**BFA Requirements | 66 credits/22 classes**

### 3 Design Fundamental Courses (co-reqs)
- DESN 20203–Design Matters
- ARST 10100–2D Foundations
- DESN 20200–Rapid Ideation & Viz (prev. Rapid Viz) OR ARST 10201–Drawing 1

### 6 Design Studio Courses
- DESN 20101–Intro to Visual Communication Design (prev. VCD 1)
- DESN 20115–Typography
- DESN 20118–Visual Communication Design Studio (prev. VCD 3)
- DESN 30101–Brand & Identity Systems
- DESN 30110–UI/UX Design (User-Interface/User-Experience)
- DESN 40110–Prof. Pract: Visual Communication Desn

### 9 Supplemental Studio Courses
- 7-Design Elective (DESN course–see options below)
- 2-Studio Art Elective (any ARST course)

### 2 Critical Studies Course
- 2-Critical Studies Option (see options below)

### 2 Thesis Courses
- DESN 48103–VCD 15: BFA Thesis (fall)
- DESN 48103–VCD 15: BFA Thesis (spring)

#### Design Elective Options
- DESN 30131 –Motion Design
- DESN 40100–Community-Based Design (prev. Social Design)
- DESN 40101–Packaging Design
- DESN 40121–Interaction Design
- DESN 20200–Rapid Ideation & Viz (prev. Rapid Viz)
- DESN 30209–Digital Modeling (prev. DSM)
- DESN 30210–Design Research
- DESN XXXXX–Sustainability of Designed Objects (NEW)

#### Critical Studies Options:
- ARHI XXXXX–any art history course
- ARCH 43711–Figurative Design Systems
- AMST 30105–Sustainable America
- AMST 30150–Decolonizing Gaming: Critical Engagement through Design
- AMST 30183–Applied Multimedia Through Journalism
- ANTH 10210–The Anthropology of Your Stuff
- ANTH 33210–The Anthropology of Everyday Life
- ANTH 33208– Global Visual Culture
- ENGL 40196–Theories of Media and Technology
- HIST 30644–Consuming America
- HIST 30616–History of American Capitalism
- CSEM 23101–Objects Matter: The Power, Politics, and Promise of Things