University Core and Graduation Requirements

University Core Requirements:

<table>
<thead>
<tr>
<th>Requirements</th>
<th>#Classes</th>
<th>Hours</th>
<th>Classes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Religion Cornerstones</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Teachings and Doctrine of The Book of Mormon</td>
<td>1</td>
<td>2.0</td>
<td>REL A 275</td>
</tr>
<tr>
<td>Jesus Christ and the Everlasting Gospel</td>
<td>1</td>
<td>2.0</td>
<td>REL A 250</td>
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<tr>
<td>Foundations of the Restoration</td>
<td>1</td>
<td>2.0</td>
<td>REL C 225</td>
</tr>
<tr>
<td>The Eternal Family</td>
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<td>2.0</td>
<td>REL C 200</td>
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<tr>
<td>The Individual and Society</td>
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<tr>
<td>American Heritage</td>
<td>1-2</td>
<td>3-6.0</td>
<td>from approved list</td>
</tr>
<tr>
<td>Global and Cultural Awareness</td>
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<td>3.0</td>
<td>from approved list</td>
</tr>
<tr>
<td>Skills</td>
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<tr>
<td>First Year Writing</td>
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<td>3.0</td>
<td>from approved list</td>
</tr>
<tr>
<td>Advanced Written and Oral Communications</td>
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<td>3.0</td>
<td>WRTG 311 or 312 recom</td>
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<tr>
<td>Quantitative Reasoning</td>
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<td>4.0</td>
<td>from approved list</td>
</tr>
<tr>
<td>Languages of Learning (Math or Language)</td>
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<td>4.0</td>
<td>from approved list</td>
</tr>
<tr>
<td>Arts, Letters, and Sciences</td>
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<tr>
<td>Civilization 113.0</td>
<td></td>
<td>3.0</td>
<td>ARTHC 201*</td>
</tr>
<tr>
<td>Civilization 213.0</td>
<td></td>
<td>3.0</td>
<td>ARTHC 202*</td>
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<tr>
<td>Arts</td>
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<td>3.0</td>
<td>from approved list</td>
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<tr>
<td>Letters</td>
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<tr>
<td>Biological Science</td>
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<tr>
<td>Physical Science</td>
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<tr>
<td>Social Science</td>
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<tr>
<td>Core Enrichment: Electives</td>
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<tr>
<td>Religion Electives</td>
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<tr>
<td>Open Electives</td>
<td>Variable</td>
<td>Variable</td>
<td>personal choice</td>
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</tbody>
</table>

*These courses fill both University Core and program requirements. For University Core/program questions, contact the Advisement Center. For career questions, contact assigned faculty advisor.

Graduation Requirements:

Minimum residence hours required: 30.0
Minimum hours needed to graduate: 120.0

Suggested Sequence of Courses

Freshman Year
1st Semester
First-year Writing or A HTG 103.0
Religion cornerstone course 2.0
DESGD 145 or DESIL 101 or DESPH 1163.0
ARTH 201* 3.0
General Education courses, and/or general electives 4.0
Total Hours 15.0

2nd Semester
A HTG 100 or First Year Writing 3.0
Religion Cornerstone course 2.0
DESGD 145 or DESIL 101 or DESPH 116
DES 217.5
General Education courses, and/or general electives5.5
Total Hours 15.0

After successful completion of DES 217 and DESGD 145 and/or DESIL 101 and/or DESPH 116, submit an online portfolio of work for acceptance into the Design BA program in June. Contact the department for application deadlines.

Sophomore Year
3rd Semester
DES 111R0.5
Requirement 4 Course 3.0
Requirement 6 Course** (see Faculty Advisor-Approved options) 3.0
General Education courses, university requirements, and/or general electives 8.5
Total Hours 15.0

4th Semester
ARTH 2023.0
Requirement 4 Course 3.0
Requirement 6 Course** (see Faculty Advisor-Approved options) 3.0
General Education courses, university requirements, and/or general electives 6.0
Total Hours 15.0

Junior Year
5th Semester
DES 111R0.5
Requirement 6 Course** (see Faculty Advisor-Approved options) 3.0
General Education courses, university requirements, and/or general electives 11.5
Total Hours 15.0

6th Semester
Requirement 6 Course** (see Faculty Advisor-Approved options) 3.0
ENT 101 or MKTG 201 or STDEV 317 or MSB 491R 3.0
DES 3903.0
General Education courses, university requirements, and/or general electives 6.0
Total Hours 15.0

Senior Year
7th Semester
Requirement 6 Course** (see Faculty Advisor-Approved options) 3.0
General Education courses, university requirements, and/or general electives 12.0
Total Hours 15.0

8th Semester
Requirement 6 Course** (see Faculty Advisor-Approved options) 3.0
General Education courses, university requirements, and/or general electives 12.0
Total Hours 15.0

**Selected studio courses must be approved in writing by student's faculty advisor before enrollment occurs.

Note: This degree program requires a minimum of 120 hours for graduation. Students are encouraged to complete an average of 15 credit hours each semester or 30 credits each year, which would include spring and/or summer term. Taking fewer credits substantially increases the cost and number of semesters to graduate.
Students may only apply to the BA in Design program twice.

BA in Design (488048) 2022-2023 Program Requirements (55.5 - 56.5 Credit Hours)

The Design BA program is a limited enrollment program requiring departmental admissions approval. Permission is granted through a portfolio review and interview process. Interested students should declare pre-major intent, complete prerequisite courses, and submit an application and online portfolio of their work. Application deadlines are in June.

Accepted major students will be assigned a faculty advisor who will assist in completing a program plan, approve major and elective courses, and provide information about post-graduate preparation. For more information about areas of study, please contact the department office.

**requirement 1 Complete 2 courses**

Prerequisite course:
- **DESGD 145 - Design 1** 3.0
- **DESI 101 - Drawing and Composition** 3.0
- **DESH 116 - Introduction to Photography and Digital Workflow** 3.0

**requirement 2 Complete 1 course**

Prerequisite courses:
- **DES 217 - Design Thinking** 1.5

Apply to the Design BA program.

**requirement 3 Complete 3 courses**

*ARTH 201 - World Civilization to 1500** 3.0
*ARTH 202 - World Civilization Since 1500** 3.0
- **DES 390 - Design Theory and Visual Culture** 3.0

**requirement 4 Complete 2 courses**

- **DESGD 349 - History of Graphic Design** 3.0
- **DESI 354 - Survey of Illustration History** 3.0
- **DESH 379 - History of Photography** 3.0
- **INDES 339 - History of Products** 3.0
- **IP&T 420 - Design Psychology** 3.0

**requirement 5 Complete 2 courses**

Complete the following course twice:
- **DES 111R - Design Lecture Series** 0.5

You may take this course up to 2 times.

**requirement 6 Complete 1 option**

With the guidance of their faculty advisor, students should consider choosing an area of study and taking the faculty advisor-approved elective courses. Selected courses must be approved in writing by the student's faculty advisor before enrollment occurs. Please contact the department for possible study areas.

**option 6.1 Complete 30.0 hours from the following course(s)**

Courses completed as prerequisites above do not double count in this requirement.

- **ANTHR 442 - Ethnographic Research Design and Methods** 3.0
- **ART 220 - Introduction to Drawing and Figure Drawing** 3.0
- **CSANM 258 - Scripting for Animation** 3.0
- **CSANM 340 - Introduction to Game Design** 2.0
- **CSANM 459R - Video Game Production** 1.3.0
- **DES 150 - Introduction to Life Drawing** 3.0
- **DES 381 - Interdisciplinary Motion** 3.0
- **DES 394R - Special Topics** 3.0
- **DES 480 - Interdisciplinary Motion** 2.3.0
- **DES 496R - Academic Internship: Professional Internship** 6.0v
- **DESAN 350 - Intermediate Character Animation** 3.0
- **DESAN 486R - Developing Intellectual Properties in Animation** 3.0v
- **DESGD 145 - Design 1** 3.0
DESGD 243 - Typography 1 3.0  
DESGD 245 - Design 2 3.0  
DESGD 248R - Letterpress Studio 3.0  
DESGD 280 - Media Design 1 3.0  
DESGD 346R - Practicum in Graphic Design 3.0  
DESGD 360 - Interaction Design 1 3.0  
DESGD 380 - Motion 1 3.0  
DESGD 394R - Special Topics 3.0v  
DESGD 460 - Interaction Design 2 3.0  
DESIL 101 - Drawing and Composition 3.0  
DESIL 130 - Illustration Fundamentals 3.0  
DESIL 140 - Introduction to Digital Illustration 2.0  
DESIL 240 - Intermediate Digital Illustration 3.0  
DESIL 394R - Special Topics 3.0  
DESPH 116 - Introduction to Photography and Digital Workflow 3.0  
DESPH 120 - Introduction to Digital Imaging 3.0  
DESPH 260 - Moving Image 1 3.0  
DESPH 273 - Photographic Language 3.0  
DESPH 276 - Visual Storytelling 3.0  
DESPH 394R - Special Topics 3.0v  
IP&T 420 - Design Psychology 3.0  
IP&T 461 - Design Evaluation 3.0  
TMA 241 - Screenwriting 1 3.0  
TMA 277 - New Media Conceptualization 3.0  
TMA 384R - Practicum: Cinematic Skills 6.0v  
ENT 101 - Introduction to Entrepreneurship 3.0  
MKTG 201 - Marketing Management 3.0  
MSB 491R - Topics in Social Impact 3.0v  
STDEV 317 - Job and Internship Search Strategies 2.0  

**BACHELOR OF ARTS IN DESIGN DEGREE**  
The Design Bachelor of Arts degree suits students who are interested in a clear and targeted plan of coursework involving multiple design disciplines in the department in one of three areas of study:  
1. **Interdisciplinary Practice:** combines classes from Photo- & Lens-Based Design, Animation, Graphic Design, and illustration to form a focused course of study in studio practices that bridge selected disciplines.  
2. **User Experience and Video Game Design:** brings students into the world of human-computer interfaces that span web, app, and video game design.  
3. **Design Studies:** engages students in the histories, theories, and research methodologies of the design field. Other proposed courses of study require faculty approval. This degree gives students leeway to think and work across fields, becoming design generalists. Students wishing to explore more focused design careers are encouraged to pursue BFA degree program courses.

**ADMISSIONS**

**Prospective BYU Students:** Prospective students wishing to be admitted into the Design BA program should apply to BYU through the regular admissions process at: https://www.byu.edu/admissions. Admissions deadlines are available at: https://admissions.byu.edu/application-deadlines. Admission to BYU does not guarantee admission into Department of Design degree programs. Prospective students are strongly encouraged to apply for department scholarships. Apply online at https://designdepartment.slideroom.com. Go to https://designdepartment.byu.edu/department-scholarships for application deadline information.

**Department Admissions:** The Design Bachelor of Arts program is a limited enrollment program which requires students to apply for acceptance through a department admissions process. Admitted BYU students should declare their intent to major as a Design student, before enrolling in either DESGD 145, DESIL 101, or DESPH 116, the pre-requisite courses, and DES 217. Upon the successful completion of pre-requisite courses, students should submit an online portfolio of work for review.
Major Admissions: Upon completion of all pre-major courses, students apply for admission to the Design BA program through a portfolio review held in June each year. Apply online at https://designdept.slideroom.com. Contact the department office at designdepartment@byu.edu or https://designdept.byu.edu for more information.

Transfer Students: Transfer students applying for admittance to the Department of Design are asked to submit an application and portfolio on https://designdept.slideroom.com. Transfer applications for the Department of Design are reviewed year round by a faculty committee. At the discretion of the area faculty, students are accepted into the department and placed at the appropriate level of study. Transfer applications are contingent upon acceptance into BYU, which is a separate application process. Admission to the department does not guarantee admission to Brigham Young University. For BYU refer to https://enrollment.byu.edu/admissions/deadlines.

Note: Students may apply to the BA program twice.

TALENT AWARDS and DEPARTMENT SCHOLARSHIPS
Design majors are encouraged to apply for Department Talent Awards and other scholarships. Go to https://designdept.byu.edu/department-scholarships for funding information and application deadlines.

EQUIPMENT REQUIREMENTS
Incoming BYU design students are asked to purchase a computer for their own convenience and to maximize their academic experience. Pre-major courses can be completed with the use of university labs, however most students prefer having their own computer. In certain courses, highly specialized technology is made available in department labs and classrooms.

The Department recommends the following configurations for design students: Apple MacBook Pro (or equivalent PC) with sufficient capacity to support Adobe Creative Cloud (including Adobe Illustrator, InDesign, Photoshop, Premiere, After Effects, Experience Design). Students' Adobe subscriptions should also include access to Adobe Fonts (formerly known as Typekit). Minimum recommended specifications include 16gb RAM, and 500 gb hard drive. The BYU Store carries a full line of discounted computers, accessories and discounted software subscriptions.

DESIGN EDUCATION LICENSURE
Design majors can add teaching licensure to their degree through the Art Education Licensure Program. This program prepares students with a design background to teach art and design in K-12 classrooms. The program includes 36 credits of coursework, with a semester of student teaching as the capstone project. To join the program, students must enroll in and successfully pass ARTED 276 (Introduction to K-12 Art and Design Education: Studio Methods, Media, and Explorations of teaching). For more information go to https://byuarted.weebly.com/ Contact the Art Education Coordinator to discuss interest in the licensure option: Mark Graham at mark_graham@byu.edu.

DEGREE PROGRAM ADVISEMENT
A faculty advisor will be assigned to each student upon acceptance to the Design BA major who will assist in completing a program plan, approve major and elective courses, and provide information about post-graduate preparation. Students may also contact the college advisement center at cfacadvise@byu.edu or call 801-422-3777 for information concerning undergraduate programs in the Department of Design.

MAP DISCLAIMER
While every reasonable effort is made to ensure accuracy, there are some student populations that could have exceptions to listed requirements. Please refer to the university catalog and your college advisement center/department for complete guidelines.

DEPARTMENT INFORMATION
Department of Design