

Q&A for Prospective Students

Is the Graphic Design program moving?

In fall 2019, the Graphic Design program will be moving from the School of Art to the College of Architecture and Design to join other pre-professional undergraduate disciplines. The curriculum encourages cross-disciplinary studies and collaborations within the university, college and community, designed to equip students to meet the challenges of an evolving design practice.

Where will the classes be located?

The Graphic Design classes will remain in the Art + Architecture Building, alongside the College of Architecture and Design's existing classes.

Can I still take Art classes?

Yes, the Graphic Design curriculum will continue to provide students with multiple opportunities to take elective classes in studio art. In addition, students have opportunities to customize their curriculum with business entrepreneurship, industrial design, technical writing, theatre and other courses from across the university.

Will the curriculum change?

The curriculum for the Bachelor of Fine Arts degree in Graphic Design will remain the same. Students entering the university in fall 2019 will participate in a newly created design-focused, Foundations program.

Will I need a portfolio to apply?

Students accepted into the University of Tennessee are welcome to begin classes in the Graphic Design Foundations program. No portfolio is required.

How do I transfer into the program?

Students interested in transferring into the Graphic Design program are assessed on an individual basis for placement. If a student would like to be considered for placement into upper-division coursework, a portfolio will be required. Contact Cary Staples to discuss portfolio submission and transfer course evaluation.

Program Outline

Freshman Year:

The curriculum includes investigations into design as visual message-making as an act of cultural interpretation. Contemporary and historic design and its forms are examined. Emphasis is placed on basic visual principles, creative strategies and processes, and technological skills.

Sophomore Year:

The curriculum includes exploration of current technologies and their significance to interactive and screen-based design and further investigation into using basic research and analysis to

develop more in-depth, multi-layered projects. Students participate in a motion-design workshop with Scripps Interactive, Discovery Channel.

Junior Year:

The curriculum includes experiences in applying design knowledge and skills beyond the classroom for field research and experience; collaborative projects with outside clients and teams to solve complex problems; and internships and international opportunities. Students will participate in a junior workshop with invited, nationally recognized designer.

Senior Year:

The curriculum includes continued research into design systems; in-depth development of self-defined research project under faculty direction; critical analysis of presentation skills and portfolios with outside panelists and jurors; and strengthening professional knowledge in preparation for entering the workforce upon graduation.

Where can I find more information?

Questions about applying to the Graphic Design program can be directed to Professor Carolyn Staples, staples@utk.edu, 865-974-3210. Questions about the College of Architecture and Design can be directed to Julie Beckman, director of the Office of Student Development, Julie.beckman@utk.edu, 865-974-3258. Also visit www.archdesign.utk.edu/programs/graphic-design-program.