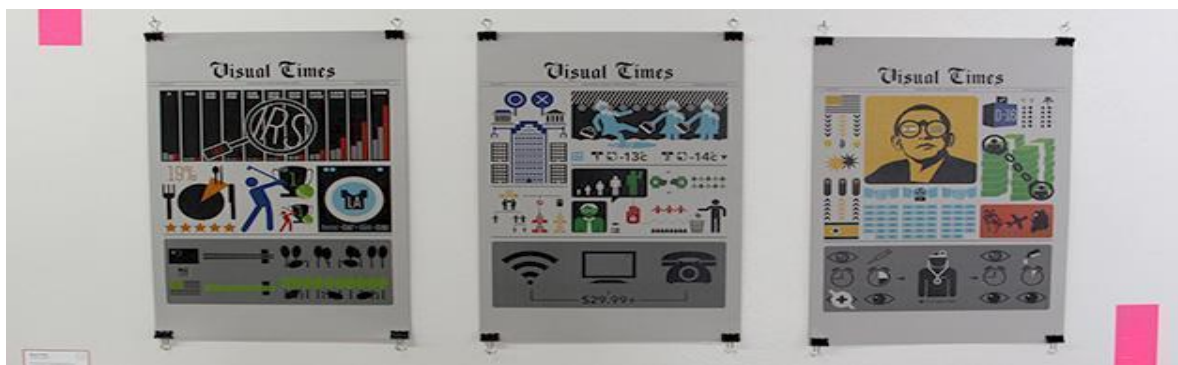


Graphic Design Minor



Students who minor in Graphic Design develop skills in visual communication through the relationship between typography and imagery, across a wide range of digital and analog media. Responding to specific design problems and audiences, their work can take traditional and experimental forms such as posters, books, brochures, websites, apps, motion graphics, environmental graphics and more.

Eligibility

Open to all BFA majors, except Graphic Design. Students must be on track in their major and in good academic standing, with fewer than 6 credits behind and a cumulative GPA of 2.0.

Requirements

15 Credits of Graphic Design courses (5 studio courses or 4 studio courses + 1 LAS course)

Students select courses based on guidance from the Chair of Interdisciplinary Studies, Minor Area Heads and Academic Advisors and must follow prerequisites when applicable. For the full list of courses that will count for this minor, along with recommended courses to take first, see the Minors Course Lists on the Registration page of the Dashboard (my.otis.edu).

Students are advised to take minor classes in place of studio electives (or in place of one LAS elective), or for majors without electives by taking one extra class in each of 5 semesters spread out between sophomore and senior year.

See Graphic Design & Liberal Arts and Sciences Departments for course descriptions.

Each student will receive an individual academic plan that outlines how this minor fits into their major.

For more information about the Graphic Design minor contact:

**Michele Jaquis, Professor & Chair
Interdisciplinary Studies
Area Ahmanson, room 606
(310) 846 - 2634
mjaquis@otis.edu
www.otis.edu/minors**

**Tanya Rubbak, Adjunct Associate
Professor, Graphic Design Minor
Head
trubbak@otis.edu
www.otis.edu/graphic-design-minor**

Graphic Design Minor

Program Learning Outcomes

Graphic Design Minor student work will demonstrate:

Grow

Disciplinary Knowledge and Skills • Audience-Focused Research, Historical Context, and Field-Specific Discourse

Competent knowledge and skills in graphic design including design historical precedents, visual design principles and effective use of typography, composition, hierarchy, color theory, storytelling techniques, and semiotic concepts to create compelling visual communication that responds to specific design problems and audiences.

Proficiency in Industry-Standard Skills, Technologies, and Processes

The ability to create professional-level design projects using current industry software and hardware tools, successfully execute production workflows across both physical and digital media, and demonstrate adaptability by mastering emerging technologies as they're introduced to the field.

Cross-Disciplinary Awareness and Practice

Developed practice grounded in two or more disciplines.

Dare

Innovation • Experimentation and Play • Challenge to the Status Quo • Bravery in their Work and their Interactions with Others

Capacity to combine aspects of Graphic Design with work in one's major and/or push the boundaries between each field.

Reflect

Capacity to Communicate (Orally, Written, and/or Visually) about their Practice

Ability to clearly articulate the relationship between their work in Graphic Design and their major and how these studies will help them achieve personal and professional goals.

Analysis of Both Ethical and Aesthetic Impacts of Art and Design

Analysis of the ethical and aesthetic impacts their work has on their fields of study as well as society, culture and the environment.

Connect

Awareness of Positionality – in the World, their Field, their Communities. •

Integration of Skills and Concepts

Successful integration of skills, information and concepts between their majors and Graphic Design minor, while understanding and articulating their positionality in their chosen fields.

Shine

Ability to define aspirations, future goals and their role within the creative economy.

Defined aspirations, future goals and their role as an interdisciplinary creative within the creative economy.

Awareness of audience • Compelling presentation and exhibition skills, through Annual Exhibition, Capstone, and portfolios.

Successful completion and presentation of original work in Graphic Design that resonates with intended audiences.