

Graphic Design Associate of Applied Science

Degree Type

Associate of Applied Science

Environment

online

Program Length

56 weeks

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.

Objective

Associate of Applied Science The goal of the Graphic Design Associate of Applied Science degree program 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 will provide you with a solid set of career-focused foundational competencies. This career-focused education will equip you with the tools needed to help you sustain a long and productive professional career in the entertainment and media industries.

This program is designed to be paired with the [Visual Arts Bachelor of Science Completion Program with a Concentration in Graphic Design](#) degree program. [Apply today](#) to get started.

Month 1

| Code | Title | Credit Hours |
|---------|-----------------------|--------------|
| GEN1011 | Creative Presentation | 3.0 |

Month 2

| Code | Title | Credit Hours |
|---------|-----------------------|--------------|
| ENC1101 | English Composition I | 4.0 |
| DEP1013 | Psychology of Play | 3.0 |

Month 3

| Code | Title | Credit Hours |
|---------|--|--------------|
| TEM1001 | Technology in the Entertainment and Media Industries | 4.0 |

Month 4

| Code | Title | Credit Hours |
|---------|-----------------------|--------------|
| ART1201 | Design and Art Theory | 4.0 |

Month 5

| Code | Title | Credit Hours |
|--------|----------------------|--------------|
| DGT101 | Graphic Principles I | 4.0 |

Month 6

| Code | Title | Credit Hours |
|--------|-----------------------|--------------|
| DGT201 | Graphic Principles II | 4.0 |

Month 7

| Code | Title | Credit Hours |
|--------|--|--------------|
| GRD324 | Color Theory | 4.0 |
| VSD119 | Project and Portfolio I: Visual Design | 3.0 |

Month 8

| Code | Title | Credit Hours |
|--------|-------------------------|--------------|
| GRD162 | Concepts in Photography | 4.0 |

Month 9

| Code | Title | Credit Hours |
|--------|----------------------------|--------------|
| DGT332 | Typography and Page Layout | 4.0 |
| DGT346 | Digital Audio and Video | 3.0 |

Month 10

| Code | Title | Credit Hours |
|---------|--|--------------|
| VSD229 | Project and Portfolio II: Visual Design | 3.0 |
| GRD3111 | Professional Development Seminar I: Graphic Design | 1.0 |

Month 11

| Code | Title | Credit Hours |
|--------|--------------------|--------------|
| GRD344 | Digital Publishing | 4.0 |

Month 12

| Code | Title | Credit Hours |
|-------------|-------------------|---------------------|
| GRD356 | Logos and Symbols | 3.0 |

Month 13

| Code | Title | Credit Hours |
|-------------|---------------------------|---------------------|
| GRD354 | Creating Brand Experience | 3.0 |

Month 14

| Code | Title | Credit Hours |
|---------------------------|---|---------------------|
| GRD239 | Project and Portfolio III: Graphic Design | 3.0 |
| GRD3222 | Professional Development Seminar II: Graphic Design | 1.0 |
| Total Credit Hours | | 62 |

Please Note

- Associate of Applied Science (A.A.S.) degree programs are designed to prepare students for entry into technical and professional fields. A.A.S. degree programs are fully transferable into related Full Sail University bachelor's programs. The transferability of credit from Full Sail to another institution is at the discretion of the accepting institution. It is the student's responsibility to confirm whether or not credits will be accepted by another college.