

THE COLLEGE OF DESIGN: UNDERGRADUATE PROGRAMS

- **Architecture:** Bachelor of Design in Architecture (BDA), Bachelor of Science (BS)
- **Landscape Architecture:** Bachelor of Landscape Architecture (BLA)
- **Apparel Design, Interior Design, Retail Merchandising, and Product Design:** Bachelor of Science (BS)
- **Graphic Design:** Bachelor of Fine Arts (BFA)
- **Minors:** Architecture, Fashion Studies, Interdisciplinary Design, Interior Environments, Landscape Design & Planning, Lighting Design, Product Design, Public Interest Design, Retail Merchandising, User Experience (UX) Design.

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 <https://design.umn.edu/students/undergraduate/four-year-plans>.

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, Product Design, Landscape Architecture, Graphic Design, Interior Design, and Retail Merchandising.

Please note that most College of Design majors require a set sequence of (usually studio) courses that are 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 do admit students to all majors for both fall and spring semesters, we highly encourage students interested in Apparel Design, Interior Design, Landscape Architecture, Product Design or Architecture to apply for a fall semester. These majors include a specific sequencing of courses, which only begin in the fall; therefore, if a student is admitted to an Apparel Design, Interior Design, Landscape Architecture, Product Design or Architecture major in spring, their course sequencing would not begin until the following fall semester.

Spring 2022 Deadline***	Fall 2022 Deadlines***	Spring 2023 Deadline***
Priority: October 1, 2021 Final: December 1, 2021	Priority: February 1, 2022 Final: June 1, 2022	Priority: October 1, 2022 Final: December 1, 2022

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

QUESTIONS? DesTrsfr@umn.edu or 612-625-2008

* Please note that this document reflects academic major requirements as of the 2021-2022 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.
- Interior Design, Graphic Design, Product 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 Landscape Architecture, Pre-Architecture, Apparel Design, Pre-Product 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). Application to an accelerated 3-year program is available after completion of ADES 2222, for students who have achieved a B+ or higher in major studio course requirements.

The following community college course meets 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.

Minneapolis Community & Technical College	College of Design Program Requirement
ENGL 1110+ENGL 1111	Writing Elective - Freshman Writing

The following University of Minnesota courses can be taken on the U of M campus as a non-degree seeking/guest student as a consortium course at Minneapolis College. The courses count towards degree requirements and can give students a preview and/or jump start on U of M coursework. These courses are not required to be completed prior to admission. Additional courses available only at the U of M are also required for graduation. These courses will not shorten the four-year studio sequence.

University of Minnesota
DES 1101W: Introduction to Design Thinking

Architecture

THE COURSES IN THE ARCHITECTURE PROGRAMS ARE SEQUENCED OVER 3-4 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 three 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. A professional degree is a requirement for becoming a licensed architect in Minnesota. Both undergraduate degrees offer a path to a professional degree. At the University of Minnesota-Twin Cities, qualified B.S. graduates enter the two-year Master of Architecture (M.Arch) degree program and qualified B.D.A. students enter the three-year M.Arch program.

NOTE: The prerequisite courses (Arch 1281, ARCH 1621W, and Arch 2281) 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.

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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.

Minneapolis Community & Technical College	College of Design Program Requirement
ENGL 1110+ENGL 1111	Writing Elective - Freshman Writing
MATH 1170 or 1180	MATH 1142 or 1271 (Required for B.S. Degree)
PHYS 1131 or PHYS 1211+Lab	PHYS 1101 or 1301 (Required for B.S. Degree)

The following University of Minnesota courses can be taken on the U of M campus as a non-degree seeking/guest student as a consortium course at Minneapolis College. The courses count towards degree requirements and can give students a preview and/or jump start on U of M coursework. These courses are not required to be completed prior to admission. Additional courses available only at the U of M are also required for graduation. These courses will not shorten the studio sequence.

University of Minnesota
ARCH 1281: Design Fundamentals I
ARCH 3411W: Architectural History to 1750
ARCH 3412: Architectural History since 1750

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 Transfer Advisor before preparing for admission. After admissions, students must pass portfolio review of work from year-one studio and/or equivalent transfer courses and meet minimum U of M GPA of 2.50 to move from Pre-Graphic Design to full major status. During the admission process, students will be asked to submit a digital portfolio of previous work from other postsecondary institutions. A member of the program faculty will review it for portfolio review purposes.

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.

Minneapolis Community & Technical College	College of Design Program Requirement
ENGL 1110+ENGL 1111	Writing Elective - Freshman Writing
CMST 1005 or 1000	COMM 1101 - Introduction of Public Speaking
One course in Business, Economics, Accounting, or Marketing i.e.	BUSN 1140/2300/2202/2224; ECON 2000/2200
PHOT 1100 or 1200 or ARTS 1105	Fulfills Photography Requirement
ARTS 1121	GDES 1311 - Drawing and Design in 2&3D Design
GRPH 1140	GDES 1312 - Color and Design in 2&3D Design
GRPH 1120 + WEBI 1416	GDES 1315 - Graphic Studio
GRPH 1585 + GRPH 1570 or GRPH 1130 + GRPH 1560	DES 2101 - Design and Visual Presentation
GRPH 1575 + WEBI 1611	GDES 2342 - Web Design
GRPH 2101	GDES 2345 - Typography I
GRPH 2530	GDES 3352 - Identity and Symbols
GRPH 2622	DES 3201 - Career and Internship Preparation for Design
GRPH 1101	Graphic Design Major Elective
GRPH 2130	Graphic Design Major Elective
ARTS 1142	Graphic Design Major Elective

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University of Minnesota
DES 1101W: Introduction to Design Thinking

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 their first year, 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 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.

Minneapolis Community & Technical College	College of Design Program Requirement
ENGL 1110+ENGL 1111	Writing Elective - Freshman Writing
PSYC 1110	PSY 1001 - Introduction to Psychology
ARTS 1111 or ARTS 1114	Fulfills Introductory Art History Requirement

The following University of Minnesota courses can be taken on the U of M campus as a non-degree seeking/guest student as a consortium course at Minneapolis College. The courses count towards degree requirements and can give students a preview and/or jump start on U of M coursework. These courses are not required to be completed prior to admission. Additional courses available only at the U of M are also required for graduation. These courses will not shorten the four-year studio sequence.

University of Minnesota
DES 1101W: Introduction to Design Thinking

Landscape Architecture

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).

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.

Minneapolis Community & Technical College	College of Design Program Requirement
ENGL 1110+ENGL 1111	Writing Elective - Freshman Writing

The following University of Minnesota courses can be taken on the U of M campus as a non-degree seeking/guest student as a consortium course at Minneapolis College. The courses count towards degree requirements and can give students a preview and/or jump start on U of M coursework. These courses are not required to be completed prior to admission. Additional courses available only at the U of M are also required for graduation.

University of Minnesota
LA 1301: Introduction to Landscape Architecture Drawing
LA 1401: The Designed Environment

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Product Design

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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.

Minneapolis Community & Technical College	College of Design Program Requirement
ENGL 1110+ENGL 1111	Writing Elective- Freshman Writing
MATH 1180	MATH 1271 - Calculus
PHYS 1131 or 1211	PHYS 1101 or 1301- Introductory College Physics I
CSCI 1700 or 1733	CSCI 1103 or 1133- Introduction to Computer Programming

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.

Minneapolis Community & Technical College	College of Design Program Requirement
ENGL 1110+ENGL 1111	Writing Elective - Freshman Writing
ECON 2200	ECON 1101 - Introduction to Microeconomics
MATH 1150	STAT 3011 - Introduction to Statistical Analysis
CSCI 1200	Fulfills Computer Literacy Requirement
MATH 1110	MATH 1031 - College Algebra and Probability

The following University of Minnesota courses can be taken on the U of M campus as a non-degree seeking/guest student as a consortium course at Minneapolis College. The courses count towards degree requirements and can give students a preview and/or jump start on U of M coursework. These courses are not required to be completed prior to admission. Additional courses available only at the U of M are also required for graduation.

University of Minnesota
DES 1111: Creative Problem Solving
DES 1101W: Introduction to Design Thinking
RM 1201: Fashion, Ethics, and Consumption

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