

# Design - Digital Design Emphasis, BA/BS

## Program Description

This program spans all forms of visual communication with a unique tie to emerging technologies. Students can choose from three emphasis areas, Graphic Design, Digital Design and Interaction Design. Courses teach students to work in both print and interactive mediums. Students learn to integrate Design Thinking and design theory with hands-on application both in and out of the classroom.

## Program Curriculum

### 120 credits

### Utah Tech General Education Requirements

All Utah Tech General Education requirements must be fulfilled. A previously earned degree may fulfill those requirements, but courses must be equivalent to Utah Tech's minimum General Education standards in American Institutions, English, and Mathematics.

General Education Core Requirements ([catalog.utahtech.edu/programs/generaleducation/#gerequirementstext](http://catalog.utahtech.edu/programs/generaleducation/#gerequirementstext))

Code	Title	Hours
English		3-7
Mathematics		3-5
American Institutions		3-6
Life Sciences		3-10
Physical Sciences		3-5
Fine Arts		3
Literature/Humanities		3
Social & Behavioral Sciences		3

Code	Title	Hours
<b>Bachelor of Arts: Foreign Language Requirement</b>		<b>3-16</b>

#### Complete one of the following:

- Complete 16 credits in a single foreign language, through earned credit (grade C or higher), credit by examination, or vertical credit from the courses listed on the GE Foreign Language Requirement page <sup>1</sup>
- Complete a 2020 or higher foreign language course (grade C or higher)
- Complete a 3060 foreign language course listed below (grade C or higher)
- Receive 16 transfer credits for GEFL 1000 (8) and GEFL 2000 (8) in a single foreign language (grade C or higher)

#### OR

#### Complete a 1010 course listed below in a second foreign language (grade C or higher) AND one of the following:

1. In a language not taught at Utah Tech, receive 12 FLATS exam credits for FLAT 1000 (8) and FLAT 2000 (4)
- or
2. In a language not taught at Utah Tech, receive 12 transfer credits articulated as GEFL 1000 (8) and GEFL 2000 (4) (all grade C or higher)

#### OR

#### Available only to students who are nonnative English speakers, complete one of the following:

- Complete 16 credits of ESL courses listed below (grade B or higher)
- Complete ESL 2750 or ESL 2760 (grade B or higher).
- Submit one of the following test scores required for unconditional Utah Tech admission: TOEFL (61 iBT, 173 CBT, or 500 PBT); or Michigan (70); or USU-IELE equivalent score. Other tests may be accepted for admission to Utah Tech but will not fulfill this requirement. Official scores must be submitted to the Registrar's Office.

<b>Total Hours</b>	<b>3-16</b>
--------------------	-------------

<sup>1</sup> General Education Foreign Language Classes may be found on the General Education page. ([catalog.utahtech.edu/programs/generaleducation/#gerequirementstext](http://catalog.utahtech.edu/programs/generaleducation/#gerequirementstext))

## Design Core Requirements

Code	Title	Hours
ARTH 3750	Graphic Design History	3
DES 1100	Intro to Digital Design (or DES 1101 and 1102 and 1103)	3
or DES 1111	Intro to Digital Design Skills Exam	
DES 1200	Image Making	3
DES 1300	Design I	3
DES 1600	Intro to 3-D Visualization	3
DES 2100	Design Thinking	3
DES 2200	Photography for Design	3
DES 2300	Design II	3
DES 2710	Typography I	3
DES 2780	Making and Materials	3
DES 3000	Design III	3
DES 3610	Portfolio Development I	1
DES 4600	Senior Project	3
DES 4610	Portfolio Development II	2
ENGL 2100	Technical Writing (ALCS)	3
or ENGL 3010	Professional Writing and Business Ethics	
IXD 1200	Foundations in Interaction Design	3
IXD 1300	Web for Designers	3
SET 1000	Graduation Planning & Career Prep I	0

## Digital Design Emphasis Requirements

Code	Title	Hours
DES 3300	Motion Graphics I	3
DES 3400	Information Design	3
DES 3600	3-D Visualization	3
IXD 3500	Interface Design	3
<b>Complete fifteen credits (15) from the following courses:</b>		<b>15</b>
ART 1110	Drawing and Composition (FA)	
ART 2060	Digital Photography (FA)	
ART 2230	Intro to Printmaking	
ART 3110	Creative Perspective Drawing	
ART 3270	Phenomenon of Color	
ART 3910R	Digital Painting (Non-Repeatable)	
DES 1610	Screen Printing	
DES 3710	Typography II	
DES 3780	Production Design	
DES 3800	Branding	
DES 4300	Motion Graphics II	
DES 4650	Publication Design	
DES 4750	Package Design	
DES 4900R	Independent Research	
DES 4990	Special Topics in Design	
DES 4920	Internship	
IXD 2000	Intro to Tangible Interaction	
IXD 4100	Interaction Design	
IXD 4200	Tangible Interaction	
MKTG 3010	Marketing Principles (ALPP)	

SE 3500	Tech Entrepreneurship
SE 3550	Online Marketing and SEO (ALCS)

## Graduation Requirements

1. Complete a minimum of 120 college-level credits (1000 and above).
2. Complete at least 40 upper-division credits (3000 and above).
3. Complete at least 30 upper-division credits at Utah Tech for institutional residency
4. Cumulative GPA 2.0 or higher.
5. Grade C or higher required in all design courses

## Graduation Plan

### 1st Year

Fall Semester	Hours Spring Semester	Hours
First Year Recommended Elective	2 DES 1300	3
DES 1100	3 ENGL 2010	3
DES 1200	3 IXD 1200	3
ENGL 1010	3 IXD 1300	3
General Elective	1 SET 1000	0
General Education (Physical Science) (catalog.utahtech.edu/programs/generaleducation/#gerequisitestext)	3 General Education (Fine Arts) (catalog.utahtech.edu/programs/generaleducation/#gerequisitestext)	3
Milestones & Notes: Meet with your program advisor. Maintain minimum prerequisite and program grade requirements.	Milestones & Notes: Meet with your program advisor. Maintain minimum prerequisite and program grade requirements.	
	<b>15</b>	<b>15</b>

### 2nd Year

Fall Semester	Hours Spring Semester	Hours
DES 1600	3 DES 2200	3
DES 2100	3 DES 2300	3
DES 2710	3 DES 2780	3
General Education (American Institutions) (catalog.utahtech.edu/programs/generaleducation/#gerequisitestext)	3 General Education (Math) (catalog.utahtech.edu/programs/generaleducation/#gerequisitestext)	3
General Education (Life Science) (catalog.utahtech.edu/programs/generaleducation/#gerequisitestext)	3 General Elective	3
Milestones & Notes: Meet with your program advisor. Maintain minimum prerequisite and program grade requirements.	Milestones & Notes: Meet with your program advisor. Maintain minimum prerequisite and program grade requirements.	
	<b>15</b>	<b>15</b>

### 3rd Year

Fall Semester	Hours Spring Semester	Hours
ARTH 3750	3 DES 3000	3
IXD 3500	3 DES 3400	3
DES 3300	3 DES 3600	3
Design Elective	3 DES 3610	1

General Education (Social & Behavioral Science) ( <a href="http://catalog.utahtech.edu/programs/generaleducation/#gerequirementstext">catalog.utahtech.edu/programs/generaleducation/#gerequirementstext</a> )	3 ENGL 2100	3
Milestones & Notes: Meet with your program advisor. Maintain minimum prerequisite and program grade requirements.	General Education (Literature & Humanities) ( <a href="http://catalog.utahtech.edu/programs/generaleducation/#gerequirementstext">catalog.utahtech.edu/programs/generaleducation/#gerequirementstext</a> )	3
	Milestones & Notes: Meet with your program advisor. Maintain minimum prerequisite and program grade requirements.	
	<b>15</b>	<b>16</b>
<b>4th Year</b>		
<b>Fall Semester</b>	<b>Hours Spring Semester</b>	<b>Hours</b>
DES 4610	2 DES 4600	3
DES Elective: Upper Division	3 DES Elective: Upper Division	3
DES Elective: Upper Division	3 DES Elective: Upper Division	3
General Elective	3 General Elective: Upper Division	2
General Elective: Upper Division	3 Upper Division General Elective	3
Milestones & Notes: Apply for graduation (SPRING DEADLINE NOV. 1, FALL DEADLINE APR. 1). Meet with your program advisor. Maintain minimum prerequisite and program grade requirements.	Milestones & Notes: Double check with advisor for final classes. Maintain minimum prerequisite and program grade requirements. Congratulations!	
General Elective	1	
	<b>15</b>	<b>14</b>
<b>Total Hours 120</b>		

## Design Program Learning Outcomes

At the successful conclusion of this program, students will be able to:

1. Synthesize content into form using the design process.
2. Consider different theories, design principles and processes in generating solutions.
3. Weigh and apply ethical, legal, and social responsibilities in all aspects of practice.
4. Construct effective solutions in teams to accomplish a common goal.
5. Author effective visual, oral, and written communication for a range of audiences.