

Degree: Art, B.F.A.: Graphic Design Concentration 25-26					
Requirement Area	Course	Course Title	Prerequisites	Units	
First Semester (FALL)					
Recommended	CLAS 105	Navigating Your First Year in College			2
1C					3
Area 2	MATH 118				3
3A/ART Foundation	ART 101	Introduction to Photography			3
Area 4					3
ART Foundation	ART 102	2D Processes			3
			Total:		17
Second Semester (SPRING)					
1A					3
3B					3
Area 6		Ethnic Studies			3
ART Foundation	ART 103	3D Processes			3
ART Foundation	ART 104	4D Processes			3
			Total:		15
Third Semester (FALL)					
1B					3
ART Foundation	ART 120	Art of Asia and the Pacific World			3
5A/5C					4
Art Foundation	ART 100	Fundamentals of Drawing			3
Area 4/Diversity Overlay					3
			Total:		16
Fourth Semester (SPRING)					
Code 1					3
5B					3
Code 2					3
LD Major	ART 230	Graphic Arts	ART 101 and ART 102		3
Free Elective					2
			Total:		14
Fifth Semester (FALL)					
UD-Area 5/Sustainability Overlay			Completion of GE Areas 1A, 1B, 1C and GE-2 with grade C- (CR) or better		3
UD-Area 4			Completion of GE Areas 1A, 1B, 1C and GE-2 with grade C- (CR) or better		3
LD Major	ART 152	Web Design 1	ART 100 and ART 102		3
LD Major	ART 226	History of Graphic Design			3
UD Major	ART 330	Typography	ART 226		3
			Total:		15
Sixth Semester (SPRING)					
UD Major	ART 496	Special Topics	All of: ART 100, ART 101, ART 102, ART 103, ART 104; and, either ART 120 or ART 220.		3
UD Major	ART 491	BFA Critique			1
UD Major/Social Justice Overlay	ART 323	Modern Media, Art & Culture 1	ART 226		3
UD Major	ART 331	Design Concepts & Narratives	ART 226		3
UD Major Restricted Elective	ART 270, 272, 274, 361, 362, 363, 348A, or 349A				3
UD Major	ART 440	Forum			1
UWR					3
			Total:		17
Seventh Semester (FALL)					
UD-Area 3/UD Major Restricted Elective	ART 420, 423, or 426	Upper Division Art History	Completion of GE Areas 1A, 1B, 1C and GE-2 with grade C- (CR) or better		3
UD Major	ART 491	BFA Critique			1
UD Major	ART 326	Contemporary Visual Studies 1			3
UD Major	ART 332	Design for Production			3
UD Major Restricted Elective	ART 245, 251, 255, 259, 345, 351, 352, 356, 378, or 379				3
			Total:		13
Eighth Semester (SPRING)					
UD Major	ART 335	Design Strategy and Collaborations	ART 330 and ART 331		3
UD Major	ART 491	BFA Critique			1
UD Major	ART 336	Information Design	All of: ART 152, ART 330, ART 331		3
Capstone	ART 494C	Graphic Design Senior Project			3
UD Major	ART 430	Typography for Print and Interactive Publications	All of: ART 152, ART 330, ART 331		3
			Total:		13
Total Units:					120

Note: No changes to, or from, the credit/no credit pattern are permitted after the Grade Type Change period. There are no exceptions to this rule. Courses in a student's major department, regardless of course prefix, may not be taken "CR/NC," unless that is the only grading pattern in the course.

CSUEB General Breadth and Graduation Requirement Checklist	
Area 1 (9 units): English Communication	
<input type="checkbox"/> 1A - Lower Division English Composition	
<input type="checkbox"/> 1B - Lower Division Critical Thinking and Composition	
<input type="checkbox"/> 1C - Lower Division Oral Communication	
Area 2 (3 units) : Mathematical Concepts and Quantitative Reasoning	
<input type="checkbox"/> Area 2 - Mathematical Concepts and Quantitative Reasoning	
Area 3 (6 units): Arts & Humanities - Minimum of two different disciplines as designated by course prefix (e.g., ART, THEA, MUS)	
<input type="checkbox"/> 3A - Arts and Humanities (Arts)	
<input type="checkbox"/> 3B - Arts and Humanities (Humanities)	
Area 4 (6 units) : Social and Behavioral Sciences - Minimum of two different disciplines as designated by course prefix (e.g., ANTH, ECON, POSC)	
<input type="checkbox"/> Area 4 - Lower Division Social and Behavioral Sciences	
<input type="checkbox"/> Area 4 - Lower Division Social and Behavioral Sciences	
Area 5 (7 units): Physical and Biological Sciences	
<input type="checkbox"/> 5A - Lower Division Physical and Biological Sciences (Physical)	
<input type="checkbox"/> 5B - Lower Division Physical and Biological Sciences (Biological)	
<input type="checkbox"/> 5C - Lower Division Physical and Biological Sciences (Laboratory) -- May be embedded in 5A or 5B course, as long as 7 units met for lower-division Subject Area 5.	
Area 6 (3 units): Ethnic Studies	
<input type="checkbox"/> Area 6 - Ethnic Studies	
Second Composition : Second Composition (Required as part of 1B for 2025-26 or later catalog)	
<input type="checkbox"/> Second Composition	
University Writing Requirement (3-4 units)	
<input type="checkbox"/> UWR	
U.S. Code (American Institutions Requirement) - Two courses (6 units) covering three U.S. Code Requirements of US-1 (U.S. History), US-2 (U.S. Constitution), and US-3 (California State & Local Government).	
<input type="checkbox"/> Code 1	
<input type="checkbox"/> Code 2	
Upper Division GE Requirements (9 units): Should be taken after completion of 1A, 1B, 1C, and Area 2 with a C- (CR)	
<input type="checkbox"/> UD- Area 3 - Upper Division Arts or Humanities	
<input type="checkbox"/> UD- Area 4 - Upper Division Social and Behavioral Sciences	
<input type="checkbox"/> UD- Area 5 - Upper Division Science or Mathematical Concepts/Quantitative Reasoning	
Overlay Requirements (9 units): Courses may be upper or lower division, and GE or major	
<input type="checkbox"/> Diversity (Div)	
<input type="checkbox"/> Social Justice (SJ)	
<input type="checkbox"/> Sustainability (S)	
Image Electives	
Choose one (1) of the following for 3 units:	
ART 270 - Drawing II Units: 3	
ART 272 - Painting II Units: 3	
ART 274 - Figure Drawing I Units: 3	
ART 361 - Color and Concept Units: 3	
ART 362 - Illustrating Dynamic Forms Units: 3	
ART 363 - Narrative Illustration Units: 3	
ART 348A - Studio Lighting and Product Photography Units: 3	
ART 349A - Portrait Photography Units: 3	
Advanced Graphic Design Electives	
Choose one (1) of the following for 3 units:	
ART 245 - Motion Graphics I Units: 3	
ART 251 - Interaction and Experience Design Foundations Units: 3	
ART 255 - Game Design I Units: 3 ; G.E./G.R. Area: 3A	
ART 259 - Interaction Design Studio I: Tools for Designers Units: 3	
ART 345 - Motion Graphics II Units: 3	
ART 351 - User Experience Theory and Design Units: 3	
ART 352 - Web Design II: Screen Interactions Units: 3	
ART 356 - Interaction Design Studio II : Prototyping the Internet of Things Units: 3	
ART 378 - Bookmaking II Units: 3	
ART 379 - Printmaking II Units: 3	