WEB DESIGN AND DEVELOPMENT - WEB DESIGN AND INTERACTIVE MEDIA (AAS)

Art, Design and Performing Arts

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

Option 1: Web Design and Development Degree – Web Design and Interactive Media

Program Overview

This 60 credit-hour web curriculum prepares students for various positions in the field of web design and interactive media. Students will learn the technology behind today's Internet and website design protocols by producing professional communications, innovative interactive web solutions, and understanding the technical aspect of interactive web design. Utilizing graphic rich media, web and multimedia design technologies and standards while learning front-end development, this degree path provides solid design and technology skills for an industry relevant experience.

This sequenced degree plan is one of two options that students may pursue to earn the Web Design and Development 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 103	Digital Imaging I	3
MTH 103	College Algebra [1]	3
WEB 110	Internet Fundamentals	3
	Hours	15
Second Semester		
AAS General Education elective(s) (https://catalog.harpercollege.edu/catalog/programs/aas-general-education-electives/) [+]		3
ENG 102 or SPE 101	Composition II or Fundamentals of Speech Communication	3
GRA 145	Wordpress and Mobile Technologies	3
WEB 150	Web Foundations	3
WEB 170	Web UX Fundamentals and Prototyping	3
	Hours	15
Third Semester		
AAS General Education elective(s) (https://catalog.harpercollege.edu/catalog/programs/aas-general-education-electives/) [+]		3
WEB 180	Web Multimedia	3
WEB 190	Web Authoring Tools	3
WEB 200	Web Scripting Foundations	3
WEB 240	E-Commerce Strategies and Technologies	3
	Hours	15
Fourth Semester		
Elective(s) (p. 1)		3
MKT 180	Strategic Communication for a Digital World	3
WEB 210	Web Accessibility	3
WEB 235	Interactive Scripting	3
WEB 299	Web Design Capstone	3
	Hours	15
	Total Hours	**60**

[1] If a student places higher than MTH 103, they need to take a 3 credit-hour AAS General Education elective. See full list of AAS General Education Electives (https://catalog.harpercollege.edu/catalog/programs/aas-general-education-electives/).

[+] ART 110 or ART 121 are recommended. 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/).

Electives

Code	Title	Hours
CIS 106	Computer Logic and Programming Technology	3
CIS 206	Applied Programming	4
CIS 216	Applied Object-Oriented Programming	4
CSC 214	Java Programming	4
GRA 102	Graphic Arts Desktop Publishing	3
GRA 112	Digital Illustration I	3
MKT 180	Strategic Communication for a Digital World	3
WEB 140	Mobile Apps	3
WEB 180	Web Multimedia	3
WEB 250	Server-Side Scripting	3
WEB 285	Topics in Web Development	1-6
WEB 299	Web Design Capstone	3

Program Learning Outcomes

- Demonstrate professional and effective communication and presentation skills in a visual communication industry.
- Apply best practices of Web design.
- Develop graphic rich media utilizing web and multimedia design technologies and standards.
- Create interactive and responsive prototypes through sketching and wire framing.
- Code and publish standards-compliant, accessible Web documents using HTML, CSS, and JavaScript.
- Evaluate Web sites for accessibility compliance and usability.
- Describe e-commerce business concepts related to information technology, promotion and marketing, international issues, legal implications and ethical issues.

- Complete a project to design, build, implement, and maintain a web site that meets client requirements.