



School of Contemporary Arts

Communication Arts: Visual Communication Design

Recommended Four-Year Plan (Fall 2023)

This recommended four-year plan is designed to provide a blueprint for students to complete their degrees within four years. These plans are the recommended sequences of courses. Students must meet with their Major Advisor to develop a more individualized plan to complete their degree. This plan assumes that no developmental courses are required. If developmental courses are needed, students may have additional requirements to fulfill which are not listed in the plan and degree completion may take longer. Three writing intensive courses are required in the major and/or school core (examples are marked by WI designation in the plan below). Consult with your advisor for specific details.

**NOTE:** This recommended Four-Year Plan is applicable to students admitted into the major during the 2023-2024 academic year.

First Year					
Fall Semester	HRS	✓	Spring Semester	HR S	✓
Gen Ed: INTD 101- First Year Seminar	4		COMM 204-Media Literacy	4	
Gen Ed: CRWT 102- Critical Reading & Writing II	4		Gen Ed: (QR) Quantitative Reasoning MATH 104-Math for the Modern World (Recommended)	4	
Gen Ed: SOSC 110 - Social Science Inquiry	4		Gen Ed: AIID 201 Studies in Arts and Humanities	4	
COMM 110: Foundations of Visual Comm. Design	4		COMM 237-Graphic Design	4	
Career Pathways: PATH CA1 - Career Pathways Module 1	<b>Degree Requirement.</b>				
<b>Total:</b>	16		<b>Total:</b>	16	

Second Year					
Fall Semester	HRS	✓	Spring Semester	HRS	✓
COMM 202 – Fund. Of Interactive Media	4		COMM 219–Idea Development <b>WI</b>	4	
COMM 213-Design Theory, and Criticism – <b>WI</b>	4		Gen Ed: Global Awareness	4	
COMM 221 Speech for Comm. Arts	4		COMM 239-Typography	4	
Gen Ed: (HP) Historical Perspectives	4		COMM 263 - Photography for Designers	4	
Career Pathways: PATH CA2 - Career Pathways Module 2	<b>Degree Requirement.</b>		Career Pathways: PATH CA3 - Career Pathways Module 3	<b>Degree Requirement.</b>	
<b>Total:</b>	16		<b>Total:</b>	16	

Third Year					
Fall Semester	HRS	✓	Spring Semester	HRS	✓
Gen Ed: Distribution Cat. (CC) Culture and Creativity: COMM 261 Intro to Video Games (Recommended) <b>(One Distribution Category course must be outside of CA)</b>	4		Gen Ed: Distribution Cat. (VE) Values and Ethics: COMM 260 Good & Evil in Design Film and Media (Recommended) OR (SS) Systems, Sustainability, and Society <b>(One Distribution Category course must be outside of CA)</b>	4	
Gen Ed: Scientific Reasoning	4		Visual Communication Design Elective	4	
COMM 322-Web Design	4		Visual Communication Design Writing/ Production Course (Choose one)	4	
COMM 339-Publication Design	4		General Elective: Elective	4	
<b>Total:</b>	16		<b>Total:</b>	16	

Fourth Year					
Fall Semester	HRS	✓	Spring Semester	HRS	✓

School Core: CA Upper Level Interdisciplinary Course – <b>WI</b>	4	Capstone Portfolio Course: COMM 404 Senior Project: Visual Communication Design OR COMM 405-Visual Identity Design (Category 4)	4	
History/Theory/Criticism Course Level 300	4	General Elective: Elective	4	
Visual Communication Design Writing/ Production Course (Choose one)	4	General Elective: Elective	4	
CNTP 388: Co-Op/Internship Contemporary Arts	4	General Elective: Elective	4	
<b>Total:</b>	16	<b>Total:</b>	16	

**Total Credits Required:** 128 credits

**GPA:** 2.0

