GRAPHIC ARTS DESIGN AND TECHNOLOGY - PRINT GRAPHICS (AAS)

Art, Design and Performing Arts

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

Option 3: Graphic Arts Design and Technology Degree – Print Graphics

Program Overview

This 62 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 print production and prepress techniques. Emphasis is on print projects, including a complete understanding of planning through print and finishing. All students in the program complete a required sequence of classes and then select this print production 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		
ENG 102 or SPE 101	Composition II 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 or WEB 110	Wordpress and Mobile Technologies or Internet Fundamentals	3
	Hours	**14**
Third Semester		
AAS General Education elective(s) (https://catalog.harpercollege.edu/catalog/programs/aas-general-education-electives/) [+]		3
GRA 105	Color Management	3
GRA 111	Print Media Production	3
GRA 229	Page Layout	3
GRA 231	Personalized Marketing	3
	Hours	**15**
Fourth Semester		
AAS General Education elective(s) (https://catalog.harpercollege.edu/catalog/programs/aas-general-education-electives/) [+]		3
GRA 211 or MGT 111	Project Management, Scheduling and Estimating or Introduction to Business Organization	3
GRA 213	Packaging, Finishing and Distribution	3
GRA 230	Prepress and Digital Front End	3
GRA 233	Integrated Digital Printing	3
Elective(s) (p. 1)		3
	Hours	**18**
	Total Hours	**62**

[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/).

[+]   At least one of the AAS General Education electives must meet the World Cultures and Diversity graduation requirement. See full list of AAS General Education Electives (https://catalog.harpercollege.edu/catalog/programs/aas-general-education-electives/). See full list of World Cultures and Diversity courses (https://catalog.harpercollege.edu/student-handbook/requirements/world-cultures-diversity-requirements/). ART 121 is recommended for one of these electives.

Electives

Graphic Arts Electives

Code	Title	Hours
ART 121	Design I	3
GRA 113	Digital Imaging II	3
GRA 131	Digital Photography I	3
GRA 145	Wordpress and Mobile Technologies	3
GRA 211	Project Management, Scheduling and Estimating	3
GRA 214	Digital Illustration II	3
GRA 222	Package Design	3
GRA 232	Digital Photography II	3
GRA 235	Digital Photography Post-Production	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 skills in print production.
- comprehend the graphic arts workflow from design through print and finishing.
- exhibit a core understanding of graphic arts project management and estimating procedures.
- analyze paper and ink usage in the print industry.
- comprehend color management requirements in a graphic arts workflow.
- utilize all graphic applications.
- create acceptable print-ready digital graphic files, using industry standard preflight criteria.
- perform basic operations and procedures in prepress, pressroom and bindery.
- exhibit good communication skills to participate in a visual communications industry.