



La Roche University
GRAPHIC DESIGN MINOR PROGRAM GUIDE
Department: Graphic Design

Student Name _____
I.D. Number _____

First Year Student _____
Change of Major _____

Transfer _____
Readmit _____

Unofficial Eval Completed by/date: _____

PURPOSE: The Graphic Design Minor will provide an introduction to the practice of graphic design with an emphasis on fundamental design principles, essential software knowledge and critical design thinking skills. Students will be introduced to the history, theory and application of graphic design through various social and market-based contexts. Students will learn to use the design process to approach problems with an applied skillset of research, exploration, and conceptual prototyping skills. The graphic design minor will emphasize coursework that promotes the thoughtful exploration and application of design thinking and principles. Core classes develop a functional understanding of image-making, knowledge of the history and functionality of letters, and layout and composition skills. Students choose to complete their minor with either a traditional focus (sequence A) or a digital focus (sequence B). Interior Design students must complete the minor with sequence C.

REQUIREMENTS: To successfully complete the Graphic Design Minor, students will complete a minimum of 18 credits and maintain a minimum GPA of 2.0 in the minor coursework. A laptop computer and the current version of Adobe Creative Suite Software are also required.

Table with 3 columns: Course Name, Credits, and Transfer Course #/Comments. Rows include Required Courses (9 Credits + Sequence A, B, or C), Sequence A (6 Credits traditional focus), Sequence B (6 Credits digital focus), Minor Electives (Choose 1 course, 3 Credits), and Sequence C (9 Credits Interior Design Majors).

Credits Earned _____
Credits Required: 18
Credits Remaining _____

Registrar Signature _____

Date _____