GRAPHIC ARTS DESIGN AND TECHNOLOGY - WEB DESIGN (AAS)

Art, Design and Performing Arts

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

Option 4: Graphic Arts Design and Technology Degree – Web 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 web technologies. Emphasis is on web and graphic design, including a complete understanding of website design and best practices, hosting and internet protocols. All students in the program complete a required sequence of classes and then select this web 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		
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
Select one of the following:		3
GRA 145	Wordpress and Mobile Technologies	
WEB 110	Internet Fundamentals [2]	
	Hours	**14**
Third Semester		
ART 121	Design I	3
GRA 105	Color Management	3
Select one of the following:		3
GRA 145	Wordpress and Mobile Technologies	
WEB 110	Internet Fundamentals [2]	
GRA 231	Personalized Marketing	3
WEB 150	Web Foundations	3
	Hours	**15**
Fourth Semester		
AAS General Education elective(s) (https://catalog.harpercollege.edu/catalog/programs/aas-general-education-electives/) [+]		3
GRA 220	Graphic Design II	3
GRA 221	Graphic Portfolio Design	2
WEB 140	Mobile Apps	3
WEB 170	Web UX Fundamentals and Prototyping	3
WEB 180	Web Multimedia	3
	Hours	**17**
	Total Hours	**61**

[1] The mathematics requirement (MTH 065 or higher) 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 utilize Math Competency to meet the mathematics requirement must complete an additional three credit-hour elective. See full list of AAS General Education electives (https://catalog.harpercollege.edu/catalog/programs/aas-general-education-electives/).

[2] Both courses must be taken, one in the second semester and one in the third semester.

[+] 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/).

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 graphic applications for print and/or web design.
- comprehend the graphic arts workflow from print and web design through finishing.
- comprehend color management requirements in a graphic arts workflow.
- create acceptable print and web digital graphic files using industry standard criteria.
- demonstrate basic knowledge and procedures in web design/development and prepress/press operations.
- exhibit good communication skills to participate in a visual communications industry.