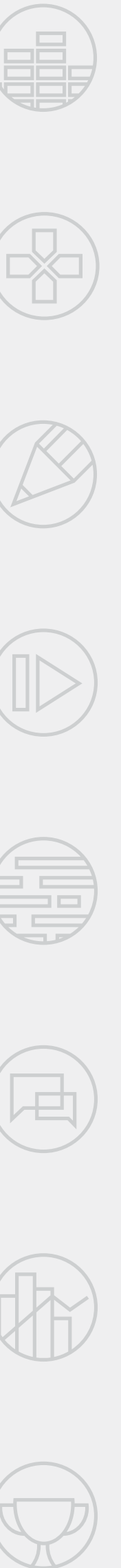


Degree PROGRAMS



Graphic Design

Undergraduate Degree Program - *Campus & Online*

OVERVIEW

The Graphic Design curriculum gives you hands-on experience that will prepare you for an entry-level career in the field of design. You will create projects for assignments in which no two submissions are alike—from print publishing to package design to interface design and more. In addition to art and design skills, you will also have courses in real-world topics such as digital publishing, interactive media design, graphic web design, and how to give and receive work critique, as well as courses focusing on communication skills, popular culture, and how to prepare yourself for your first step into the design industry.

ASSOCIATE'S OBJECTIVE

Our goal is to provide you with the focused knowledge and understanding of graphic-arts production needed for you to qualify for entry-level industry positions as production artists, graphic artists, photo editors, and various other positions in graphic-arts production. Additional skills acquired in design, digital audio and video, and branding will broaden your opportunities for a variety of positions in the industry.

In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with the tools needed to help you sustain a long and productive professional career in the entertainment and media industries.

BACHELOR'S OBJECTIVE

Our goal is to provide you with the focused knowledge and understanding of graphic-arts production needed for you to qualify for entry-level industry positions in graphic-arts production, including graphic designers, media designers, web designers, digital-image processors, and art directors. Additional skills acquired in media integration, advertising, and branding will broaden your opportunities for a variety of positions in the industry.

In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with the tools needed to help you sustain a long and productive professional career in the entertainment and media industries.

Graphic Design

Undergraduate Degree Program - *Campus & Online*

Campus

Chronological Course Schedule by Months

	MONTH	CODE	COURSES	CREDIT HOURS
Bachelor's Program	Associate's Program	1	GEN1011 Creative Presentation	3.0
			DEP1013 Psychology of Play	3.0
	2	TEM1001 Technology in the Entertainment and Media Industries	4.0	
		ENC1101 English Composition I*	4.0	
	3	ART1201 Design and Art Theory	4.0	
	4	DGT101 Graphic Principles I	4.0	
	5	DGT201 Graphic Principles II	4.0	
	6	GRD324 Color Theory	4.0	
		VSD119 Project and Portfolio I: Visual Design	3.0	
	7	GRD162 Concepts in Photography	4.0	
		MGF1213 College Mathematics	4.0	
	8	ART2006 Art History	4.0	
		VSD229 Project and Portfolio II: Visual Design	3.0	
		GRDC111 Professional Development Seminar I: Graphic Design*	1.0	
	9	DGT332 Typography and Page Layout	4.0	
	10	DGT346 Digital Audio and Video	3.0	
		GRD239 Project and Portfolio III: Graphic Design	3.0	
		GRDC222 Professional Development Seminar II: Graphic Design*	1.0	
	11	GRD344 Digital Publishing	4.0	
	12	GRD356 Logos and Symbols	3.0	
HUM1505 Popular Culture in Media*		4.0		
13	VIC3003 History of Visual Communications	4.0		
	GRD354 Creating Brand Experience	3.0		
14	DGT372 Interactive Media Design and Usability	4.0		
	GRD349 Project and Portfolio IV: Graphic Design	3.0		
15	GRD4411 Interactive Editorial Design	4.0		
	PHY1020 Fundamentals of Physical Science*	4.0		
16	DIG3100 Graphic Web Design	4.0		
	GRD359 Project and Portfolio V: Graphic Design	3.0		
17	DGT375 Media Integration	4.0		
18	GRD473 Concepts in Advertising	3.0		
	GRD469 Project and Portfolio VI: Graphic Design	3.0		
19	DGT466 Digital Studio	3.0		
20	GRD479 Project and Portfolio VII: Graphic Design	3.0		
	GRDC444 Career Readiness: Graphic Design*	4.0		

BACHELOR'S TOTAL CREDIT HOURS: 120

BACHELOR'S TOTAL WEEKS: 80

ASSOCIATE'S TOTAL CREDIT HOURS: 60

ASSOCIATE'S TOTAL WEEKS: 40