

GRAPHIC DESIGN MINOR

In today's world, we are literally surrounded by graphic design, from billboards to soda cans, from social media posts to political ads. The graphic designer develops engaging material that communicates a pointed message and persuades an audience. The form of the communication can be physical or virtual, and may include images, words, or graphic forms. The work can happen at any scale, from the design of a single postage stamp to a national postal signage system. It can also be for any purpose, whether commercial, educational, cultural, or political. However you define it, graphic design is ubiquitous.

The interdisciplinary minor in Graphic Design asks students to learn, reflect, and act as designers, preparing students for work in the increasingly complex role of design in virtually all facets of business, in both for-profit and not-for-profit fields. The minor complements students' other fields of study, with the concepts, theories and competencies of design.

Part of being a graphic designer is using Adobe digital graphics software, which is upgraded frequently. Hence, designers also must keep up with the changes in the software. The graphic design courses feature a few software tutorials, but students are expected to train themselves in the digital graphics software. Numerous tutorials for the Adobe software are available through LinkedIn Learning, which is free to all Fairfield students, staff, and faculty members.

Goals and Learning Outcomes

Graphic Design students demonstrate the following knowledge and skills:

- Acquire, articulate, and apply specialized terminology and knowledge relevant to graphic design including relationships to other disciplines and to contemporary global issues.
- Assess, predict, and articulate the influence and importance of graphic design issues within the human environment from social responsibility, sustainability and interdisciplinary perspectives.
- Acquire and demonstrate competency in technical skills applicable to graphic design.
- Demonstrate the ability to use design thinking strategies in an iterative design process.
- Demonstrate the ability to analyze, synthesize, and develop probable solutions.

The Graphic Design minor prepares students for a range of post-graduate opportunities, including in the non-profit sector and graduate school.

Requirements

For an 18-credit minor in graphic design, students complete the following:

Code	Title	Credits
Select two classes from the following that focus on learning to see and analyze visual art:		6
AHST 1001	Exploring Art History: Technology and Art	
AHST 1002	Exploring Art History: Migration and Art: Raids, Trade, Pilgrimage	
AHST 1003	Exploring Art History: Life, Death, and the Afterlife in Art	

AHST 1004	Exploring Art History: Art, Politics, and Propaganda	
AHST 1005	Exploring Art History: Sex, Sacrilege, Scandals: From Caves to Culture Wars	
AHST 1006	Exploring Art History: Destruction, Plunder, and Preservation	
AHST 1102	Art of East Asia	
AHST 1103	Art of Africa, the Caribbean, and the Americas	
AHST 1104	Art of Asia	
AHST 1105	History of Architecture	
AHST 1109	Jewish Art: Moses to Modernity	
AHST 1111	Greek Art and Archaeology	
AHST 1112	Roman Art and Archaeology: Colosseum to Catacombs	
AHST 1113	Art and Archaeology of Ancient Egypt: Images for Eternity	
AHST 1120	Medieval Art: Catacombs to Cathedrals	
AHST 1121	Celtic and Early Irish Art	
AHST 1130	Early Renaissance Art in Italy	
AHST 1131	High Renaissance and Mannerism in Italy	
AHST 1152	Modern Art	
AHST 1164	American Art and Media Culture	
AHST 1165	African-American Art	
AHST 1172	History of Photography	
AHST 1191	Art and Mythologies of Nazi Germany, Fascist Italy, Bolshevik Russia: Comparative Systems & Outcomes	
COMM 1130	Mass Media and Society	
COMM 3337	Visual Communication	
FTMA 1101	American Cinema History	
FTMA 1102	American Television History	
FTMA 1103	Global Cinema	
FTMA 1104	Documentary Cinema	
FTMA 2201	Filmmaker Studies	
FTMA 2204	African American Cinema	
FTMA 2206	American Film: Decades	
FTMA 2207	Film Genres	
Select two classes from the following that focus on making art, keeping a sketchbook, and visual composition:		6
SART 1011	Introduction to Sculpture	
SART 1012	Introduction to Drawing	
SART 1013	Introduction to Figure Drawing	
SART 1014	Introduction to Printmaking	
SART 1015	Introduction to Painting	
SART 1016	Introduction to 2-D Design	
SART 1101	Digital Tools in Art Making	
SART 1102	Experimental Drawing Practices	
SART 1105	Color Workshop	
SART 1132	Sculpture: Construction and Subtraction	
SART 1133	Alternative Processes Photography	
SART 1134	Digital Photography	
SART 1136	Artist Book Construction	
SART 1137	Motion and Time-Based Art	

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SART 1138	From Drawing to Painting
SART 1139	Watercolor
SART 2230	Advanced Painting
SART 2231	Advanced Printmaking
SART 2232	Advanced Sculpture
SART 2233	Advanced Photography
SART 2235	Advanced Drawing
SART 3299	Advanced Projects Seminar
THTR 1155	Design for Stage & Screen
THTR 1158	Scene Painting
THTR 2253	Costume Design
THTR 2288	Scene Design

Select two classes that focus on graphic design. Students may only enroll in these courses after they have completed the requirements above: 6

GDSN 3201	Graphic Design I: Making Meaning
GDSN 3202	Graphic Design II: Clients and Collaboration

Total Credits 18