

FOUNDATION REQUIREMENTS 6 units (Required)

Substitutions

- DES 200 VISUAL DESIGN LITERACY (3)
- DES 222 INTRODUCTION TO 2-D DESIGN (3)

CORE REQUIREMENTS 13 units (Required)

- DES 356 HISTORY OF DESIGN AND TECHNOLOGY (3) This course may not be substituted
- DES 370 INTRODUCTION TO DESIGN (1) This course may not be substituted
- DES 322 COMPUTER GRAPHIC IMAGING (3)
- DES 300 DESIGN PROCESS (3) This course may not be substituted
- DES 324 RESEARCH AND WRITING FOR DESIGN (3) This course may not be substituted

MAJOR REQUIREMENTS 15 units

- DES 325 GRAPHIC DESIGN I: INTRODUCTION (3)
- DES 327 INTERACTIVE DESIGN I (3)
- DES 425 GRAPHIC DESIGN II
- DES 427 INTERACTIVE DESIGN II
(Select one of the following. May take both and use one as an elective)
- DES 525 GRAPHIC DESIGN III or
- DES 527 INTERACTIVE DESIGN III

MAJOR ELECTIVES 18 units

(Select 6 courses; Take no more than two classes (6 units total) from the 200-level.)

- DES 226 MODERN LETTERPRESS PRINTING (3)
- DES 228 INTRODUCTION TO WEB DESIGN (3)
- DES 252 RETHINKING DIGITAL VISUAL MEDIA (3)
- DES 256 DESIGN AND SOCIETY (3)
- DES 367 INTRODUCTION TO GAME DESIGN
- DES 475 TOPICS IN DESIGN
- DES 448 USER EXPERIENCE DESIGN
- DES 523 INFORMATION DESIGN I (3)
- DES 524 INFORMATION DESIGN II (3)
- DES 525 GRAPHIC DESIGN III (3) (if not taken as a Major Requirement)
- DES 527 INTERACTIVE DESIGN III (3) (if not taken as a Major Requirement)
- DES 576 PRACTICAL EXPERIENCE: INTERNSHIP (3)
- DES 625 GRAPHIC DESIGN PRACTICUM (3)
- DES 627 ADVANCED PROJECTS IN VISUAL COMMUNICATION DESIGN (3)
- DES 628 DESIGN GALLERY: EXHIBITIONS AND COMMUNICATIONS (3)
- DES 685 PROJECTS IN THE TEACHING OF DESIGN (3)
- DES 699 INDEPENDENT STUDY IN DESIGN (3)

- _____ Outside Elective by Advisement
- _____ Outside Elective by Advisement

CULMINATING REQUIREMENT (6 units) (these classes cannot be substituted)

- DES 505 SENIOR DESIGN PROJECT (3)
- DES 570 PROFESSIONAL PRACTICES FOR DESIGN (3)

Total for Major = 58 UNITS

Visual Communication Design (58 units)

Name: _____

Email : _____

Phone #: _____

Address: _____

City, State, Zip: _____

Student ID #: _____

- All class changes or substitutions must be approved and signed by your advisor and the School of Design Director one semester before graduation.
- Your Advisor will submit requests for substitutions to be reflected on your DPR
- A copy of this contract will be emailed to you after Director approval and the signed original placed in your student folder.
- Please keep your digital copy or a printout of it with you for meetings with your advisor or to show instructors to prove non-SFSU prerequisites, etc.
- Note that this document is the only record of your officially approved course substitutions and approved non-SFSU electives, so it's important that you keep it up to date.

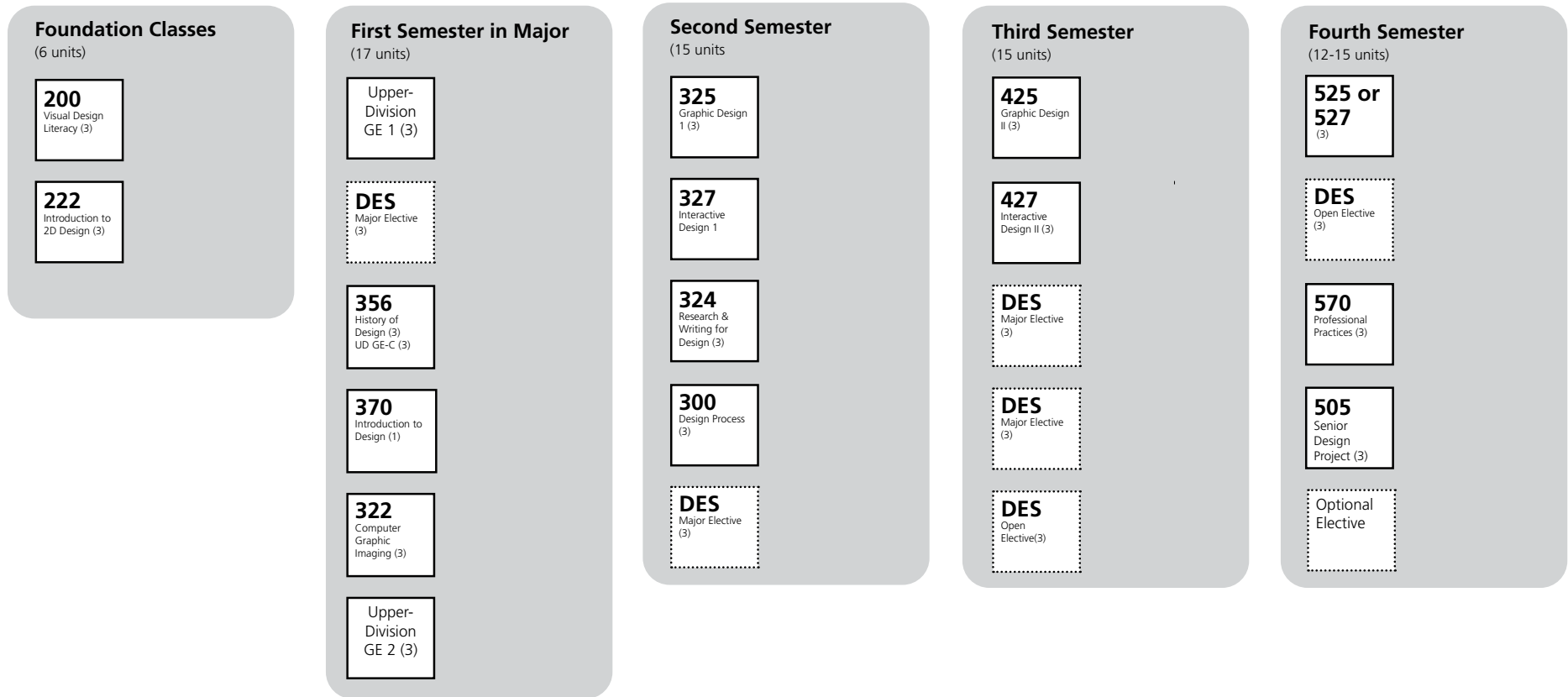
Signature of Student / Date _____

Signature of Advisor / Date _____

Signature of School of Design Director / Date _____

BACHELOR OF SCIENCE IN VISUAL COMMUNICATION DESIGN (58 units)

Suggested Course Sequence (note, depending on course availability, this schedule will have to be adjusted. Work with your advisor if you need to adjust this recommended schedule)



Legend



Required



Elective

Rules

All class changes/substitutions must be approved/signed by your advisor and the department director one semester before graduation. All DESIGN majors must complete a minimum of 24 DESIGN units in residence. Keep a copy of your contract for your reference.

Total BSVCD:

58 Units: BS in Visual Communication Design:

Total GE Units: 48 Units

Total Units For Graduation from SFSU: 120 Units

Additional Elective Options (Total of 18 Units Required) (12 units must be in DES)

DES 321 Technical Drawing I: Intro to CAD (3)

DES 405 How to Develop Patent and Market an Idea (3)

DES 575 Workshop (3)

ANTH 595 Visual Anthropology I (6)

ART 410 Conceptual Strategies I (3)

ART 511 Conceptual & Information Arts: Special Areas (3)

ART 235 Printmaking 1 (GE) (3)

ART 434 Color Workshop (3)

CMX 304 Making Comics (3)

CMX 604 Advanced Comics Making (3)

CSC 210 Introduction to Computer Programming (3)

CSC 206 Python Programming (3)

CSC 210 Introduction to Computer Programming (3)

CSC 208 C++ for Java Programmers (3)

CSC 317 Introduction to Web Software Development (3)

JOUR 235 Photojournalism I (GE) (3)

JOUR 450 Publication Design & Graphics (3)

JOUR 500 Contemporary Magazines (3)

MGMT 650 Creativity and Innovation (3)

MKTG 431 Principles of Marketing (3)

MKTG 440 Advertising Creativity and Production (3)

MKTG 443 Sales Promotion and Publicity (3)

MKTG 469 Digital Marketing (3)

MKTG 675 Brand Management (3)