

ACADEMIC PLAN

FOURTH YEAR

THIRD YEAR

SECOND YEAR

FIRST YEAR

Additional Info

Students must take their foundation art courses in the first year.

First semester: Arts 1316- Drawing I; Arts1311- Design I;
Arts 1303- Art History I;
Second Semester: ARTS 2313 Design Communication;
Arts1312- Design II; Arts 1304 Art History II

Art students take Art History I (Arts 1303) or II (ARTS 1304) in lieu of Art Appreciation (ARTS 1301). Graphic Design majors take only 1 advanced art history elective. (3) hours
Students should strive for a 3.0 grade point average, but 2.5 is required for graduation.

Students should take or Arts 4339 Portfolio for Graphic Designers, in the Fall or Spring before their final semester.

In the final semester all students are required to have a final exhibit. Graphic Design majors take Arts 4396 BFA Exhibit.

Graduation requirements

Native GPA of at least 2.0 and a grade of 'C' or better in ARTS 4396

Contact Info

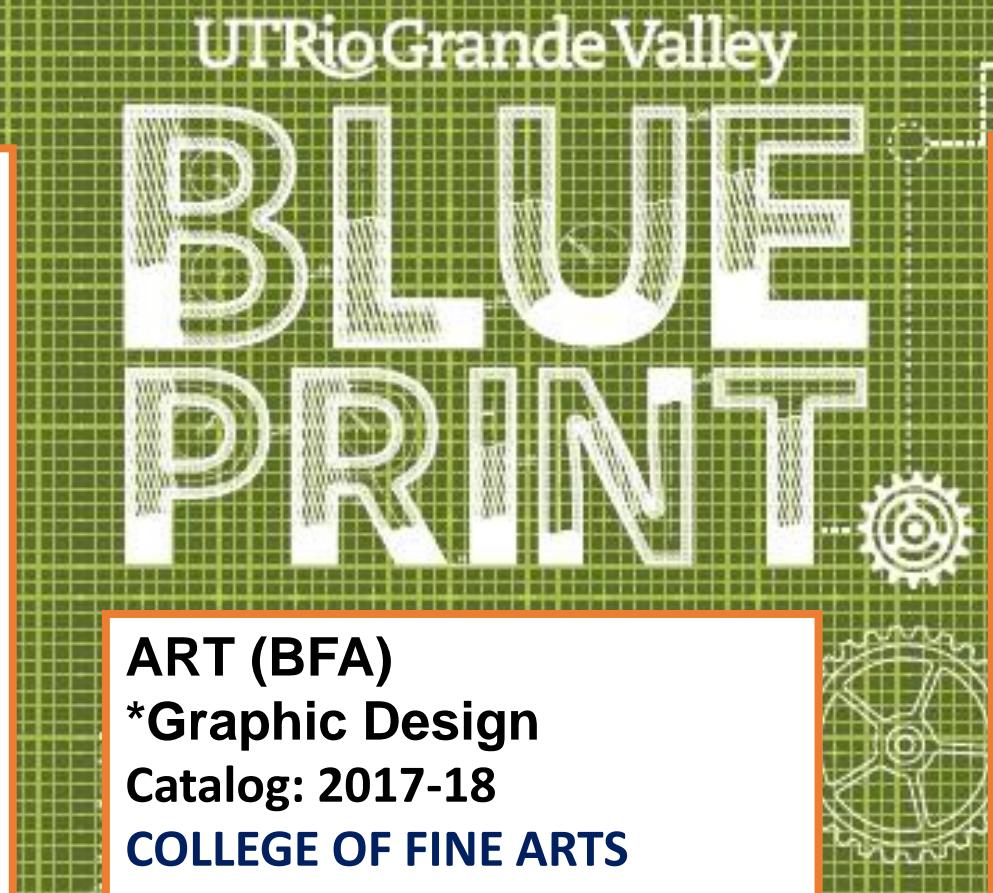
**Dr. Michael Weaver
Interim School Director
Michael.Weaver@utrgy.edu**

Dr. Carlos Roberto de Souza
Associate Director
Carlos.desouza@utrgv.edu

**Professor Maria Elena Macias
Associate Dean
Elena.Macias@utrgv.edu**

2412 South Business 281

Veronica.Chavarria@utrgv.edu



Degree Info

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.

BLUEPRINT EXPERIENCES

MILESTONES

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.

ADVICE & SUPPORT

- Meet with your academic advisor and bring your orientation folder with you to every session!
- Choose a major with confidence- Visit my.UTRGV.edu and check out the Kuder Journey.
- Visit a faculty member during their office hours and ask a question about class.
- Classes fill up 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.
- Look for a service-learning course! For guidance, visit Engaged Scholarship & Learning Office.
- Participate in a campus-sponsored community service project.
- Ask a student in class to study with you.

APPLY WHAT YOU LEARN

- Set up your profile on the Engagement Zone through My.UTRGV.edu.
- Attend a diversity based campus or community event (e.g. MLK Day of Service).
- Attend a departmental program such as BFA critiques twice each semester or Art Openings at University Gallery and Clark Gallery each month.
- Join a student organization! Consider looking into Graphic Design Club or Artists Unanimous or visit VLink (utrgv.edu/vlink) for options.
- Create a résumé and set up your profile on the Career Connection icon: (My.UTRGV.edu).

GLOBAL, CAMPUS & COMMUNITY ENGAGEMENT

- Got summer plans? Visit Career Center and ask about places to do some job shadowing.
- Research shows that students who work on campus perform better than those who work off campus. Look for a job on the Career Center portal!
- Check your UTRGV email for the daily Messenger- locate and attend one student workshop.

LIFE AFTER GRADUATION

- Shoot for a GPA of 3.5.
- Complete major foundation classes, such as **First semester:** Arts 1316- Drawing I; Arts1311- Design I; Arts 1303- Art History I;

SECOND YEAR

- Shoot for a GPA of 3.5.
- Complete 30 credit hours.
- Apply to the Art Graphic Design program BFA in your second semester. Complete a change of major form available in the Art office or from your academic advisor. The deadline is December 1.
- Want to explore different careers? Check out Kuder Journey!
- Come ready with course suggestions and questions when you visit your academic advisor.
- Visit the Communication Hauser Lab for help with your speeches.
- Trouble making your tuition payment? The Financial Aid Office can help. Payment plans and emergency loans are also available

THIRD YEAR

- Shoot for a GPA of 3.5.
- Complete 30 credit hours.
- Have you landed an internship or acquired research experience? This is the year to make it happen.

FOURTH YEAR AND BEYOND

- Shoot for a GPA of 3.5.
- "I have a plan for after graduation." If this describes you, great! If not, visit your Faculty Advisor or Career Center!
- Register for your Capstone/senior/portfolio project: Arts 4396 BFA Exhibit
- Complete at least 30 credit hours to graduate.
- Submit your application(s) for graduate school, an apprenticeship, or for fulltime employment.

- Seek out research opportunities within your major and join a professional organization such as College Art Association, or ADDY.
- Check DegreeWorks to make sure you are on track for graduation next year.
- Apply for internship and/or job shadowing opportunities. Discuss this with your advisor, faculty mentor, or Career Center.

- Engage in an independent study project or an academic internship to complement your major, such as Museum Studies Internship, Creative Arts for Health and Wellness (arts therapy) or Graphic Design Internship.
- Discuss future plans with your faculty mentor or advisor that includes employment, finances, and other life goals.
- Apply for graduation one semester prior to your anticipated date. Visit the Academic Advising Center to ensure you are on track.

- Continue to present research or creative works at the Engaged Scholar Symposium or at College Art Association, Texas Association of Schools of Art.

- Set up an informational interview with an individual (especially an alumnus) currently in the field you aspire to work in.

- 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 speech coaching with the Communication Hauser Lab.

- Have you received your acceptance for graduate school or an employment offer? If not, network: talk to faculty, the Career Center, and get on LinkedIn.

- Formulate and implement a strategy for life after graduation: attend career fairs, graduate fairs, apply to fellowships, etc.

- Update your information with Alumni Relations. Enjoy alumni mixers, events and continued access to Career Center services!

- Remember to do your exit loan counseling on studentloans.gov.

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/ Photoshop art
- Illustration
- Identity design:
 - Logo design
- Branding
- Digital
- Multimedia
- Film title
- Television graphics
- Video games
- Computer graphics
- Motion graphics
- Animation
- Website design
- Interactive media
- Educational design

For additional info, visit the Career Center website and check out "What Can I Do With This Major?"

www.utrgv.edu/careercenter