



B.F.A. in 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 student 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 quarterly 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:

Associate Professor Eric Chimenti
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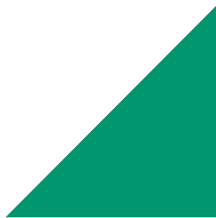
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If you do not have a Graphic Design faculty advisor, please contact the Department of Art office at javonillo@chapman.edu.



TRACKING SHEET

B.F.A. in Graphic Design

2025–2026

FALL SEMESTER

INTERTERM

SPRING SEMESTER

SUMMER

FIRST YEAR

GD 102 Research Methods
for Designers
GD 103 Visualization

General Education

GD 104 Design I
GD 105 Prototyping
ART 195 Visual Thinking

SOPHOMORE

GD 200 Design II*
GD 201 Typography*
GD 212 Research Methods 2
*Students must receive a grade of B or
higher before they can enroll without
permission in subsequent GD classes.

General Education
GD 305 Portfolio
Workshop

GD 202 Interactive, UX and UI
GD 203 Color
GD 300 Design III
Sophomore Portfolio Assessment

GD 308
Sustainable Design
London Travel Course
(*Recommended elective*)

GD 290 Internship (sugg.)

JUNIOR

GD 302 Branding and Ad Design
GD 310 Sustainability and More
OR
GD 312 Designing Tomorrow
GD 307 Advanced Typography
Art History Requirement (*choose one*)

GD 305 or GD 405
Portfolio Workshop

GD 304 History of Graphic
Design
GD 306 4D Design
GD 402 Adv. Interaction UX/UI and
Web Design
Junior OC Portfolio Assessment

GD 308
Sustainable Design
London Travel Course
(*Recommended Elective*)

GD 390 Internship (*elective*)

SENIOR

GD 400 Design IV
Art History Requirement (*choose one*)
GD 401 Business Practices/Pre
Internship

GD 405
Portfolio Workshop

GD 303 Information Design
GD 408 Graphic Design Portfolio
GD 410 AI Research Through
Design (*elective*)
Senior OC Portfolio Assessment

GD 490 Independent Internship (Required Senior Capstone)

- ❗ **Not all courses are offered every semester. Meet with a Graphic Design full-time Faculty Advisor as soon as possible.**
- ❗ **Students interested in a full semester study abroad program, should meet with a Graphic Design full-time Faculty Advisor at the start of their 1st year to plan out academic requirements.**

Bachelor of Fine Arts in Graphic Design

2025–2026



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.

Program Opportunities

OC Portfolio Review

VTLS (lectures & Symposia)

Commpost newsletter

Ideation Lab

Graphic Design Internship

Graphic Design Club

Required Courses		(66 credits)	Two Art History Courses		(6 credits)
GD 102	Research Methods for Designers		Two Elective Courses from the following		(6 credits)
GD 103	Visualization - Perspective, & Rendering		GD 229	Creative Intersections: Art + Design	(1 credit)
GD 104	Design I		GD 290	Internship	
GD 105	Prototyping		GD 305	Portfolio Workshop	(1 credit each and may be repeated for credit)
ART 195 ■	Visual Thinking (offered only in Spring)		GD 308	Sustainable Design (London travel course)	
GD 200*	Design II		GD 309	Illustration	
GD 201*	Typography		GD 311	Disability, Accessibility, and Design	
GD 202	Interactive, UX and Web Design		GD 390	Internship	
GD 203	Color		GD 405	Portfolio Workshop	(1 credit each and may be repeated for credit)
GD 212	Research Methods 2		GD 406	Motion Design	
GD 300**	Design III		GD 407	Studio C (instructor approval only)	
GD 302	Branding & Ad Design		GD 410	AI Research Through Design	
GD 303	Information Design		Total		(78 CREDITS)
GD 304 ■ ■	History of Graphic Design		<div>ONLY 9 CREDITS (THREE CLASSES) MAY DOUBLE COUNT</div> <div> ■ double counts for AI credit ■ double counts for SI credit ■ double counts for VI credit ■ double counts for GC credit ■ double counts for CC credit </div>		
GD 306**	4D Design				
GD 307	Advanced Typography				
GD 310***	Sustainability and More Than Human Design Research				
GD 312***	Designing Tomorrow: Ethics, Technology, and Social Vision				
GD 400	Design IV				
GD 401	Business Practices/Pre Internship				
GD 402	Adv. Interaction UX/UI and Web Design				
GD 408	Graphic Design Portfolio				
GD 490	Independent Internship				

*Students must receive a grade of “B” or higher in GD 200 and 201 before they can enroll in subsequent graphic design courses.

**GD 300 and 306 are open only to Art majors; courses are taken in conjunction with required Portfolio Proficiency Assessment

*** Students choose between GD 310 and GD 312 to fulfil major requirements.

! **Disclaimer:** Exceptions to substitute required courses for the GD Major or Minor are only approved under exceptional circumstances, which does not include scheduling conflicts. A request to substitute any Graphic Design course must be submitted to the GD Advising Committee, comprised of full-time GD Faculty, prior to the semester the substitution is being requested. Please provide the request in writing to the full-time GD faculty for review.

! **All transfers students accepted in the BFA Graphic Design Program as a major must complete 3 years at Chapman (no exceptions). A maximum of 4 courses can be substituted from other institutions into the Graphic Design curriculum.**

General Education Program Themed Inquiry

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.

19th Century Studies
Africana Studies
American History
Ancient Philosophy
Asian Studies
Business and Economics
Central and Eastern European History and Culture
Chinese Studies
Comparative Religions
Computing Sciences
Cultures of the Classical World
Data Analytics
Design and Fabrication
Design and History Fundamentals in Cinematography
Disability Studies
Earth and Its Environment
Ethics
European History
The French/Francophone Studies
Game Development
German Studies
Global Ethics and Religion
History and Media
Histories and Religions of the East
History of the World
The Holocaust in Modern European History
Italian Studies
Japanese Studies
Jewish-Christian-Islamic Studies
Latin American Studies
Law and Public Policy
Leadership
Lesbian/Gay/Bisexual/Transgender/Queer Studies
Mathematics
Media, Culture and Society
Medieval and Renaissance Studies
The Modern Experience
Modern History
Narrative and Dramatic Literature
Philosophy, Knowledge and Reality
Physics
Pre-Modern History
Race and Ethnic Studies
Religion and the Arts
ROTC
Social History
Spanish Language and Linguistics
Technology, Science and Society
War and Society
Women's and Gender Studies

Suggested Minors

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.

Entrepreneurship Do you see yourself as an innovator, leader, and value creator? Are you interested in starting your own business or working with exciting start-up companies? This minor seeks to accomplish this through academic courses blending the best of business theory with exposure to the best of business practice. As globalization and technological advancement lead to increasing complexity in business affairs, the Argyros School of Business and Economics strives to meet the educational needs of the next generation of business leaders.

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.

Creative and Cultural Industries Minor examines a vast array of cultural and creative activities, covering topics as diverse as media, fashion, tourism, museums, art galleries, publishing, video games, social media, emerging technologies, and visual cultures. This minor explores how such activities influence our understanding and experience of culture, and the wider social, political and economic implications of their development as industries.

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.

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.

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.

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.

This tracking sheet, and previous years' editions, can be found at www.chapman.edu/art.