



CURRICULUM GUIDE 2021-2022

GRAPHIC ARTS: GRAPHIC AND INTERACTIVE DESIGN

Associate in Arts in Graphic Arts: Graphic and Interactive Design

INTEREST AREA: ARTS AND CREATIVE INDUSTRIES

The Associate in Arts in Graphic and Interactive Design provides a broad range of educational opportunities for aspiring designers. The curriculum pairs traditional design proficiencies with User Experience (UX) and User Interface (UI) skills by providing training in a variety of subjects including typography, illustration, branding, wireframing and prototyping, web design, and motion graphics. Students develop a variety of conceptual and technical skills preparing them for a wide range of in-demand job opportunities and transfer to baccalaureate institutions.

Requirements for Associate in Arts Degree

- a) Complete Major Field and Supporting Course with a grade of C or better.
- b) Complete Ohlone College General Education (Plan A), CSU GE (Plan B), or IGETC for CSU (Plan C) requirements. These requirements are specified in the Ohlone College catalog.
- c) Complete at least 60 degree-applicable units with a 2.0 grade point average.
- d) Complete at least 12 units at Ohlone College.

Student Learning Outcomes

1. Employ processes of traditional and interactive design, including requirements elicitation, prototyping, evaluation, and project iteration.
2. Demonstrate proficiency in utilizing a variety of graphic imaging, sketching, and prototyping applications.
3. Demonstrate an understanding of how the cognitive, sensory, and physical capabilities of users inform the design of interactive products.
4. Select, adapt, and apply suitable design approaches and techniques to define design problems and implement user-centric solutions.
5. Produce a high-quality portfolio of graphic designs and interactive design projects.
6. Exemplify efficient and constructive peer communications and teamwork in both remote and face-to-face environments.

MAJOR FIELD

GA-100	History of Graphic Design	3
GA-109A	Beginning Graphic Design I (Letter Forms and Typography)	3
GA-110A	Advanced Graphic Design I	3
GA-112	Motion Graphics	3
GA-160A	Computer Graphics I	4
GA-161A	Digital Graphics I	2

MM-101	Visual and Interaction Design	3
MM-105	Introduction to Web Design	<u>3</u>
		24

SUPPORTING COURSES

ART-104A	2D Design OR	3
ART-104C	Color	(3)
ART-106A	Drawing I	3
ART-133A	Photo I OR	3
ART-138A	Photoshop I OR	(3)
ART-139A	Beginning Digital Photography	(3)
MM-106	Advanced Interaction Design for Web and Mobile OR	3
MM-113	Mobile Application Development	<u>(3)</u>
		12

Total Required Units: 36