DESIGN

The Design program in the Corcoran School of the Arts and Design explores the intersection of design, innovation, public communications, and the social impacts of technologies. This work takes place in the nation’s capital at a critical moment in the history of cultural discourse and design practice. Course offerings address topics across print media, product design, spatial design, motion graphics, brand identity, UI/UX, exhibition design, and design ethics. At both the undergraduate and graduate levels, students are prepared for careers in a range of contexts in graphic design, interaction design, and exhibition design.

Visit the Corcoran School of the Arts and Design website (https://corcoran.gwu.edu/) for additional program information.

UNDERGRADUATE

Bachelor’s programs

- Bachelor of Arts with a major in interaction design (http://bulletin.gwu.edu/arts-sciences/corcoran/ba-interaction-design/)
- Bachelor of Fine Arts with a major in graphic design (http://bulletin.gwu.edu/arts-sciences/corcoran/graphic-design-bfa/)
- Bachelor of Fine Arts with a major in interaction design (http://bulletin.gwu.edu/arts-sciences/corcoran/interaction-design-bfa/)

Minors

- Minor in graphic design (http://bulletin.gwu.edu/arts-sciences/corcoran/minor-graphic-design/)

GRADUATE

Master’s programs

- Master of Arts in the field of interaction design (http://bulletin.gwu.edu/arts-sciences/corcoran/interaction-design-ma/)

COURSES

Explanation of Course Numbers

- Courses in the 1000s are primarily introductory undergraduate courses
- Those in the 2000s to 4000s are upper-level undergraduate courses that also may be taken for graduate credit with permission and additional work assigned
- Those in the 6000s and 8000s are for master’s, doctoral, and professional-level students
- The 6000s are open to advanced undergraduate students with approval of the instructor and the dean or advising office
- Corcoran Exhibition Design (CEX) (http://bulletin.gwu.edu/courses/ce/)