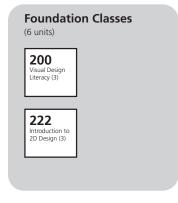
SCHOOL OF DESIGN Advising Contract for BSVCD : Bachelor of Science in

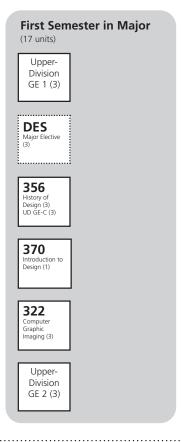
FOUNDATION REQUIREMENTS 6 units (Required) Substitutions		Visual Communication Design (58 units
□ DES 200 VISUAL DESIGN LITERACY (3) □ DES 222 INTRODUCTION TO 2-D DESIGN (3) CORE REQUIREMENTS 13 units (Required)		Name:
Des 370 introduction to design (1)	This course may not be substituted	Phone #:
DES 322 COMPUTER GRAPHIC IMAGING (3)		
DES 300 DESIGN PROCESS (3)	This course may not be substituted	Address:
Des 324 research and writing for design (3)	This course may not be substituted	
MAJOR REQUIREMENTS 15 units		City, State. Zip:
Des 325 Graphic design I: Introduction (3)		Student ID #:
DES 327 INTERACTIVE DESIGN I (3)		student is in
DES 425 GRAPHIC DESIGN II		
DES 427 INTERACTIVE DESIGN II		All class changes or substitutions must be approved and signed by your advisor and the
(Select one of the following. May take both and use one as an elective)		
DES 525 GRAPHIC DESIGN III or		School of Design Director one semester before
DES 527 INTERACTIVE DESIGN III		graduation. 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
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 227 RETHINKING DIGITAL VISUAL MEDIA (3)		or to show instructors to prove non-SFSU
DES 256 DESIGN AND SOCIETY (3)		prerequisites, etc. Note that this document
DES 475 TOPICS IN DESIGN		is the only record of your officially approved
DES 523 INFORMATION DESIGN I (3)		course substitutions and approved non-SFSU
DES 524 INFORMATION DESIGN II (3)		electives, so it's important that you keep it up
DES 525 GRAPHIC DESIGN III (3) (if not taken as a Major Requirement)		to date.
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)		Signature of Student / Date
DES 627 ADVANCED PROJECTS IN VISUAL COMMUNICATION DESIGN (3)		
\square des 628 design gallery: exhibitions and communications (3)		Circulation of Addison / Date
DES 685 PROJECTS IN THE TEACHING OF DESIGN (3)		Signature of Advisor / Date
DES 699 INDEPENDENT STUDY IN DESIGN (3)		
	Outside Elective by Advisement	Signature of School of Design Director / Date
	Outside Elective by Advisement	
CHI MINIATING DECHIDEMENT (6 mits) (decent	person cannot be substituted)	
CULMINATING REQUIREMENT (6 units) (these claded besides the control of the contr	asses cannot be substituted)	Contract Version: Fall 202
- PES 303 SEMION DESIGN FROSECT (3)	Total for Major = 58 UNITS	

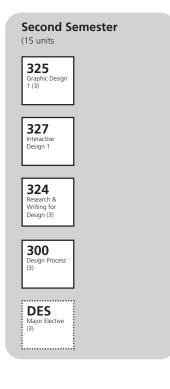
☐ DES 570 PROFESSIONAL PRACTICES FOR DESIGN (3)

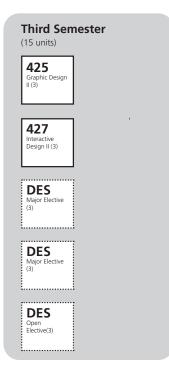
BACHELOR OF SCIENCE IN VISUAL COMMUNICATION DESIGN (58 units)

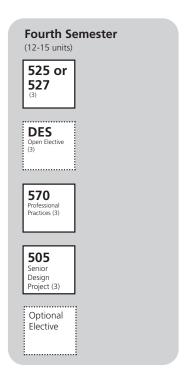
Suggested Course Sequence (note, depending on course availability, this schedule will have to be adjusted. Work with your advisor if you need to adjust this recommended schedule











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:** BS in Visual Communication Design: 58 Units **Total GE Units: 48 Units Total Units For Graduation from SFSU: 120 Units**

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 Photoiournalism 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)