

Job Title: Graphic Designer



Job Title: Graphic Designer	Graphic Designers utilise graphic design skills to create media products
Entry requirements:	University You could take a foundation degree, higher national diploma or degree in: • graphic design • art and design • illustration Entry requirements You'll usually need: • a foundation diploma in art and design • 1 or 2 A levels, or equivalent, for a foundation degree or higher national diploma • 2 to 3 A levels, or equivalent, for a degree College You could take a college course like a Level 3 Diploma in Graphic Design or Level 4 Higher National Certificate in Art and Design, and use this to join a company as a design assistant. Entry requirements You may need: • 4 or 5 GCSEs at grades 9 to 4, or equivalent, for a level 3 course • 1 or 2 A levels, a level 3 diploma or relevant experience for a level 4 or level 5 course Apprenticeship You could start by doing an advanced apprenticeship in design, specialising in graphics. Entry requirements You'll usually need: • 5 GCSEs at grades 9 to 4, or equivalent, including English and Maths, for an advanced apprenticeship
Skills required:	You'll need: • design skills and knowledge • to be thorough and pay attention to detail • knowledge of media production and communication • knowledge of English language • the ability to come up with new ways of doing things • excellent verbal communication skills • thinking and reasoning skills • the ability to work well with your hands • to be able to use a computer and the main software packages competently

What you'll do:	Depending on your role, your day-to-day tasks may include: • discussing the client's requirements and coming up with creative ideas • working out budgets and deadlines • producing rough drafts and presenting your ideas • preparing designs using specialist software • making presentations to clients for feedback and approval • producing a final layout • explaining requirements to photographers, printers, manufacturers or games developers • keeping up with design trends and developments in software tools
What you'll earn:	• Starter: £16,000 • Experienced: £50,000 <i>These figures are a guide</i>
Working hours, patterns and environment:	Typically 37 – 40 hours a week (including occasional evenings) You could work in a creative studio, in an office or at a client's business. You may also be able to work from home.
Career path and progression:	There's a lot of competition for graphic design work. You'll need a portfolio that shows your creative ideas, skills and work experience to help you get started. You could become a senior designer, creative director or move into management. You could go freelance or start your own design agency. Another option is to move into teaching or lecturing. Professional and industry bodies You could join the Chartered Society of Designers and the International Society of Typographical Designers for professional development and to make industry contacts. Further information You can get more information on working in creative careers from Discover Creative Careers.