

BDES Recommended Program of Study for Fall 2025 Intake	2025/26
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Program Options and Electives can be moved around in the terms and do not have to be taken as shown below.

It is up to each student to develop their own path through the program and ensure they are meeting prerequisites and graduation requirements. Please use this chart in conjunction with the Course Planning Guide found on the Design - Students shared Google drive and the Academic Program Progress Report [APPR] tool found in the student portal.

Year 1	Year 2	Year 3	Year 4
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FALL TERM			
ARTE110 Drawing	DESN220 Design Software II	DESN271 History of Mod. Des/Mat. Culture	DESN410 Design Studio IV
DESN110 Design Studio I	DESN231 Typography II	DESN313 Information Design I	Elective
DESN120 Design Software I	DESN240 Intro to Digital Experience Design	Program Option or Elective	Elective
DESN150 Image Structure and Meaning	DESN310 Design Studio III	Program Option or Elective	Elective
ENGL102 Analysis and Argument	Program Option	Program Option or Elective	Elective

WINTER TERM			
DESN131 Typography I	DESN290 Business of Design	DESN480 Design Issues Seminar	DESN415 Design Studio V
DESN171 History of Visual Comm. Design	DESN311 Visual Identity Des. & Branding I	Program Option or Elective	Elective
DESN203 Concept Visualization	DESN344 Interaction Design I	Program Option or Elective	Elective
DESN205 Design Studio II	DESN380 Design Research	Program Option or Elective	Elective
ENGL103, 104, or 105	Program Option	Program Option or Elective	Elective

Requirements and Program Options:

Degree Requirements:	Program Options <i>(not all options may run in any given year):</i>
69 credits of core courses	DESN200 Drawing for Illustration
6 credits of Program Options	DESN243 DXD History
24 credits of Electives	DESN246 Game Design I
21 credits of Program Options or Electives*	DESN250 Introduction to Photography
	DESN260 Video Production I
	DESN261 Motion Graphics I
	DESN300 Illustration Techniques
	DESN314 Environmental Graphic Design
	DESN315 Visual Narrative
	DESN316 Branded Environments
	DESN317 Publication Design
	DESN318 Advertising Design I
	DESN340 Web Design & Development I
	DESN342 DXD & Usability: Methods/Pract.
	DESN345 Service Design Seminar
	DESN347 Immersive Learning I
	DESN349 DXD Internship
	DESN350 Photo Lighting, Prod. & Styling
	DESN352 Image Manipulation & Post-Prod.
	DESN360 Video Production II
	DESN361 Motion Graphics II
	DESN363 Intro to Visual Effects
	DESN393 Multi-disciplinary VCD Studio
	DESN395 Internship
	DESN411 Vis. Identity Des. & Branding II
	DESN413 Information Design II
	DESN418 Advertising Design II
	DESN440 Web Design & Development II
	DESN442 Info. Arch. & Content Strategy
	DESN443 Multi-disciplinary DXD Studio
	DESN444 Interaction Design II
	DESN445 Service Design Studio
	DESN447 Immersive Learning II
	DESN460 Video Production III
	DESN485 Special Topics in Design
	DESN486 Individual Study

Elective Requirements *(courses selected by the student, excl. those that use the DESN subject code):*

9 credits from Social Sciences (Psychology, Sociology, Anthropology, Political Science, Economics, and BCSC200)

3 credits from Business (ACCT, BUSN, FNCE, HRMT, INFM, INSR, INTB, LEGL, MARK, MGMT, MGTS, MSYS, ORGA, PMGT, SCMT)

12 additional elective credits*

***Allowable Electives:**
Any course outside of the discipline with the exception of: ARTE106, ARTE111, AGAD107, BCSC102, ENGL108, ENGL111, ENGL199, ENGL211, VCPH100, WRIT101, DESN, PACT, TRVL, OAA5, OADM, OALS, OAMS, COOP

Program Options and Electives are flexible as to which terms they are taken in as long as prerequisites are being met.