

BDES Recommended Program of Study for Fall 2026 Intake **2026/27**

[Descriptions for all courses listed below can be found in the Academic Calendar.](#)

The chart below is the recommended path for completing graduation requirements for the Bachelor of Design in four years and is what class scheduling is based on.

A student can choose to develop their own path through the program, however, as many of the courses (marked with *) are offered in multiple terms.

It is the responsibility of each student to ensure they are meeting prerequisites and graduation requirements through the use of provided tools such as 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
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 Exper. 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 <i>Maximum of 12 credits at 100-level</i>	DESN246 Game Design I*
21 credits of Program Options or Electives <i>Maximum of 9 credits at 100-level</i>	DESN250 Introduction to Photography*
	DESN260 Video Production I*
Elective Requirements <i>(courses selected by the student, excl. those that use the DESN subject code):</i>	DESN261 Motion Graphics I
9 credits from Social Sciences (Psychology, Sociology, Anthropology, Political Science, Economics, and BCSC200)	DESN300 Illustration Techniques
3 credits from Business (ACCT, BUSN, FNCE, HRMT, INFM, INSR, INTB, LEGL, MARK, MGMT, MGTS, MSYS, ORGA, PMGT, SCMT)	DESN314 Environmental Graphic Design
12 additional elective credits*	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*

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

* Classes offered in multiple terms

Last revised: October 27, 2025

BDES Recommended Pathways			2026/27
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The pathways below are recommendations on courses that students could choose from for the 21 credits of program options/electives (no declared major) if they have a particular area of interest. Students can also develop their own pathway by selecting various program options.

Visual Communication Design	Digital Experience Design	Illustration	Photography
DESN 200 Drawing for Illustration	DESN 243 DXD History, Theory and Issues	ARTE 120 Observational Drawing	DESN 250 Introduction to Photography
DESN 246 Game Design I	DESN 246 Game Design I	ARTE 205 Painting I	DESN 260 Video Production I
DESN 250 Introduction to Photography	DESN 340 Web Design and Development I	ARTE 215 Painting II	DESN 315 Visual Narrative and Storytelling
DESN 314 Environmental Graphic Design	DESN 342 DXD Usability and Methods	ARTE 305 Painting Extended I	DESN 350 Photo Lighting, Prod., and Styling
DESN 315 Visual Narrative & Storytelling	DESN 345 Service Design Seminar	DESN 200 Drawing for Illustration	DESN 352 Image Manipulation and Post-Prod.
DESN 316 Branded Environments	DESN 347 Immersive Learning I	DESN 261 Motion Graphics I	ARTE 214 History of Photography
DESN 317 Publication Design	DESN 349 DXD Internship	DESN 300 Illustration Techniques	ARTE 314 Thinking Photography
DESN 318 Advertising Design I	DESN 413 Information Design II	DESN 315 Visual Narrative and Storytelling	
DESN 393 Multidisciplinary VCD Studio	DESN 440 Web Design and Development II	DESN 361 Motion Graphics II	Video, Visual Effects and Motion Graphics
DESN 395 Internship	DESN 442 Information Architecture		DESN 260 Video Production I
DESN 411 Visual ID and Branding II	DESN 443 Multidisciplinary UXD Studio	Marketing	DESN 261 Motion Graphics I
DESN 413 Information Design II	DESN 444 Interaction Design II	DESN 316 Branded Environments	DESN 315 Visual Narrative and Storytelling
	DESN 445 Service Design Studio	DESN 318 Advertising Design I	DESN 360 Video Production II
	DESN 447 Immersive Learning I	DESN 393 Multidisciplinary VCD Studio	DESN 361 Motion Graphics II
		DESN 411 Corp ID and Branding II	DESN 363 Intro to Video Effects
		DESN 418 Advertising Design II	DESN 460 Video Production III
		MARK 301 Fundamentals of Marketing	BCSC 205 Intro to Film Studies and Narrative
		MARK 310 Consumer Behaviour	BCSC 223 Introduction to Screenwriting
			<i>Last revised: December 4, 2025</i>