

MFA in Computer Graphics: Graphic Design – Matrix of Program Learning

Outcomes (*going across*):

1. Research
 - The ability to gather and analyze research; generate a range of ideas; prepare prototypes; and arrive at the best solution among various research inquiries.
 - The ability to construct a well-developed, critical, and written statement of one’s creative work, including aesthetic, environmental/social, historical and philosophical issues--within a contemporary context.

Courses (*going down*):

Professional Critiques
ARTB 751

X

Thesis: Graduate Studio II
ARTU 872

X

Thesis: Paper & Exhibition
ARTC 872

X



ng Outcomes matched to Courses

2. Creative work

- The ability to plan and produce a concept-driven and innovative graphic design through the incorporation of composition/layout, information hierarchy, iconography, typography, imagery, and media formats.

3. Business Practices

- An understanding of basic business practices, including the ability to be self-directed and work individually, as well as to work effectively within a team.

X

X

X

4. Technology

- The ability to effectively use technology in order to implement and innovate the creative phases, including research, design, and production.

5. Synthesis

Upon Graduation, students will be able to:

- Identify and solve design problems and address contemporary issues in the world of graphic design.

- Implement those solutions using graphic design methodologies, either independently or collaboratively as part of an interdisciplinary team, shifting roles as necessary for the completion of the product.

- Evaluate outcomes; critically analyze design

- Effectively describe one's work using the language of graphic design.

- Present a finished product of professional caliber that can be used for a career-oriented portfolio.

X

X

X

X

X

