Graphic Design

Associate in Science Degree

Offers an education in graphic design communications, using processes and technologies relevant to the professional design environment. Students develop skills in visual literacy, problem solving, image creation, graphic arts production, typography, layout, publication, design, and computer graphics.

First Semester

Course #	Title	Credits
ART*111	Drawing I	3
ENG*101	Composition (a)	3
GRA*101	Design Principles	3
GRA*110	Introduction to Computer Graphics	3
Select one of the following courses:		
ART*100	Art Appreciation **or**	
	Art History Elective (e) (from ART*101/102/103/201/205)	3

Second Semester

ART*112	Drawing II (a)	3
GRA*200	Visual Communications (a)	3
GRA*231	Digital Imaging (a)	3
	Humanities Elective (d)	3
	Mathematics Elective (a) (from MAT*137 or above)	3-4

Third Semester

GRA*201	Typography and Design I (a)	3
GRA*236	Digital Illustration (a)	3
	Directed Studio Elective (b)	3
	Science Elective (c) (from AST*, BIO*, CHE*, EAS*, EVS*, MET*, OCE*, PHY*)	3-4
	Social Science Elective (from ANT*, ECN*, GEO*, POL*, PSY*, SOC*)	3

Fourth Semester

ART*122	Three-Dimensional Design	3
GRA*203	Design and Production (a)	3
GRA*205	Typography and Design II (a)	3
	Directed Studio Elective (b)	3
	Social Science Elective (from ANT*, ECN*, GEO*, POL*, PSY*, SOC*)	3

Total 60-62

(a) Prerequisite and/or co-requisite required.
(b) To be selected in consultation with faculty advisor based on student's program of study.
(c) Students intending to transfer to a four-year program should take a 4-credit lab science.
(d) To be selected from courses in ART*101/102/103/201/205, CHI*, COM*, any 200-level Literature Course, ESL*, FRE*, HIS*, ITA*, LAT*, MUS*, PHL*, PLH*, RUS*, SPA*, THR*.
(e) Students planning to transfer to a baccalaureate program should take an Art History course.

Graphic Design (A.S. Degree)
Program Abilities:

Depending upon level of successful completion of coursework within the program, students will:

Visual Literacy and Creative Expression –

1. acquire skills in drawing and three-dimensional design using traditional materials and techniques
2. identify and apply the design principles to control aesthetic and compositional elements in the creation of visual solutions to art and design problems
3. demonstrate the development of visual and conceptual skills required to create a successful design solution through the process of idea development, refinement, and assessment in the creation of design projects
4. understand the function and impact of design, and the roll of the design profession in our society

Visual Communication, Conceptual and Critical Thinking –

5. analyze a visual communication problem, develop visual concepts, and create design solutions that respond to client and audience needs through symbol and image creation, graphic illustration, paper selection, color, typography, and page composition
6. communicate an understanding of design concepts, processes, and techniques using the "language" of design and the design and creation of original typographically-based visual communications process

Media and Technical Skills –

7. gain competence in the Macintosh OS, file storage and retrieval, network navigation, and the output of digital images and designs
8. acquire skills in the use of image scanning, page layout, and vector and raster image software programs so as to be able to design and execute graphic symbols and illustrations, raster images, and page compositions incorporating typography and image

9. understand the basic concepts of printing and print production processes so as be able to successfully create electronic mechanical art for spot and process color graphic design projects

Professional Practice –

10. understand project management, marketing, and business related responsibilities of a graphic designer (and interactive design in Interactive Media option) in the design and production of visual communication pieces, the necessity of participating in a collaborative work environment, and adhering to professional ethical standards
11. demonstrate knowledge of design project goals, be able to set priorities to meet milestones for project completion, and show the ability to revise and refine designs based on ongoing evaluation
12. present design solutions and portfolio, in a manner suited to professional presentation showing knowledge and application of the concepts, skills, and techniques presented in courses during the program

General Education –

13. meet established general education requirements.