This information pertains only to students enrolled in the BFA Studio Art – Graphic Design Emphasis program. These are students who expect to graduate in Spring 2022.

At the culmination of the Spring semester, all Sophomore Graphic Design students will undergo a review that will determine advancement into the Junior level of the program.

For advancement, each student is required to:

1. **Earn an average 2.7 grade (B-) among these courses:**
   - ART 3600 Graphic Design History (3 credits)
   - ART 3610 Visual Communication I (4 credits)
   - ART 3620 Visual Communication II (4 credits)
   - ART 3630 Digital Studio (3 credits)
   - ART 3640 Design Process (4 credits)

   Grade points earned from these courses will be multiplied by the number of credits for each course. These scores will be added together, and divided by the total number of credits (18). This will determine the average grade.

2. **Attend an in-person review.**

   In this short meeting with the full-time Graphic Design faculty (approx. 10 minutes) students will present a portfolio comprised of projects completed in the Sophomore-level studio courses. This review is an opportunity for the student and faculty to have an open and honest conversation about overall performance, comprehension, and readiness to continue in the program. Although adjunct Graphic Design faculty are not normally present during this review, they may provide relevant information about the students they’ve worked with.

3. **Complete the online self-evaluation form.**

   A link will be provided 2–4 weeks prior to the in-person review.

Once in-person reviews are complete and all final course grades tabulated, students will be notified via UNID email stating whether the criteria necessary for advancement have been met.

If a student fails to meet the minimum grade requirement, or fails to attend the in-person interview, they will not be allowed to advance to the Junior level. A follow-up conference will be arranged in which the student and full-time faculty will together devise a plan for the student to repeat certain Sophomore-level courses in order to improve their grade average.

Students who fail to pass Sophomore Review a second time are subject to dismissal from the Graphic Design program.

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**In-Person Review Meeting**

Sign up for a meeting time on Professor Carol Sogard’s office door (263 ART). Please arrive at least 10 minutes prior to appointment time. Once your scheduled room becomes available, you will have the opportunity to unpack your work and display it.

**Presenting Your Work**

Select a maximum of 15 pieces that collectively exhibit a variety of projects from your required Sophomore level studio courses. Though the majority of this work should be assignments from Graphic Design classes, you may choose to include 1-2 pieces from Drawing 1 or other related art classes (from current year only). You are welcome to re-work any pieces that you feel could be improved upon, however this is not required nor expected.

Work should be presented in its original, finished format as it would have been presented in class. Though an organized presentation is important, DO NOT photograph, reduce, or otherwise “standardize” the work into a book-format portfolio. Simply bring the work, and display it on the tables before your meeting. Present digital works on a laptop or other appropriate device.

Professional personal appearance is also important. Students are encouraged to dress as if attending a job interview with a professional design studio.

**Evaluation Criteria**

The following criteria will be used by the faculty in the evaluation your overall performance. Prior to your meeting, you must complete an online form in which you will self-evaluate in relation to these criteria.

- **PROFESSIONALISM:** participation in class discussions and critiques, organization and time management skills, receptiveness, commitment level, focus and attention in class
- **WORK ETHIC & DILIGENCE:** overall focus and depth in regard to your process, time and effort put into coursework, initiative, drive, persistence
- **CREATIVITY:** ability to think conceptually and critically, brainstorming and idea-generating skills
- **TECHNICAL SKILLS:** craftsmanship, typographic sensitivity, software skills, and overall quality of work
- **DESIGN COMPREHENSION:** understanding of basic design principles and basic typographic design principles, composition, visual hierarchy, visual acuity and understanding of historical precedents, ability to articulate and defend your point of view
- **GENERAL:** overall growth as a designer, meeting the high standards of the program