

## Required Courses and Recommended Sequence:

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The following is a recommended sequence of courses for completing this program. Developmental courses and prerequisite course requirements, credit load, and/or course availability may affect a student's individual progress. Course availability within the program sequences is specifically intended for full-time students who begin their course work with the fall semester. Students should always consult their online degree planner for the catalog year that they entered the college, and contact their program manager to better understand typical course availability and individual program planning.

### **Degree Pathway – Graphic Design Technology [2033] – 2 Year Plan**

#### **Semester One**

GRA 1100C Introduction to Computer Graphics	3 credits
GRA 2190C Graphic Design Basics	3 credits
ART 1300C Drawing I	3 credits
Gen Ed* Area II Mathematics	3 credits
Gen Ed* Area IV – Humanities	15 credits – semester one

#### **Semester Two**

GRA 1206C Typography	3 credits
GRA 2150C Photoshop	3 credits
GRA 2121C Communication Design	3 credits
GRA 2151C Illustrator	3 credits
ENC 1101 Written Communication	3 credits
	15 credits – semester two

#### **Semester Three - Summer**

GRA 2177C Visual Identity systems	3 credits
PGY 1800C Digital Imaging I	3 credits
GRA 2122C Desktop Publishing	3 credits
Gen Ed* Area V – Natural Science	3 credits
ART 1205C Color Fundamentals	3 credits
	15 credits – semester three

#### **Semester Four**

GRA 2950C Professional Practices	3 credits
GRA 2949 Internship in Graphic Design	3 credits
ART 2600C Digital Illustration I	3 credits
Gen Ed* Area III – Social Science	3 credits
Elective A.A. designated course elective	3 credits
	15 credits– semester four
	Total Hours – 60 Credits