



ART & DESIGN - GRAPHIC DESIGN College of Humanities and Social Sciences

OVERVIEW

As a graphic designer you will utilize your creative thinking skills to take on a wide range of challenges. Our design program at Minnesota State Mankato will help you develop the conceptual, visual, and technical skills needed to enter the design profession with confidence. We have developed our program to offer you a broad array of content areas, including branding, editorial, web, and motion design. As you advance through the coursework, you will experience how all these pieces fit together to create meaningful design solutions.

DEGREES

Graphic Design, Bachelor of Fine Arts (BFA) Art, Graphic Design Minor Graphic Design Certificate

CONTENT AREAS

- » **Branding:** produce identity systems that communicate the essence of an organization
- » Typography: learn the history and strategic application of written language
- » Web Design: develop digital products that emphasize user experience
- » Motion Design: create time-based design solutions
- » Image Making: generate image-focused design and creative ideation techniques

QUALITY OF OUR PROGRAM

Accreditation:

The Department of Art is accredited by the National Association of Schools of Art and Design, insuring that professional standards for teaching and research ore met or surpassed.

Faculty:

All of our full-time faculty hold terminal degrees. Our art historians and art educator hold the PhDs and our studio artists hold MFA degrees. Our faculty have established a significant record of achievement as teachers and scholars, including grants from the National Endowment for the Arts, the National Endowment for the Humanities, the Minnesota State Arts Board, and other prestigious foundations and arts organizations. The work of our studio faculty has been widely exhibited in local, regional, national, and international shows.

STUDENT EXPERIENCE

Student/Faculty Ratio:

A very strong sense of community has been established in the department through small class sizes and a faculty/student ratio of 1:15.

Scholarly Work:

Opportunities for the encouragement and financial support of student scholarly and artistic endeavor are provided by the Minnesota State Mankato Undergraduate Research Conference, which promotes students to engage in research or creative projects under the supervision of a faculty mentor.

Facilities

Nelson Hall studio spaces provide the equipment, workspaces, and technology to prepare students for contemporary applications of their art education.

Graphic Design has two fully-equipped computer labs and a production space with additional equipment, such as, a laser cutter and large format printers. In the 3D areas of ceramics, sculpture, and installation we have wood/metal shops and a large ceramics studio. We also have an installation workspace and campus-wide locations for art installation projects.

In 2D areas, our program has drawing studio spaces for introductory and advanced work, a large painting studio, and a printmaking studio with facilities for traditional and contemporary approaches. Our photography area has a darkroom and digital printing equipment. Nelson Hall also has classrooms for foundations, art education, and art history.

Chapters/Organizations:

The department supports student chapters of the American Institute of Graphic Arts and the National Art Education Association as well as our Art History Round Table, our Exposed photography club, our Mudworks ceramics group, Works on Paper printmaking club, and our Student Art League. These seven student groups sponsor various activities, travel opportunities, and other programs that strengthen the educational experience.

Scholarships:

The department awards scholarships to returning students based on academic merit and need.

FOR MORE INFORMATION PLEASE CONTACT

Department of Art & Design

Minnesota State University, Mankato 136 Nelson Hall Mankato, MN 56001

Phone 507-389-6412 (V) 800-627-3529 or 711 (MRS/TTY)

Website hss.mnsu.edu/art

SAMPLE FOUR YEAR CURRICULUM (GRAPHIC DESIGN, BFA)

| First Year (Fall) | First Year (Spring) |
|---|--|
| ART 101 - Design Foundations (3) ART 110 - Drawing Foundations (3) General Education - Goal Area 1A (4) General Education - Goal Area 3 (3-4) General Education - Goal Area 11 (1) | ART 103 - Three Dimensional Design (3) ART 202 - Intro to Digital Media (3) ART - Studio Elective (3) General Education - Goal Area 4 (3-4) General Education - Goal Area 6 (3-4) |
| Second Year (Fall) | Second Year (Spring) |
| ART 260 - Art History Survey I (Goal Area 8) (3) ART 220 - Graphic Design I (3) ART - Studio Elective (3) General Education - Goal Area 3 (3-4) ART 304 - Typography (3) | ART 261 - Art History Survey I (Goal Area 6) (3) ART 302 - Interactive Survey (3) ART 391 - Portfolio Review (P/F) ART - Studio Elective (3) General Education - Goal Area 1B (3-4) General Education - Goal Area 11 (1) |
| Third Year (Fall) | Third Year (Spring) |
| ART 320 - Graphic Design II (3) ART 466 - Realism to Postmodernism (3) ART 404 - Typography II (3) ART 300 - Level Concentration Elective (3) General Education - Goal Area 5 (3-4) | ART 324 - Concept and Image (3) ART 300 - Level Concentration Elective (3) ART400 - Level Art History Elective (3) ART 406 - Web Design I (3) ART - Studio Elective (3) |
| Fourth Year (Fall) | Fourth Year (Spring) |
| ART 402 - Motions Graphics (3) ART 444 - Typography II ART - Advanced Art History Elective (3) General Education - Goal Area 9 (3-4) General Education - Goal Area 7 (3-4) | ART 420 - Graphic Design III (3) ART 436 - Web Design II (3) ART 499 - Senior Exhibition (1) ART 400 - Level Approved Elective (3) General Education - Goal Area 5 (3) General Education - Goal Area 10 (3-4) |

For additional information about course requirements, please visit hss.mnsu.edu/art

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