

# Graphic Design

## **Degree Type**

Associate in Science

The Graphic Design program offers a diverse educational experience in all phases of visual communication including; web design, illustration, logo design, identity systems, posters, packaging, publications, animation and many media applications. The program exposes the student to a thorough scope of the design industry standard software, as well as preparing students to create and run their own freelance businesses. A strong combination of theory and hands-on application gives students a variety of valuable, as well as very employable, learning experiences.

Students completing the program will be well-versed in the industry standards and will have a variety of employment options. The designer for digital media includes jobs with publishers, game and video organizations, and various businesses where branding, marketing and advertising materials are needed. Web design development is a multi-faceted specialty with a growing demand. Animation options include gaming industry, video marketing and web advertising, as well as motion components embedded in websites.

## **Technical Requirements**

In order to be successful in the Graphic Design program a student must:

- have command of the English language;
- have a high school diploma or equivalent;
- be able to complete requirements for college level classes;
- be able to understand and follow both written and oral instructions;
- have sufficient vision to make fine visual discriminations, and for reading instructions and course materials;
- have reading comprehension skills sufficient to read and comprehend service literature;
- have communication skills sufficient to prepare required reports;
- have basic understanding of common computer operating systems and procedures;
- have good understanding of measurement systems;
- have the ability to work with others;
- have a good eye for detail/attitude toward quality.

## **Students who complete the program will:**

- demonstrate an understanding of the theory and processes associated with the Graphic Design profession;
- understand and use appropriately the technical vocabulary associated with the Graphic Design profession;
- demonstrate the ability to apply critical thinking skills to successfully problem solve customer needs;
- produce a body of work that serves as a professional portfolio.

## First Year

### Fall Semester

Item #	Title	Class Hours	Lab Hours	Credits
ENGL100L	English Composition	4	0	4
INDL100L	College Essentials	1	0	1
GRA120L	Design Software Essentials	3	2	3
GRA125L	Foundations of Design	2	2	3
MATH211L	College Algebra	4	0	4
	<b>Sub-Total Credits</b>	<b>14</b>	<b>4</b>	<b>15</b>

### Spring Semester

Item #	Title	Class Hours	Lab Hours	Credits
BUS261L	Social Media Marketing	3	0	3
GRA134L	Typography	2	2	3
GRA137L	Aspects of Graphic Communication	2	2	3
	Social Science Elective	3	0	3
	English Elective	3	0	3
	<b>Sub-Total Credits</b>	<b>13</b>	<b>4</b>	<b>15</b>

## Second Year

### Fall Semester

Item #	Title	Class Hours	Lab Hours	Credits
ARTS212L	Introduction to Digital Photography	2	2	3
CIS234L	Website and Design Development	2	2	3
GRA136L	Digital Illustration	2	2	3
GRA224L	Publication Design	2	2	3
	Science Elective (3 credits)	3	0	3
	<b>Sub-Total Credits</b>	<b>11</b>	<b>8</b>	<b>15</b>

### Spring Semester

Item #	Title	Class Hours	Lab Hours	Credits
GRA228L	Motion Gaming Graphics	2	3	3
ARTS280L	Creative Entrepreneurship	3	0	3
CIS276L	Developing Web Applications	2	2	3
GRA271L	Screen Process Printing	2	2	3
GRA280L	Graphic Design Capstone	2	0	3
	<b>Sub-Total Credits</b>	<b>11</b>	<b>7</b>	<b>15</b>
	<b>Total Credits</b>			<b>60</b>