## Your Program Requirements

This program guide defines the 20.0 credits required for the Bachelor of Design (BDes) in Graphic Design, including Major requirements (specific courses and course options), Arts & Science requirements and open electives.

Of the 20.0 credits required, the following applies:

- No more than 6.0 credits may be at the 1000 level
- At least 5.0 credits must be at the 3000 level or higher, including at least 1.0 credit at the 4000 level or higher
- At least 1.5 credits of Arts & Science courses must be at the 3000 or 4000 level

## Reading Your Program Guide

### **Course Codes**

Codes begin with a four letter subject code followed by four digits. The first digit indicates the year level of the course. For example, *GRPH-2004* designates a specific *Graphic Design* course at the *2000 level*. Generally, students complete 1000 and 2000 level courses before 3000 and 4000 level courses.

## **Course Weight**

- 0.5 credit courses typically meet three hours per week for a 12-week term.
- 1.0 credit courses typically meet six hours per week for a 12-week term.

## **Major Requirements - Course Options**

Although a specific number of credits are required from each category, you may choose to take additional courses from these lists as open electives.

### Sample 4 Year Plan & Helpful Planning Information (at the end of this package)

The program is structured so that it can be completed in four years, by a student taking 2.5 credits per term in the fall and winter terms (a limited number of courses are also offered in the spring/summer terms). The sample plan will help you plan your courses.

In addition to general planning tips and suggested pathways, the helpful planning information can include recommended courses for your program and tips on meeting prerequisites for electives you may want to take.

If you want to accelerate your program progression, are attending part time or with a reduced course load, and require planning support, please contact **Student Advising** at <u>ocadu.ca/services/academic-advising.</u>

### **More Information**

Your program and degree requirements are also reflected on your **My Progress** page within My OCAD U Records (Self-Service) at <u>selfservice.ocadu.ca/student</u>.

View course offerings (available sections), course descriptions, prerequisites and more in the **Course Catalogue** at <u>selfservice.ocadu.ca/student/courses</u>.

View videos and guides on program planning and registration at ocadu.ca/reg-guides.

# Graphic Design – 2025/2026 Program Guide

## **Major Requirements**

## **Specific Courses:**

**Courses designated 'core':** Second and third year core courses each require a minimum grade of 60% in the identified prerequisite core course. To meet graduation requirements, students must also complete their final core course with a minimum grade of 60% as well as have a minimum 60% average for all of the core courses.

Course Code Course Title		Course Credit	
GDES-1015	S-1015 Typography 1		
GRPH-1001	PH-1001 Design Process 1 (core)		
GRPH-1002 Design Process 2 (core)		1.0 credit	
GRPH-2004 Typography 2: Structures		0.5 credit	
GRPH-2009	Graphic Design 1 (core)	1.0 credit	
GRPH-2010	Graphic Design 2 (core)	1.0 credit	
GRPH-3017 Graphic Design 3 (core)		1.0 credit	
Total Course Credits: 6.0 credits			

**Course Options:** Complete the identified number of courses from EACH of the categories below.

Course Code	Course Code Course Title		
Category A – Choose TWO courses from the list below:		1.0 credit	
VISA-2003	History of Photography		
VISA-2011	History of Print & Printmaking		
VISD-2004	History & Evolution Typography		
VISD-2005	Contemp Design Theories & Prac		
VISD-2006	History of Graphic Design		
VISM-2001	Introduction to Film Studies		
VISM-2003	Introduction to Games Studies		
VISM-2004	Web Theory		
Category B – Choose ONE course from the list below:		0.5 credit	
GRPH-2008	Typography 3: Advan Structures		
GRPH-2011	Indegenous Graphic Design:NA		
PRPB-2002	Relief and Letterpress		
GDES-3003	Typeface Design & Technology		
GRPH-3009	Experimental Typography		

Category C – C	1.0 credit	
Workshop Op		
Workshop 1 are		
Category) and		
pursue fourth y	ear workshop courses.	
SCTM-2005	Intro Comp Sci-Logic & Coding	
GRPH-3012	Research Methods for GD	
GRPH-4017	Professional Practice for GD	
Category D – C	Choose TWO courses from the list below:	1.0 credit
ENGL-2011	Literature and Social Change	
ENGL-2012	Trans and Queer Literature	
HUMN-2001	Aesthetics	
HUMN-2003	History of Political Thought	
HUMN-2004	Twentieth Century Ideas	
HUMN-2007	Computational History & Theory	
HUMN-2010	Intro to Gender/Sexualities	
HUMN-2012	Queer Theories	
SCTM-2001	Introduction to Biology	
SCTM-2009	Introduction to Psychology	
SOSC-2001	Cultural Anthropology	
SOSC-2003	Doing Human-Centred Research	
SOSC-2004	Business & Social Innovation	]
SOSC-2005	Culture and Communication	
Category E – Choose ONE course from the list below:		0.5 credit
GDES-1017	Photography for Communication	
GRPH-2003	Time, Motion, Media	
PHOT-2006	Concept Development	
PHOT-2009	Digital Practices	
Total Course (	Credits: 4.0 credits	

# Arts & Science Requirements:

Course Code	Course Title	Course Credit
Category F – Choose ONE course from the list below:		0.5 credit
ENGL-1003	The Essay & the Argument	
ENGL-1004	Essay and the Argument: ELL	
Category G – C	1.0 credit*	
IVCV-1001	Turtle Island Visual Culture	
VISC-1001	Global Vis & Mat Cult: to 1800	
VISC-1002	Global Vis & Mat Cult: to Pres	
VISC-1004	Contemporary Art and Design	

Category H – Complete requirements below:			
Level 2000/	Visual culture courses	1.0 credit*	
3000/4000	(IVCV, VISA, VISC, VISD, VISM)		
Category I – Complete requirements below:			
Level 2000/	Breadth elective course	0.5 credit	
3000/4000	(HUMN, IVCL, SCTM, SOSC)		
Level 2000/	Breadth elective courses	1.0 credit	
3000/4000	(ENGL, HUMN, IVCL, SCTM, SOSC)		
Category J – Complete requirements below:			
Level 2000/	Breadth elective and/or visual culture courses	1.0 credit	
3000/4000	(ENGL, HUMN, IVCL, IVCV, SCTM, SOSC, VISA,		
	VISC, VISD, VISM)		
Total Course Credits: 5.0 credits*			

\* Visual culture courses (IVCV, VISA, VISC, VISD, VISM) taken to fulfill Major requirements may also fulfill Arts & Science requirements. In this case, replace the credit value in this section with an open elective(s).

For example: If you take VISA-2003 as a course option for your Major, it will also fulfill 0.5 credit visual culture course requirement in this section. Replace this 0.5 credit with an open elective.

# **Open Electives:**

Course Code	Course Title	Course Credit
Level 1000/	Open electives	5.0 credits
2000/3000/		
4000 or higher		
Total Course Credits: 5.0 credits		

## Notes:

An **open elective** may be chosen from any of the following subject areas: ADVR, ASOC, BUSI, CRCP, CROS, CRWR, DIGF, DRPT, ENVR, ENGL, EXAN, FABR, GART, GDES, GRPH, HUMN, ILLU, INDS, INTM, INVC, IVCA, IVCD, IVCL, IVCV, LIFE, MAAD, PHOT, PRNT, PRPB, SCIN, SCTM, SOSC, VISA, VISC, VISD, VISM.

Senior undergraduate students in good academic standing may take graduate courses at the **5000 level** from any of the following subject areas: CADN, CRCP, DHEA, DIGF, INCD, SFIN. Inquiries regarding access to 5000 level courses should be directed to the student's Faculty Office.

Students who have completed a minimum of 4.0 credits and are in good academic standing may **declare a minor**. Only open electives and general Arts & Science courses may fulfill both degree and minor requirements, subject to the credit limits stipulated in this program guide. For more information on minors: <u>ocadu.ca/academics/minors</u>.

Sample	4 Year Plan	Graphic Design	
	offerings and sche e sample plan exa	duling vary by year; in some cases it may not be pactly as listed.	ossible to
YEAR	REQUIREMENTS		
Year 1	Specified Course(s): Take GDES-1015, GRPH-1001, GRPH-1002 and GRPH-2004		
	Arts & Science: Choose one course from Category F option list		0.5 credit
	Arts & Science: C	Choose two courses from Category G option list	1.0 credit
	Open Elective(s)	Choose one course	0.5 credit
Year 2	Specified Course	(s): Take GRPH-2009 and GRPH-2010	2.0 credits
	Course Option(s)	: Choose two courses from Category A option list	1.0 credit
	Course Option(s)	: Choose one course from Category E option list	0.5 credit
	Arts & Science: C	Choose one course from Category H, I and/or J	0.5 credit
	Open Elective(s)	: Choose two courses	1.0 credit
Year 3	Specified Course	(s): Take GRPH-3017	1.0 credit
	Course Option(s)	: Choose one course from Category B option list	0.5 credit
	Course Option(s)	: Choose two courses from Category C option list	1.0 credit
	Course Option(s)	: Choose two courses from Category D option list	1.0 credit
	Arts & Science: C	Choose two courses from Category H, I and/or J	1.0 credit
	Open Elective(s)	Choose one course	0.5 credit
Year 4	Arts & Science: (	Choose four courses from Category H, I and/or J	2.0 credits
		Choose six courses	3.0 credits
Notes:	······································		
•		ence courses, and Year 3 and 4 requirements, may	y be taken
	hat overall require d Arts & Science).	ments are met (minimum and maximum requireme	ents for year

## Helpful Planning Information – Graphic Design

## General Planning Tips:

- Ensure that you review the course descriptions and pre-requisites for all courses, so you plan properly from year to year. The designated 'core' studio courses only run once per academic year and are the pre-requisites for the next course in the sequence. For example, GRPH-1001 Design Process 1 only runs in the fall term and is the pre-requisite for GRPH-1002 Design Process 2.
- Be mindful of your workload each term. Most courses are 0.5 credit. The designated core studio courses and the final year Workshop 1 and 2 courses are double-weighted (*eg. GRPH-1001 Design Process 1 is 1.0 credit*) meaning they are equivalent to the workload of two courses. If you register for four courses and one of them is 1.0 credit it would be the equivalent of taking five courses in that term; this is the recommended course load, equivalent to 2.5 credits per term.
- You are required to take 6.0 to 7.0 credits of Arts & Science courses as part of your Course Options (in Categories A and D) and your Arts & Science Requirements (in Categories F, G, H, I and J). We recommend that you incorporate these into your schedule each term so that you do not put them off until the upper years. Students who have done this have realized too late how beneficial these courses could have been to their core studio classes had they taken them sooner.
- When choosing **Open Electives**, we recommend courses with the subject code of GRPH or GDES as many of these courses are a good fit with your area of focus within your Major or other design disciplines.
- Ensure you consult your Program Guide above and your My Progress page while planning. Students have thought they had the right mix of credits to graduate and then found they had to take a course or two in the summer or following their final year.

### Planning for Fourth/Final Year:

- The university has made capstone projects optional. In Graphic Design the capstone project (often called "thesis") is completed over a year in two courses: GRPH-4015 Graphic Design Workshop 1 (fall) and GRPH-4016 Graphic Design Workshop 2 (winter).
  - The pre-requisites for GRPH-4015 Graphic Design Workshop 1 are GRPH-3012 Research Methods for GD (in Category C) with a minimum grade of 60% and GRPH-3011(or GRPH-3018) Graphic Design 4 (in Open Electives) with a minimum grade of 60%. These pre-requisite courses are at the 3000 level and are typically taken in your third year of study.
  - GRPH-4015 with a minimum grade of 60% is the pre-requisite for GRPH-4016.
  - You must register for the same instructor's section of GRPH-4015 and GRPH-4016 in both fall and winter. We strongly discourage that you take GRPH-4015 only as it is not designed as a stand-alone course.

## Fourth Year Pathway Options – Considerations for Planning:

**Workshop Option:** GRPH-4015 Graphic Design Workshop 1 (fall) and GRPH-4016 Graphic Design Workshop 2 (winter)

Suitable for:

- Students who prefer self-sustained investigations for self-directed projects over the course of two terms (year-long study).
- Students who are interested in professional work that relies on more autonomous creative practices and processes.
- Students who are considering master's work in the future. A capstone project can help you prepare for the requirements of a master's program in design.

## Non-Workshop Option: Upper year electives

Suitable for:

- Students whose prefer working with a variety of shorter and more projects over the course of a term.
- Students who are interested in further developing specific graphic design skills (ex. editorial, structural packaging) or other practices (ex. printmaking, painting).
- Students who work better with directed projects.