

THE COLLEGE OF DESIGN: UNDERGRADUATE PROGRAMS

- **Architecture:** Bachelor of Design in Architecture (BDA), Bachelor of Science (BS)
- **Landscape Design and Planning:** Bachelor of Environmental Design (BED)
- **Apparel Design, Interior Design, Retail Merchandising, and Product Design:** Bachelor of Science (BS)
- **Graphic Design:** Bachelor of Fine Arts (BFA)
- **Minors:** Interdisciplinary Design, Architecture, Landscape Design and Planning, Fashion Studies, Housing and Community Development, Retail Merchandising, Product Design, Interior Environments

DEGREE REQUIREMENTS AND SAMPLE PLANS

Find major course requirements, course descriptions, and sample four-year plans on our website. Up-to-date degree requirements can be found at any time by visiting z.umn.edu/cdesrequirements.

FULFILLING U OF M LIBERAL EDUCATION REQUIREMENTS

All University of Minnesota Twin Cities degrees require the completion of specific Liberal Education requirements, which can be completed at most community colleges and universities for transfer to the U of M. Minnesota state community colleges also offer the Minnesota Transfer Curriculum (MNTC). If completed and certified on the transcript sent to the U of M for admission, MNTC will be used to meet the core, theme, and first-year writing portion of the University's Liberal Education requirements (you may still need to complete the writing intensive portion of the writing skills requirement). Please note that completing all Liberal Education requirements or the MNTC will not necessarily accelerate your time in a College of Design program, and is not required before applying to transfer to the College of Design.

DEADLINES & SEMESTERS OF ADMISSION

The below table lists upcoming priority and final application deadlines for admission to all College of Design undergraduate programs: Apparel Design, Architecture**, Landscape Design and Planning, Graphic Design, Interior Design, and Retail Merchandising.

Please note that most College of Design majors require a set sequence of (usually studio) courses only offered at the U of M. Thus, you should apply to transfer to a College of Design major as soon as possible so you can begin enrolling in those sequenced major courses. Consult with a College of Design transfer adviser for more information.

Additionally, while we are thrilled to now admit students to all majors for both fall and spring semesters, we highly encourage students interested in Apparel Design, Interior Design, or Architecture to apply for a fall semester. These majors include a specific sequencing of courses, which begin in the fall; therefore, if a student is admitted to an Apparel Design, Interior Design, or Architecture major in spring, their course sequencing would not begin until the following fall semester.

Spring 2017 Deadline***	Fall 2017 Deadlines***	Spring 2018 Deadline***
Priority: October 1, 2016 Final December 1, 2016	Priority: March 1, 2017 Final: May 15, 2017	Priority: October 1, 2017 Final December 1, 2017

**** The prerequisite courses (Arch 1281, Arch 2281, and Arch 2301) for admission to an architecture degree are ONLY offered on the U of M Twin Cities campus. Students must begin in the College of Design pre-architecture program to complete these courses before applying to a formal architecture degree.**

***** Applications will be accepted on a space available basis after the priority deadline.**

QUESTIONS? Contact: destrsfr@umn.edu, (612) 625-2008

** Please note that this document reflects academic major requirements as of the 2016-2017 academic year. Major requirements for future academic years are subject to change.*

GENERAL ADMISSION REQUIREMENTS FOR ALL COLLEGE OF DESIGN DEGREES:

- Required minimum GPA of 2.00 and preferred minimum GPA of 2.80.
- ALL admission materials MUST be submitted (postmarked) by the relevant deadline or the application may not be reviewed for admission.
- All programs are competitive and space is limited. Admission is holistic and based on a number of factors, including overall academic record, fit for the curriculum, and grades in specific courses.
- Apparel Design, Interior Design, Graphic Design, and Architecture require all students to enter as “Pre-Major” students to complete required prerequisite courses only offered at the University of Minnesota Twin Cities.
- Studio sequences for Pre-Architecture, Pre-Apparel Design and Pre-Interior Design only begin in the fall. Spring applications will be considered, but students are encouraged to apply for fall instead.

MAJOR SPECIFIC TRANSFER INFORMATION:

Apparel Design

THE STUDIO COURSES IN THIS MAJOR ARE SEQUENCED OVER FOUR YEARS, REGARDLESS OF COURSES COMPLETED BEFORE ADMISSION TO THE U OF M (if all generals are completed, students would register for a reduced load of credits consisting of specific major courses). After admission, students must pass portfolio review of work from specified studio courses and meet minimum U of M GPA of 2.50 to move from Pre-Apparel Design to major status.

The following community college course meet requirements in the major, but does not have to be completed prior to admission. Additional courses available only at the U of M are also required for graduation.

Alexandria Technical & Community College Course	College of Design Program Requirement
ENGL 1410	Writing Elective- Freshman Writing

Architecture

THE COURSES IN THE ARCHITECTURE PROGRAMS ARE SEQUENCED OVER 2-4 YEARS, REGARDLESS OF COURSES COMPLETED BEFORE ADMISSION. (If all generals are completed, students register for a reduced load of credits consisting of specific major courses). With careful planning, students may be able to complete the BDA degree in two years (this would require admission to fall semester and the near completion of all Liberal Education requirements). Please note, however, a BS degree requires four years of sequenced studios.

NOTE: The prerequisite courses (Arch 1281, Arch 2281, and Arch 2301) for admission to a full architecture degree are ONLY offered on the U of M Twin Cities campus. Students who are admitted will begin in the pre-architecture program in the College of Design to complete these courses before applying to the architecture degree of their choice.

The following community college courses meet requirements in the degree, but do not have to be completed prior to admission. Additional courses available only at the U of M are also required for graduation.

Alexandria Technical & Community College Course	College of Design Program Requirement
ENGL 1410	Writing Elective- Freshman Writing
Math 1426	Math 1271- Calculus 1

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Landscape Design and Planning

The following community college courses meet requirements in the major, but do not have to be completed prior to admission. Additional courses available only at the U of M are also required for graduation.

Alexandria Technical & Community College Course	College of Design Program Requirement
ENGL 1410	Writing Elective- Freshman Writing
Math 1426 (<i>Only Design Track</i>)	Math 1271- Calculus 1 (<i>Only Design Track</i>)

Graphic Design

If students complete the courses below and as many Liberal Education courses as possible before transferring, it may be possible to complete the Graphic Design BFA in 2.5-3 years at the U of M. Admission to this major is competitive. Students are strongly encouraged to meet with a College of Design adviser before preparing for admission. After admission, students must pass portfolio review of work from year-one studio courses and meet the minimum U of M GPA of 2.50 to move from Pre-Graphic Design to major status.

The following community college courses meet requirements in the major, but do not have to be completed prior to admission. Additional courses available only at the U of M are also required for graduation.

Alexandria Technical & Community College Course	College of Design Program Requirement
ENGL 1410	Writing Elective- Freshman Writing
COMM 1415	COMM 1101- Introduction to Public Speaking
ART 1475	Fulfills Photography Requirement
COAR 1612 + 1613	GDes 1311- Foundations: Drawing & Design in 2/3 Dimensions
ART 1490	GDes 1312- Foundations: Color & Design in 2/3 Dimensions
COAR 1614 + 1615	GDes 1315- Foundations: The Graphic Studio
COAR 1604 + 1624	Des 2101- Design and Visual Presentation
COAR 1602	GDes 2345- Typography
COAR 1619 + 2612	GDes 2311
COAR 2613 + 3630	GDes 4334
One course in business, economics, accounting, or marketing i.e. COAR 2609; ECON 1410/1420/1430	

Interior Design

THE STUDIO COURSES IN THIS MAJOR ARE SEQUENCED OVER FOUR YEARS, REGARDLESS OF COURSES COMPLETED BEFORE ADMISSION TO THE U OF M (if all generals are completed, students would register for a reduced load of credits consisting of specific major courses). After admission, students must pass portfolio review of work from specified studio courses and meet minimum U of M GPA of 2.50 to move from Pre-Interior Design to full major status.

The following community college courses meet requirements in the major, but do not have to be completed prior to admission. Additional courses available only at the U of M are also required for graduation.

Alexandria Technical & Community College Course	College of Design Program Requirement
ENGL 1410	Writing Elective- Freshman Writing
PSYC 1445	PSYC 1001- Introduction to Psychology
ART 1401 or 1403 or 1406 or 1408	Fulfills Introductory Art History Requirement

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Retail Merchandising

The following community college courses meet requirements in the major, but do not have to be completed prior to admission. Additional courses available only at the U of M are also required for graduation.

Alexandria Technical & Community College Course	College of Design Program Requirement
ENGL 1410	Writing Elective- Freshman Writing
MATH 1445	Fulfills Statistics Requirement
MATH 1420	MATH 1051- Precalculus 1

Product Design

The following community college courses meet requirements in the major, but do not have to be completed prior to admission. Additional courses available only at the U of M are also required for graduation.

Alexandria Technical & Community College Course	College of Design Program Requirement
ENGL 1410	Writing Elective- Freshman Writing
MATH 2231	MATH 1271- Calculus
CORP 1606	CSCI 1103- Introduction to Computer Programming in Java

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