

General Education Program Inter/Multidisciplinary Cluster

Students complete a total of 12 units in a course cluster outside their designated degree program or major. Students who complete a second major or a minor fulfill this part of the GE program.

The Inter/Multidisciplinary Cluster provides students an opportunity to explore an area of interest from an inter/multidisciplinary focus: four related courses outside the student's designated degree program or major. At least two courses in the cluster must be upper division.

Arts and Humanities

Religion and the Arts
Comparative World Religions
Ethics
Medieval Culture
Theatre Arts for Cinematography
Production Design
Digital Arts

Social and Cultural Studies

Cross Cultural Studies
Race and Ethnicity
The Holocaust and Comparative Genocide
Leadership
Social Service
Elementary Education

Science, Mathematics, and Technology

Physics
Game Development
Computing Sciences
Mathematics
Information Systems

Area Studies

Latin American Studies
African Studies
Africa and the Middle East
The Holocaust in European History
Asian Studies
Gay/Lesbian/Bisexual Studies

Historical Studies

History and Media
American History
European History
History of the World
War and Society

Language and Communication

Japanese Studies
Germanic Studies
The Spanish Speaking World
The Practice of Language
Spanish Language and Linguistics

Health, Nutrition, and the Body

Science for Life
Sports Medicine
Health and Wellness
Physical Education and Coaching

Suggested Minors

Public Relations/Advertising will prepare you to put your creativity to work in business, non-profits, the arts or education. Storytellers today must use the media effectively to succeed. Our complete curriculum covers all aspects of planning, creating, and executing effective communications campaigns. And, our students have the added advantage of learning to become highly effective creators of the most powerful media of our time—for film, television, and the Internet.

Business Administration gives students a complete picture of how contemporary organizations thrive in competitive markets. Offering case-based learning opportunities, where students solve problems by applying business concepts, students are prepared to become creative, ethical business professionals.

Psychology provides a comprehensive understanding of human thinking and behavior using critical reasoning and clinical experience to identify and evaluate present theoretical and empirical models of behavior and to promote the development of new models.

Sociology provides the undergraduate foundation for pursuit of careers in social work, urban planning, public health, gerontology, medicine, law, criminal justice, and other fields in which knowledge of social institutions, social interaction, and the range of research techniques for studying social phenomena are needed.

Computer Science prepares students for careers in software engineering, game development, integrated circuit design, embedded systems and web-based software development. Most computer science courses include a significant design project that provides an opportunity to apply the core principles of the class. Students work on practical problems with the goal to become productive in the workplace, day one.

Communication Studies is the history, processes, and effects of oral, written, and media-channeled discourse. By selective arrangement of courses in the minor, students can prepare for careers in such areas as corporate communication, arbitration, industrial/labor relations, and all fields entailing private/public advocacy.

Game Development and Programming will prepare students to compete for positions in the rapidly growing areas of interactive media and game development. In addition to the games created for entertainment and educational purposes, there is an emerging genre of serious games designed to help make decisions in public policy, corporate management and health care. Our students will have the skills necessary to contribute to these emerging fields.

Leadership Studies aspires to exemplify the institution's commitment to "Building Character; Transforming Lives." Participants' leadership capacities are expanded by blending classroom learning and theory with experiential exercises, simulations, self-assessments, case studies, field trips and retreats. It is particularly appropriate for students motivated to make a positive difference in the world through their lives and work, students who share a desire to learn ... to lead ... to serve.

DEPARTMENT OF
ART

Bachelor of Fine Arts **GRAPHIC DESIGN**

“Graphic design is complex combinations of words and pictures, numbers and charts, photographs and illustrations that, in order to succeed, demands the clear thinking of a particularly thoughtful individual who can orchestrate these elements so they all add up to something distinctive, or useful, or playful, or surprising, or subversive or somehow memorable.”

–Jessica Helfand

The Bachelor of Fine Arts (BFA) in graphic design is rigorous and challenging. The program emphasizes conceptual design methods, appropriate aesthetics, history, writing development, verbal articulation, and training in technology that prepare the student to enter the graphic design profession. Students have opportunities to explore all aspects of graphic design, such as packaging, illustration, information design, advertising design, web design, multimedia design, and book design. The progress of each individual is reviewed at the end of the sophomore and junior year by the graphic design faculty evaluation of student portfolios in the Guggenheim Gallery. Seniors complete a semester-long internship in the graphic design profession, as well as participate in a required portfolio review jointly sponsored by the Orange County Chapter of the AIGA (American Institute of Graphic Arts) and Chapman's graphic design program. Courses include numerous visiting lecturers and professionals, field trips, gallery shows and real-world client projects.

The graphic design program has two 24-station Macintosh computer labs equipped with scanners, color printers, and plotters. With generous access to both the labs and the other studio spaces in the department, the student's creative life can continue 24 hours a day. The lab software is updated every year and computers are replaced every three years.

The graphic design faculty are working professionals as well as experienced design professors. Students meet one-on-one with their professors for advising, and mentoring and for committee meetings.

Please feel free to contact:

Professor Eric Chimenti, Chair
chimenti@chapman.edu

Professor Claudine Jaenichen
jaeniche@chapman.edu

or the Department of Art office at
714-997-6729 for further information.

Please circle the name and contact information for your advisor. If you do not have an advisor in your program, please contact one of the above professors to ensure that you have one in your area of study.

If you have any questions or if you feel you need help deciding which direction to take with Inter/Multidisciplinary studies, feel free to contact your academic advisor.

 **CHAPMAN**
UNIVERSITY

Catalog Year 2012-2013

 **CHAPMAN**
UNIVERSITY

Tracking Sheet

GRAPHIC DESIGN

2012-2013

Bachelor of Fine Arts in Graphic Design

2012-2013

The BFA in Graphic Design is for students wishing to pursue graphic design in the larger context of professional applications and practices. Rigorous sequence of design studio classes is combined with courses that explore the history and theory of the discipline as well as the necessary techniques and software relevant to the field. The BFA prepares students for professional employment in the various fields of Graphic Design.

FALL SEMESTER COURSES OFFERED	INTERTERM	SPRING SEMESTER COURSES OFFERED	SUMMER
FRESHMEN			
Art 195 Art & Text Art 208 Book Arts (sugg. elec) Art 122 Objects & Space	General Education Art History (sugg.) <i>Travel course</i>	Art 124 Drawing & Planning Art 132 Rend./Perspective	
SOPHOMORE			
Art 230 Intro. Graphic Design* Art 231 Typography* Art History Requirement (<i>choose one</i>) <i>*Students must receive a grade of B or higher before they can enroll without permission in subsequent GD classes.</i>	General Education Art History (sugg.) <i>Travel course</i>	Art 233 Color Art 234 Packaging Design Art 332 Graphic Design <i>Sophomore Portfolio Assessment</i>	
JUNIOR			
Art 331 Advertising Design Art 339 Book Design Art 373 History of GD Art 338 Advanced Typography <i>Portfolio Show</i>	Art 495 Portfolio Workshop	Art 235 Information Design Art 396 Junior Seminar GD <i>Junior Portfolio Assessment</i>	Art 393 Sustainable Design (sugg.) <i>London travel course</i>
SENIOR			
Art 430 Adv. Graphic Design Art 335 Web Design Art 336 Illustration (sugg. elec.) Art 492 A Business Practice/ Pre-Internship <i>Portfolio Show</i>	Art 495 Portfolio Workshop	Art 431 Motion Design Art 435 Advanced Web Design Art 492 B Portfolio/Internship <i>Senior Portfolio Assessment</i> <i>AIGA Portfolio Mixer</i>	Art 393 Sustainable Design (sugg.) <i>London travel course</i>

- !** Not all courses are offered every semester. Meet with an advisor as soon as possible.
- !** Students interested in a full semester study abroad program, should meet with an advisor at the start of freshman year to plan out academic requirements.

Program Opportunities

Portfolio Shows

AIGA Portfolio Review

Graphic design club

Graphic Design Internship

Artists' lecture series

Compost newsletter

Student-organized department exhibitions

Required Courses

ART 122

ART 124

ART 132

ART 195

ART 230

ART 231

ART 233

ART 234

ART 235

ART 331

ART 332

ART 335

ART 338

ART 339

ART 373

ART 396

ART 430

ART 431

ART 435

ART 492 A

ART 492 B

Objects & Space

Drawing & Planning

Visualization – Perspective and Rendering

Art & Text

Introduction to Graphic Design*

Typography*

Color

Packaging Design

Introduction to Information Design

Advertising Design

Graphic Design

Web Design

Advanced Typography

Book Design

History of Graphic Design

Junior Seminar: Graphic Design

Advanced Graphic Design

Motion Design

Advanced Web Design

Business Practices/Pre Internship

Graphic Design Portfolio/Internship

(63 credits)

*Students must receive a grade of B or higher in ART 230 and ART 231 before they can enroll in subsequent graphic design courses.

Two Art History Courses

(6 credits)

Elective Courses *Three of the following*

(9 credits)

ART 116

Ceramics: Form & Surface

ART 120

Photographic Imaging

ART 123

Painting and Mark Making

ART 208

Introduction to Book Arts

ART 211

Introduction to Life Drawing

ART 336

Illustration

ART 393

Sustainable Design (London travel course)

Total

(78 CREDITS)