B. A. Graphic Design and Visual Communication



Study Program

The **B.A.** Graphic Design and Visual Communication offers a wide-ranging and interdisciplinary university education. It provides key competencies in all fields of visual communication. With its practical focus the study program prepares our students for their future career in the creative industry.

B.A. Graphic Design and Visual Communication

imparts theoretical, technological and creative skills in order to create print and media works. Students are introduced to typography, logo design, corporate design, poster design, illustration, photography, film, motion design, editorial design, graphic design in public space and web and app design. With the acquired knowledge graduates of B.A. Graphic Design and Visual Communication are prepared for working as a freelancer or junior designer in design studios, advertising agencies or marketing departments.

Start

Winter term (October)

Location

Berlin

Language

English

Degree

Bachelor of Arts (B.A.)

Duration

6 semesters

Tuition fees

€ 750,- monthly

Study at HMKW

HMKW

- private, state-approved university
- institutional accreditation by the German Council of Science and Humanities and FIBAA (international agency for quality assurance in higher education)





Wide-ranging and interdisciplinary!

You study at an university that particularly is specialized in educating media professionals. Our students benefit from various interdisciplinary cooperations and extensive technical equipment.

More information and application: www.hmkw.de

Events



Bachelor theses



Projects and cooperations



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B. A. Graphic Design and Visual Communication



Interdisciplinary competencies 25 % of all CPs

Compulsory 6 general basic modules

Propaedeutic

cation

Media history,

nication analysis

Interculturality

History of science / theory of Science, introduction to scientific working techniques

Media and Communi-

media theory, media law, theory of communication, commu-

Cultural theory, cultural mo-

dels, overcoming of cultural

barriers, intercultural learning

Personal and Social Competencies

Self- and learning management, presentation technique, team competence and project management

Basics of business management and economy: economic

Economics

systems, structures, values

Methodology

Empirical social research, fundamentals of statistics, research of media impacts, user experience

CP = Credit Points, WHT= weekly hours per term

Compulsory elective 3 of 6 in-depth moduls

Media Technology

OS/networks, basic IT/Office tools, document management, programming languages, web protocols

Social Sciences

Sociology, political science, socio-economic analyses

Media Law

Contract law, copyright law, data protection and privacy, liability issues etc.

Digital Economy

IT and media industry, e-commerce, big data data mining

Business English

Business English: commercial correspondence, presentation techniques, TOEFL preparation etc.

Second Foreign Langu-

Basic course Spanish Basic course Chinese

Subject-specific competencies 75 % of all CPs

Technical bases 5 basic mandatory modules

History and Theory of **Art and Design**

History of written language, image and material culture, methods of analysis

Design Process and Creativity

Physiology/psychology of perception, aesthetics: form and colors, creative process

Colors, form, composition

Basics of color theory, formal theory and composition

Graphic Design

Illustration, corporate design, information design

Project Workshop

Design transfer projects

Media, disciplines, techniques 8 in depth moduls

Photography

Conception, production and editing of photographic images

Basics: Interface and

Interaction Design

Screen-based media,

action, usability etc.

human-computer inter-

Layout

models

Editorial design: typography and typesetting

Prepress/Press

Pre-press stage, printing techniques, PDF workflow, processing

Film Production and **Post Production**

History of film, film language and analysis, production/ post-production

Motion Design

guidance systems

lic Space

From picture to motion, basics of animation technique

Graphic Design in Pub-

Graphic design for exhibitions,

business and public space,

Further modules und study sections 4 mandatory modules

Self-presentation

Career paths, competence/ personal appearance, job profiles and professions

Revision Course

Interactive Media

Navigation and interaction

Last semester: Revision of central topics, exam preparation

Internship

Practice phase (6 months)

Bachelor Thesis

The bachelor project requires about 2 to 4 months subsequently: BA colloquium