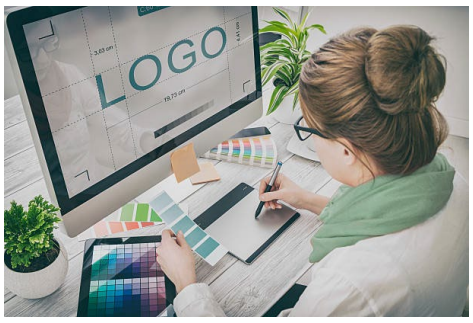
Job title: Graphic Designer



Job title: Graphic Designer	Graphic designers create visual branding, adverts, brochures, magazines, website designs, product packaging and displays.
Entry requirements:	**University** You could take a foundation degree, higher national diploma or degree in: • graphic design • art and design • illustration 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. You may need: • 4 or 5 GCSEs at grades 9 to 4 (A* to C), 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. You'll usually need: • 5 GCSEs at grades 9 to 4 (A* to C), or equivalent, including English and maths, for an advanced apprenticeship **Career tips** 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. **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.
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:	Average salary (a year) £16,000 Starter to £50,000 Experienced

Working hours, patterns and environment:	• Typical hours (a week) 37 to 40 a week • You could work evenings occasionally • You could work in a creative studio, in an office or at a client's business.
Career path and progression:	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.