Admission requirements
Official entry into Dance Program is through an interview process at the end of the required course, Music for Dancers (DANC 2303), and a 2.50 core curriculum GPA.

Progression requirements
For all technique Courses, a minimum of one year required at each level and/or faculty approval to advance. Must have a grade of 'C' or better in all DANC courses. For teacher certification, students must apply for admission and be accepted to the College of Education and P-16 Integration prior to enrolling in teacher certification courses. Students unable to be admitted to EDUC 4611 will be required to substitute for 6 advanced hours, as recommended by advisor.

ART (BFA)
*Graphic Design
Catalog: 2017-18
COLLEGE OF FINE ARTS

Academic Program Director
Francisco Munoz III
francisco.munoz@utrgv.edu

Departmental Office Location:
EHPE 2.115
956-665-2314

UTRiő Grande Valley
BLUE PRINT

A Bachelor of Fine Arts with Graphic Design Concentration at UTRGV prepares students for serious professional work in the field. The curriculum emphasizes concept development and application, work with clients and professional development, including the establishment of a working portfolio. Students who graduate from the program are equipped for a broad range of practices in the design field. Our alumni have worked in a number of design-related areas such as interactive design, art direction, publication design, including print and advertising, multimedia and web design, motion graphics, photography and social service design in a variety of settings, including small boutique design studios, multi-national advertising agencies, and start-up consultancies. UTRGV Graphic Design alumni follow a wide range of individual paths, including running their own design studios, working for large corporations or specializing in web and interactive media. Some students also choose to earn a master’s degree in the field or pursue other professional degrees, opening many possible horizons.
**GLOBAL, CAMPUS & COMMUNITY ENGAGEMENT**

- Meet with your academic advisor and bring your orientation folder with you to every session!
- Choose a major with confidence. Visit your UTRGV.edu and check out the Kuder Journey!
- Visit a faculty member during their office hours and ask a question about class.
- Classes go fast. When registration opens, be sure to register on the first day for your group.
- Cold or flu getting you down? We have Student Health Services on campus with free office visits.

**MILESTONES**

- Shoot for a GPA of 3.5.
- Publish a complete major foundation classes, such as:
  - First semester: Visual Arts 1316: Drawing; Visual Arts 1311: Design I; Visual Arts 1303: Art History I;
  - Second semester: Visual Arts 2313: Design Communication; Visual Arts 1312: Design II; Visual Arts 1304: Art History II
- Complete 30 credit hours.
- Complete 30 credit hours.
  - Have you landed an internship or acquired research experience? This is the year to make it happen.
- Complete at least 30 credit hours to graduate.
- Complete at least 30 credit hours to graduate.

**LIFE AFTER GRADUATION**

- Complete 30 credit hours.
- Complete 30 credit hours.
  - Have you landed an internship or acquired research experience? This is the year to make it happen.
- Complete at least 30 credit hours to graduate.
- Submit your application(s) for graduate school, an apprenticeship, or for full-time employment.

**ADVICE & SUPPORT**

- Ask a student in class to study with you.
- Set up your profile on the Engagement Zone through www.utrgv.edu/vlink.
- Look for a service-learning course! For guidance, visit Engaged Scholarship & Learning Office.
- Participate in a campus-sponsored community service project.

**APPLY WHAT YOU LEARN**

- In your second semester, align with your strengths and interests.
  - Explain to someone how your academic program supports your goals.
  - Will a minor expand your career options? We discuss internships.
  - Visit the Career Center site to find a job fair.

**FIRST YEAR**

- Complete major foundation classes, such as:
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**SECOND YEAR**

- Complete 30 credit hours.
- Complete 30 credit hours.
  - Have you landed an internship or acquired research experience? This is the year to make it happen.

**THIRD YEAR**

- Complete at least 30 credit hours.
- Complete at least 30 credit hours.
  - Have you landed an internship or acquired research experience? This is the year to make it happen.

**FOURTH YEAR**

- “I have a plan for after graduation.” If this describes you, great! If not, visit your Faculty Advisor or Career Center! You year.
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**CAREERS**

- Type design
- Magazine design
- Newspaper design
- Book publishing
- Publication design
- Brochure/Newsletter design
- Educational design
- Cover design:
  - Book, CD, video
- Label design
- Publicity pieces
- Advertising layout
- Photo editing/Photograph art
- Design Club
- Graphic

**ACTIVITY**

- Join a student organization! Consider looking into Graphic Design Internship.
- Consider attending the LeaderShape Institute or Engaged Scholarship Symposium.
- Consider serving on a campus life/community engagement committee or become a student leader and make a difference. Visit VUnk or speak with your Student Government Association for more information!
- Travel the world! Look into study abroad opportunities at Office for International Programs & Partnerships.

**FINANCIAL AID**

- Identify employers of interest and seek them out at job fairs, online, at on-campus information sessions, staffing agencies, etc. The Career Center can help.
- Before a job interview, schedule a mock interview with the Career Center or speak coaching with the Communication Hauser Lab.

**PREPARE FOR THE FUTURE**

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**LIFE AFTER GRADUATION**

- Complete at least 30 credit hours to graduate.
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**FIRST YEAR**

- UTRGV has a Writing Center and a Learning Center. Make it a point to visit them!
- Complete your core English classes (section 010) during your first year.
- Complete 30 credit hours every year in order to graduate in 4 years.
- Shoot for a GPA of 3.5.
- Take required mathematics course in your first year.

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