

GRAPHIC ARTS DESIGN AND TECHNOLOGY - GRAPHIC DESIGN (AAS)

Art, Design and Performing Arts

Program website (<https://www.harpercollege.edu/academics/arts/graphic-arts/graphic-arts-degree.php>)

Option 1: Graphic Arts Design and Technology Degree – Graphic Design

Program Overview

This 61 credit-hour program is designed to prepare students for a wide range of employment opportunities in the graphic arts industry. This degree provides a well-rounded foundation of knowledge and skills to prepare students for new jobs as well as provide career advancement opportunities. The curriculum includes current application instruction with a focus on creative design techniques. Emphasis is on graphic and web design, including a complete understanding of print production. All students in the program complete a required sequence of classes and then select this graphic design specialty to be employable in this visual communication industry or transfer to a 4 year program.

This sequenced degree plan is one of four options that students may pursue to earn the Graphic Arts Design and Technology Associate in Applied Science (AAS) degree. While there are multiple specializations, this particular degree can be awarded only once.

Program Requirements

First Semester	Hours
ENG 101 Composition I	3
GRA 101 Introduction to Graphic Arts Technology	3
GRA 102 Graphic Arts Desktop Publishing	3
GRA 103 Digital Imaging I	3
Mathematics ¹	3
Hours	15
Second Semester	Hours
ENG 102 Composition II or SPE 101 or Fundamentals of Speech Communication	3
GRA 112 Digital Illustration I	3
GRA 120 Graphic Design I	3
GRA 130 Introduction to Photography	2
GRA 145 Wordpress and Mobile Technologies or WEB 110	3
Hours	14
Third Semester	Hours
ART 121 Design I	3
GRA 105 Color Management	3
GRA 111 Print Media Production	3
GRA 131 Digital Photography I	3
GRA 220 Graphic Design II	3
Hours	15

Fourth Semester

AAS General Education elective(s) (https://catalog.harpercollege.edu/catalog/programs/aas-general-education-electives/) ⁺	3
Elective(s) (p. 1)	6
GRA 113 Digital Imaging II	3
GRA 221 Graphic Portfolio Design	2
GRA 229 Page Layout	3
Hours	17
Total Hours	61

¹ The mathematics requirement for this degree can be met with Math Competency. See Math Competency options (<https://www.harpercollege.edu/testing/docs/math-competency-options.php>) for information. Students who use Math Competency to meet the mathematics requirement must complete an additional three credit-hour AAS General Education elective. See full list of AAS General Education electives (<https://catalog.harpercollege.edu/catalog/programs/aas-general-education-electives/>).

⁺ Students need to choose a course to meet this requirement that also fulfills the World Cultures and Diversity graduation requirement. See full list of World Cultures and Diversity courses (<https://catalog.harpercollege.edu/student-handbook/requirements/world-cultures-diversity-requirements/>).

Electives

Code	Title	Hours
ART 121	Design I	3
GRA 113	Digital Imaging II	3
GRA 145	Wordpress and Mobile Technologies	3
GRA 211	Project Management, Scheduling and Estimating	3
GRA 213	Packaging, Finishing and Distribution	3
GRA 214	Digital Illustration II	3
GRA 222	Package Design	3
GRA 230	Prepress and Digital Front End	3
GRA 231	Personalized Marketing	3
GRA 232	Digital Photography II	3
GRA 233	Integrated Digital Printing	3
GRA 299	Digital Photography Capstone	3
MKT 180	Strategic Communication for a Digital World	3
MKT 245	Principles of Marketing	3
WEB 110	Internet Fundamentals	3
WEB 140	Mobile Apps	3
WEB 150	Web Foundations	3

Program Learning Outcomes

Students who successfully complete this degree will be able to:

- demonstrate strong visual skills through graphic design.
- demonstrate strong typography ability and principles of design knowledge.
- utilize all graphic applications in layout and design.
- comprehend the graphic arts workflow from design through print and finishing.

2 Graphic Arts Design and Technology - Graphic Design (AAS)

- comprehend color management requirements in a graphic arts workflow.
- create acceptable print-ready digital graphic files using industry standard preflight criteria.
- demonstrate basic knowledge and procedures in prepress, pressroom and bindery operations.
- exhibit good communication skills to participate in a visual communications industry.