

BACHELOR OF FINE ARTS IN STUDIO ART, GRAPHIC + INTERACTIVE DESIGN

About the major

Graphic + Interactive Design

The Graphic + Interactive Design program at Youngstown State University offers a comprehensive curriculum that integrates traditional fine art foundations with contemporary design practices. This blended program combines in-person and fully online coursework, providing students with both flexibility and a robust, hands-on educational experience. As a blended program, it combines the structure and engagement of in-person instruction with the flexibility and accessibility of online coursework, allowing students to benefit from both hands-on studio experiences and digital learning environments. Approximately 35% of the design-focused coursework is completed online, offering students a meaningful opportunity to develop digital competencies while maintaining access to in-person studio instruction. This program is designed to prepare students for careers as visual communicators in a rapidly evolving global design industry.

Curriculum Highlights:

- **Foundational Fine Arts Curriculum:** Students begin with a strong base in studio art courses, including drawing, painting, and sculpture, to develop essential visual and technical skills
- **Portfolio Review Process:** A Freshman Foundations Portfolio Review ensures students are prepared to advance into upper-level design coursework
- **Interdisciplinary Exploration:** Coursework includes exposure to a range of media such as printmaking, digital media, photography, and interactive design, fostering a broad understanding of visual arts
- **Design Core Competencies:** Students engage in specialized courses covering typography, layout, identity systems, packaging, and web design
- **Critical Thinking and Problem Solving:** Emphasis is placed on conceptual development, design thinking, and the ability to address complex visual communication challenges
- **Experiential Learning:** Opportunities for real-world application through client-based projects, internships, and collaborative assignments
- **Professional Development Milestones:** Junior Portfolio Review and Senior Project serve as key benchmarks for academic and career readiness
- **Alumni Outcomes:** Graduates have secured positions at leading organizations such as Disney, Sherwin-Williams, and Southwest Airlines

Faculty Expertise and Mentorship:

The program is led by faculty who are both accomplished educators and active professionals in the field. Their commitment to student development is reflected in a curriculum that balances theoretical knowledge with practical application, preparing graduates to make meaningful contributions to the design profession.

Contact information

To learn more about our degree programs, scholarships, professional development and careers, exhibitions, faculty, and students, visit Department of Art (<https://academics.ysu.edu/art>) or contact us at art@ysu.edu and [to schedule a personalized campus visit, contact us at 330.941.3627 or art@ysu.edu.](mailto:art@ysu.edu)

COURSE	TITLE	S.H.
FIRST YEAR REQUIREMENT -STUDENT SUCCESS		
YSU 1500	Success Seminar	1-2

or YSU 1500S	Youngstown State University Success Seminar	
or HONR 1500	Intro to Honors	
General Education Requirements		
ENGL 1550	Writing 1	3-4
or ENGL 1549	Writing 1 with Support	
ENGL 1551A	Writing 2	3
Any Gen Ed Math (Recommended MATH 2623)		3
Arts and Humanities (6 s.h.)		
HIST 2650	CL History of American Democracy	3
ART 1541	Survey of Art History 1 ^{*Included in Major}	
Natural Sciences (2 courses, 1 with lab) (7 s.h.)		7
Social Science (2 courses, 6 s.h.)		6
General Education Electives (9 s.h.)		
ART 1544	Survey of Art History: Body, Gender, and Self ^{*Included in Major}	
Select Any Gen Ed Course		3
Select Any Gen Ed Course		3
Major Requirements		
Foundation Courses:		
ART 1501	Fundamentals of 2D Design	3
ART 1502	Fundamentals of 3D Design	3
ART 1503	Freshman Seminar and Portfolio Review	1
ART 1521	Foundation Drawing	3
Breadth Courses:		
ART 2625	Introduction to Printmaking: Intaglio and Relief	3
or ART 2626	Introduction to Printmaking: Lithography and Screenprinting	
ART 2650	Introduction to Painting	3
ART 2674	Introduction to Photography	3
ART 2691	Introduction to Digital Media	3
Major Required Courses		
DSGN 1529	Design + 2D Drawing	3
DSGN 1532	Design + Raster Images	3
DSGN 2660	Design + Applications	3
DSGN 2661	Design + Print 1	3
DSGN 3761	Design + Print 2	3
DSGN 3769	Design + UX/UI 1	3
DSGN 2662	Design + Typography 1	3
ART 3703K	Junior Portfolio Review Graphic Design	1
DSGN 4861	Design + Publications	3
DSGN 4863	Design + Branding	3
DSGN 4864	Design + Packaging	3
ART 4802	Senior Project	3
ART 4803	Senior Seminar	3
Graphic + Interactive Design Menu *CHOOSE 1 course:		3
ART 4867	Graphic Design Internship	
DSGN 4869	Design + UX/UI 2	
Studio Art Elective Options: ART 3713, 3722, 3723, 3733, 3748C, 3771, 3773, 3792, 3794, 3795, 3796, 3797, 3798, 4800, 4801, 4824, 4851, 4891, 4893, 4896		
Art History and Theory		
ART 1541	Survey of Art History 1	3
ART 1544	Survey of Art History: Body, Gender, and Self	3
DSGN 2669	Design + UX/UI History and Theory	3
DSGN 3783	Design + History	3
Marketing Minor		
MKTG 3703	Marketing Concepts and Practice	3

MKTG 3740	Professional Selling	3
Select 6 SH of upper level MKTG and/or ADV courses		6
Electives to meet 120 hours		2

Total Semester Hours 120-122

Year 1

Fall		S.H.
YSU 1500	Success Seminar	1-2
or YSU 1500S	or Youngstown State University Success Seminar	
or HONR 1500	or Intro to Honors	
ART 1501	Fundamentals of 2D Design	3
or ART 1502	or Fundamentals of 3D Design	
ART 1521	Foundation Drawing	3
ENGL 1550	Writing 1	3-4
or ENGL 1549	or Writing 1 with Support	
Any Gen Ed Math		3

Semester Hours 13-15

Spring

ART 1502	Fundamentals of 3D Design	3
or ART 1501	or Fundamentals of 2D Design	
ART 1503	Freshman Seminar and Portfolio Review	1
ENGL 1551	Writing 2	3
DSGN 1529	Design + 2D Drawing	3
DSGN 1532	Design + Raster Images	3
An Gen Ed Course		3

Semester Hours 16

Year 2

Fall		
DSGN 2660	Design + Applications	3
DSGN 2661	Design + Print 1	3
DSGN 2669	Design + UX/UI History and Theory	3
ART 2691	Introduction to Digital Media	3
ART 1541	Survey of Art History 1	3

Semester Hours 15

Spring

DSGN 2662	Design + Typography 1	3
DSGN 3769	Design + UX/UI 1	3
ART 2674	Introduction to Photography	3
ART 1544	Survey of Art History: Body, Gender, and Self	3
General Education Elective - Natural Science + lab		4

Semester Hours 16

Year 3

Fall		
DSGN 3761	Design + Print 2	3
ART 3703K	Junior Portfolio Review Graphic Design	1
DSGN 3783	Design + History	3
ART 2625	Introduction to Printmaking: Intaglio and	3
or ART 2626	Relief or Introduction to Printmaking: Lithography and Screenprinting	
General Education Elective - Natural Science		3
General Education Elective - Social Science		3

Semester Hours 16

Spring

DSGN 4863	Design + Branding	3
MKTG 3703	Marketing Concepts and Practice	3
ART 2650	Introduction to Painting	3

HIST 2650	CL History of American Democracy	3
General Education Elective - Social Science		3
Semester Hours		15

Year 4

Fall

DSGN 4861	Design + Publications	3
Select 1 elective from G+ID menu		3
MKTG 3740	Professional Selling	3
1 of 2 upper-division electives from MKTG or ADV		3
General Education Elective - Any Gen Ed Course		3

Semester Hours 15

Spring

DSGN 4864	Design + Packaging	3
ART 4802	Senior Project	3
ART 4803	Senior Seminar	3
2 of 2 upper-division electives from MKTG or ADV		3
Electives to meet 120 hours		2

Semester Hours 14

Total Semester Hours 120-122

Learning Outcomes

- 1) Students will be able to demonstrate their proficiency of art vocabulary.
- 2) Students will be able to demonstrate technical expertise appropriate to their progression in the program as it is relevant to their chosen artistic medium.
- 3) Students will be able to demonstrate a high level of content expression appropriate to their progression in the program as it is relevant to their chosen artistic medium.

Faculty

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