

GRAPHIC DESIGN PROGRAM

OVERVIEW OF THE PROGRAM

The Graphic Design program at Fairmont State University prepares students for careers in the expanding graphic design and digital media industries as well as providing a foundation for graduate studies.

The Bachelor of Science degree provides students with a program structure that includes design, conceptual thinking and current technology for 1) print, packaging and digital delivery; 2) interactive and multimedia design including responsive web site design; and 3) motion graphics including studies in kinetic typography. Students establish strong foundations in a range of graphics skill sets with the opportunity to narrow their focus as they approach upper level courses, tailoring their experience to their chosen path within graphic design. The program objective is for our students to be proficient in these skills and compete for professional positions upon graduation or further studies in graduate programs.

EMPLOYMENT OPPORTUNITIES

Graduates from our Graphic Design program are qualified for entry-level positions in the graphic design industry, ranging from visual design, web design, production art, print/publication design, multi-multimedia art, UX/UI, animation, and motion design. According to the 2021 US Bureau of Labor Statistics, the median salary of a graphic designer was over \$50K, with the highest 10% earning about \$100K. Some recent reports have web designers projected higher due to the growing need in many fields for this expertise. Projected growth indicators predict over 24,000 job openings for graphic designers each year for the next decade, employed by a wide range of industries.

The diverse career paths available within graphic design offer continuous industry growth and increasing opportunities for various work environments from telecommuting and hybrid positions, to freelance and independent business ownership, to traditional full-time settings.

Graduates may also pursue further study in visual design for careers in advertising, television, video game design, and feature films or to prepare for future leadership and director roles. Post-Graduate studies in the visual communication field could lead to university-level teaching positions.

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**FAIRMONT STATE
UNIVERSITY™**

College of Science & Technology



GRAPHIC DESIGN PROGRAM

B.S. IN GRAPHIC DESIGN

GRAPHIC DESIGN PROGRAM COURSES (73 hours)

ARCH 1000 DESIGN FUNDAMENTALS I	4
ART 1141 DESIGN II:3D	3
ART 3380 ART HISTORY SINCE 1950	3
COMP 1110 INTRODUCTION TO PROGRAMMING	3
GRFX 1111 IMAGING I FOUNDATIONS	3
GRFX 1113 MULTIMEDIA CONCEPTS	3
GRFX 1220 MASTER DOCUMENT DESIGN	3
GRFX 1222 INTERNET ANIMATION	3
GRFX 2121 GRAPHIC DESIGN I FOUNDATIONS	3
GRFX 2123 PHOTOGRAPHY I FOUNDATIONS	3
GRFX 2125 HISTORY OF GRAPHIC DESIGN	3
GRFX 2220 INFORMATION GRAPHICS	3
GRFX 2222 TYPOGRAPHY I	3
GRFX 3131 MOTION GRAPHICS	3
GRFX 3133 TYPOGRAPHY II / BRANDING AND IDENTITY DESIGN	3
GRFX 3230 INTERACTIVE AND MULTIMEDIA	3
GRFX 3232 PHOTO II STUDIO/VIDEO	3
GRFX 3234 MULTIPAGE DESIGN	3
GRFX 4141 GRAPHIC DESIGN SENIOR SEMINAR	3
GRFX 4143 MOTION GRAPHICS II	3
GRFX 4145 EXHIBITION DESIGN & DEVELOPMENT / SENIOR SHOW	3
GRFX 4240 APPLIED THEORY	3
GRFX 4242 CAREER AND PORTFOLIO DEVELOPMENT	3
GRFX 4244 SENIOR INTERNSHIP	3

CORE CURRICULUM (30+ hours)

BASIC SKILLS

SOAR 1100 FIRST YEAR SEMINAR	
ENGL 1101 WRITTEN ENGLISH I	3
ENGL 1102 WRITTEN ENGLISH II	3
ORAL COMMUNICATION	3
MATH	3-4

CRITICAL REASONING

HUMANITIES (ELECTIVE)	3
FINE ARTS (ELECTIVE)	3
NATURAL SCIENCES (ELECTIVE)	4-5
SOCIAL SCIENCE (ELECTIVE)	3

PERSONAL DEVELOPMENT

CITIZENSHIP (ELECTIVE)	3
GLOBAL AWARENESS, FITNESS, OR TECHNOLOGY (ELECTIVE)	2-3

MINOR IN GRAPHIC DESIGN

MINOR COURSES (18 hours)

GRFX 1111 IMAGING I FOUNDATIONS	3
GRFX 1220 MASTER DOCUMENT DESIGN	3
GRFX 1222 INTERNET ANIMATION	3
GRFX 2121 GRAPHIC DESIGN I FOUNDATIONS	3
GRFX 2222 TYPOGRAPHY I	3
GRFX 3230 INTERACTIVE AND MULTIMEDIA	3

MINOR ELECTIVE COURSES (3 hours)

GRFX 1113 MULTIMEDIA CONCEPTS	3
GRFX 2123 PHOTOGRAPHY I FOUNDATIONS	3
GRFX 2125 HISTORY OF GRAPHIC DESIGN	3
GRFX 4242 CAREER AND PORTFOLIO DEVELOPMENT	3

MODEL SCHEDULE

FRESHMAN FIRST SEMESTER

GRFX 1111 IMAGING I FOUNDATIONS	3
GRFX 1113 MULTIMEDIA CONCEPTS	3
ENGL 1101 WRITTEN ENGLISH I	3
CORE GEN ED MATH	3
CORE GEN ED CITIZENSHIP	3
SOAR 1100 FIRST YEAR SEMINAR	1
TOTAL	16

FRESHMAN SECOND SEMESTER

GRFX 1220 MASTER DOCUMENT DESIGN	3
ARCH 1000 DESIGN FUNDAMENTALS I	4
COMM 2200 ORAL COMMUNICATION	3
ENGL 1102 WRITTEN ENGLISH II	3
CORE GEN ED FINE ARTS	3
TOTAL	16

SOPHOMORE FIRST SEMESTER

GRFX 1222 INTERNET ANIMATION	3
GRFX 2121 GRAPHIC DESIGN I FOUNDATIONS	3
GRFX 2123 PHOTOGRAPHY I FOUNDATIONS	3
GRFX 2125 HISTORY OF GRAPHIC DESIGN	3
CORE GEN ED SOCIAL SCIENCE	3
TOTAL	15

SOPHOMORE SECOND SEMESTER

GRFX 2220 INFORMATION GRAPHICS	3
GRFX 2222 TYPOGRAPHY I	3
GRFX 3232 PHOTO II STUDIO/VIDEO	3
ART 1141 DESIGN II:3D	3
CORE GEN ED HUMANITIES	3
TOTAL	15

JUNIOR FIRST SEMESTER

GRFX 3131 MOTION GRAPHICS	3
GRFX 3133 TYPOGRAPHY II / BRANDING AND IDENTITY DESIGN	3
ART 3380 ART HISTORY SINCE 1950	3
CORE GEN ED NATURAL SCIENCE	4
CORE GEN ED TECHNOLOGY	2
TOTAL	16

JUNIOR SECOND SEMESTER

GRFX 3230 INTERACTIVE AND MULTIMEDIA	3
GRFX 3234 MULTIPAGE DESIGN	3
GRFX 4143 MOTION GRAPHICS II	3
COMP 1110 INTRODUCTION TO PROGRAMMING	3
ELECTIVE	3
TOTAL	15

SENIOR FIRST SEMESTER

GRFX 4141 GRAPHIC DESIGN SENIOR SEMINAR	3
GRFX 4145 EXHIBITION DESIGN & DEVELOPMENT / SENIOR SHOW	3
ELECTIVE	3
ELECTIVE	3
ELECTIVE	3
TOTAL	15

SENIOR SECOND SEMESTER

GRFX 4240 APPLIED THEORY	3
GRFX 4242 CAREER AND PORTFOLIO DEVELOPMENT	3
GRFX 4244 SENIOR INTERNSHIP	3
ELECTIVE	3
ELECTIVE	3
TOTAL	15

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