.....	3
ART 245 Art History Survey II.....	3
ART 322 Mixed Media.....	3
ART 335 Advanced Typography and Animation.....	3
ART 403 App Design and Prototyping.....	3
ART 405 Web Design for the Graphic Designer.....	3
ART 410 Interaction Design.....	3
ART 411 Senior Portfolio.....	1
ART 497 Art Internship.....	3
Select two of the following.....	6
ART 302 Ancient Art History (3)	
ART 303 Italian Renaissance Art History (3)	
ART 304 American Art History (3)	
ART 305 Modern Art (3)	
ART 306 Contemporary Art (3)	
ART 307 Special Topics in Art History (3)	
Select one of the following.....	3
ART 363 Digital Photography I (3)	
BUS 270 Principles of Marketing (3)	
BUS 374 Advertising and Integrated Marketing (3)	
CNA 426 Public Relations through Social Media (3)	
CNA 450 Media Design Applications (3)	
CNA 479 Animation and Motion Graphics Applications (3)	
Or any other upper-level ART course except ART 314, ART 315, or ART 316	

Student learning outcomes

1. Demonstrate technical competency in media and tools relevant to the discipline
2. Demonstrate competency in elements and principles of art or design
3. Synthesize subject matter, form, and context to create studio art content
4. Create graphic designs that effectively communicate information visually and have a distinct theme
5. Compose a visual presentation of works
6. Compose oral and written presentation about works and understands art in its context

art and design faculty



Visit www.wsc.edu/art-design-department to learn more about the Department of Art and Design.

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