

GRAPHIC DESIGN

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.

PROGRAMS



DEGREES AND CERTIFICATES

- Bachelor of Fine Arts in Graphic Design
- Graphic Design Certificate

ABOUT THE PROGRAM

Graphic design is devoted to the development of concepts, knowledge, and skills needed for a career in graphic design and related fields. This degree focuses on the conceptual, visual, and technical skills needed to enter the design profession with confidence. The program offers classes on a broad array of content areas, including brand identity, design thinking, editorial design, interactive design, and typography.

REAL-WORLD CONNECTIONS



SKILLS AND TALENTS

- Digital Media
- Computer Design Skills
- Design Principles
- Photography/Photo Editing
- Typography
- User Experience Design

CAREERS

- Graphic Designer
- Designer
- Photographer
- Artist
- Instructor
- Marketing Specialist

EMPLOYERS

- Abdo Publishing
- BIC Graphic
- Capstone Publishing
- Freelance
- Fun.com
- Navitor

INSPIRED ACTION



EMPLOYMENT RATE

95.8%
of program graduates begin their careers within one year of graduation.

link.mnsu.edu/graduate-follow-up

MEDIAN SALARY

\$57,990

The median annual wage for Graphic Designers in May 2022.

Bureau of Labor Statistics, U.S. Department of Labor, Occupational Outlook Handbook, Graphic Designers, at link.mnsu.edu/art-graphic-design-salary

PROGRAM WEBSITE



hss.mnsu.edu/art

SAMPLE FOUR-YEAR PLAN - 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 more information about program requirements, visit:
mnsu.edu/academics/academic-catalog

LEARN MORE

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