

Graphic Design Bachelor of Science - Campus

Degree Type

Bachelor of Science

Environment

campus

Program Length

80 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

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.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3.0
DEP1013	Psychology of Play	3.0

Month 2

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4.0
ENC1101	English Composition I	4.0

Month 3

Code	Title	Credit Hours
ART1201	Design and Art Theory	4.0

Month 4

Code	Title	Credit Hours
DGT101	Graphic Principles I	4.0

Month 5

Code	Title	Credit Hours
DGT201	Graphic Principles II	4.0

Month 6

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

Month 7

Code	Title	Credit Hours
GRD162	Concepts in Photography	4.0
MGF1213	College Mathematics	4.0

Month 8

Code	Title	Credit Hours
ART2006	Art History	4.0
VSD229	Project and Portfolio II: Visual Design	3.0
GRDC111	Professional Development Seminar I: Graphic Design	1.0

Month 9

Code	Title	Credit Hours
DGT332	Typography and Page Layout	4.0

Month 10

Code	Title	Credit Hours
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

Month 11

Code	Title	Credit Hours
GRD344	Digital Publishing	4.0

Month 12

Code	Title	Credit Hours
GRD356	Logos and Symbols	3.0
HUM1505	Popular Culture in Media	4.0

Month 13

Code	Title	Credit Hours
VIC3003	History of Visual Communications	4.0
GRD354	Creating Brand Experience	3.0

Month 14

Code	Title	Credit Hours
DGT372	Interactive Media Design and Usability	4.0
GRD349	Project and Portfolio IV: Graphic Design	3.0

Month 15

Code	Title	Credit Hours
GRD4411	Interactive Editorial Design	4.0
PHY1020	Fundamentals of Physical Science	4.0

Month 16

Code	Title	Credit Hours
DIG3100	Graphic Web Design	4.0
GRD359	Project and Portfolio V: Graphic Design	3.0

Month 17

Code	Title	Credit Hours
DGT375	Media Integration	4.0

Month 18

Code	Title	Credit Hours
GRD473	Concepts in Advertising	3.0
GRD469	Project and Portfolio VI: Graphic Design	3.0

Month 19

Code	Title	Credit Hours
DGT466	Digital Studio	3.0

Month 20

Code	Title	Credit Hours
GRD479	Project and Portfolio VII: Graphic Design	3.0
CRR4000	Career Readiness	4.0
	Total Credit Hours	120

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.