

Graphic Design BA (Hons)

UCAS Code: W210 | Duration: 3 years | Full-time | Creative Campus | 2026/2027

Placement year opportunities available



Course Overview

Our Graphic Design course blends traditional practices with future trends in the Creative Industries. Our teaching focuses on problem-based, 'in-studio' learning. We introduce themes and issues through lectures and briefings. This degree helps graduates meet industry needs. It connects education with professional expectations.

Thanks to our connection with Adobe, we stay updated on design trends and future software releases. This keeps our degree programme relevant. You'll also have the chance to become an Adobe Certified Professional during your studies.

At Liverpool Hope, you'll join a lively creative community. We know all our students by name. You'll build inspiring and supportive relationships with your tutors. They'll support your creative thinking and help you become a great graphic designer.

Our staff are researchers and professional designers with notable publication and exhibition records. We leverage this experience and our professional networks to support you in your studies and future career.

Most of our graduates work in studios, while others choose freelancing or aim to start their own businesses. Our program also serves as a great stepping stone for teaching or further study.

Liverpool is famous for its culture and humor. At Liverpool Hope, you can engage with Tate Liverpool, Everyman & Playhouse Theatres, Royal Liverpool Philharmonic, The Bluecoat contemporary arts centre, and more.

Entry Requirements

This course follows the standard University entry requirements. Please see the website for further information.

Fees and Additional Costs

The tuition fees for 2026/2027 are £9,535 for full-time undergraduate courses.

You will also need to consider the cost of your accommodation each year whilst you study at university.

Visit our accommodation webpages for further details about our Halls of Residence: www.hope.ac.uk/halls

Applicants will need access to a computer if course delivery is switched to online. The University has a laptop lending service if remote study is necessary.



LIVERPOOL
HOPE
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Graphic Design BA (Hons) Curriculum

Year One

Foundations in Graphic Design

You will be introduced to the scope of contemporary graphic design. Through a series of practical studio projects you will have the opportunity to explore the relationship between word, image, colour, layout, composition, and meaning.

Digital Literacies for Graphic Design will provide you with a variety of learning opportunities to develop and consolidate professional level awareness of the current and emerging digital technologies used in the Creative Industries.

Graphic Design Histories and Contexts is delivered through lectures and seminars, introducing key themes and issues in art, design, and socio-economic history.

Design Fundamentals is delivered through a series of workshops focusing on practical skills such as Drawing for Graphic Design, Applied Colour Theory, Introduction to Printmaking, and Introduction to Photography.

Year Two

Explorations in Graphic Design

In your second year you will use the technical and theoretical tools you have acquired to begin problem solving in a range of contexts, including live briefs. The practical studio work is directly supported by the Applied Software and Production, and Theoretical Studies for Graphic Design elements.

The Applied Typography and Visual Language element focuses on the core principles of typography, layout and meaning. The Applied Software and Production element consolidates your knowledge and skills in Adobe

Illustrator in readiness for the Adobe Certified Professional exam.

Year Two also introduces the Professional Practice element. This challenges students to investigate and build pathways to employment, self-employment, or further study.

Year Three

Advanced Studies in Graphic Design

You will consolidate your understanding of the theoretical and practical principles of Graphic Design by creating a distinct body of work, which can be used as a graphic design portfolio that is aligned to your individual interests and career ambitions.

In the Art Direction element, students utilise methods for interpreting and evaluating contemporary graphic design practice. Lectures and seminars deepen explorations into how meaning is generated, being both a product of designed intention and the perception of audiences.

The Graphic Design Research block provides students with the opportunity to focus on their particular interests while aligning their work with career ambitions within the field of graphic design.

COURSE STRUCTURE

Teaching on this degree is structured into lectures, seminars, practicals and tutorials. You also have one-to-one meetings with your tutor on a regular basis.

In your first year of study, there are approximately 13 teaching hours each week, which reduces to approximately 12 teaching hours in your second year, and then an average of 10 teaching hours in your third year. On top of teaching hours, you are also expected to spend a number of hours studying independently each week, as well as studying in groups to prepare for any group assessments you may have.

Work Placement Opportunities

In your second year, you have the option to go on a work placement to experience graphic design in the real world. The work placement will greatly enhance your learning experience and employability opportunities once you graduate.

ASSESSMENT AND FEEDBACK

Throughout the three years of study you will have a number of assessments, including written exams, practical exams, portfolios, journals and coursework.

You will be given written feedback on your assessments, and you will have the opportunity to discuss this with your tutor in more detail.



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