

GRAPHIC DESIGN

112 Clock Hours/8 weeks Certificate Program/up to 40 Hours a week

The Graphic Design program prepares students for designing websites and applications to help users easily use a website or app. The program addresses designs for a variety of devices including desktop, tablet, mobile and touch sensitive devices.

Admission Requirements:

- Must be at least 18 years of age.
- Must present a valid picture ID and an original social security card.
- Must possess a high school diploma/GED

PROGRAM OUTLINE

Course Title	Lecture Hours	Lab Hours	Extern Hours	Total Hours
Introduction to UX Design Principles	12	2	0	14
Architecture in Application & Web Design	6	2	0	8
User Experience for Mobile Devices and Touch Screens	3	2	0	5
Prototyping and Sketching for User Experience	6	2	0	8
Adobe Photoshop	12	3	0	15
Adobe Illustrator	12	3	0	15
HTML	12	3	0	15
Responsive Web Design	6	3	0	9
Creating User Design Assets & Documentation	3	2	0	5
UX Design Project	6	3	0	9
UX Design Portfolio	6	3	0	9
Total	84	28	0	112

Subject Descriptions

Graphic Design Training

GD 101: 12/2/0 Introduction to UX Design Principles

Students will learn the knowledge necessary to create an application based on scenarios, testing user interfaces, and incorporating feedback. Students will learn how to provide a great experience to users whether on web, tablet or smartphone. (Lec 12 CHR / Lab 2 CHR / Ext 00 CHR / Total 14 CHR) [Prerequisite: Non]

GD 102:6/2/0 Architecture in Application & Web Design

In this subject, students will discover ways in which different pages of the applications or site relate to one another. They will also learn how to assess existing content, organize pages, and develop navigational structure. (Lec 6 CHR / Lab 2 CHR / Ext 00 CHR / Total 8 CHR)
[Prerequisite: GD 101: Introduction to UX Design Principles]

GD 103: 3/2/0 User Experience for Mobile Devices and Touch Screens

Students will learn how to recognize what factors can affect the final design. Factors may include scrolling, finger size, touch targets, as well as communication methods. (Lec 3 CHR / Lab 2 CHR / Ext 00 CHR / Total 5 CHR) [Prerequisite: GD 102: Architecture in Application & Web Design]

GD 104:6/2/0 Prototyping and Sketching for User Experience

This subject is devoted to instructing the students on how to build a prototype of their application or website and progressing through to an interactive application (Lec 06 CHR / Lab 02 CHR / Ext 00 CHR / Total 8 CHR) [Prerequisite: GD 103: User Experience for Mobile Devices and Touch Screen]

GD 105: 12/3/0 Adobe Photoshop

This photoshop class provides an introduction to editing, retouching, and enhancing images. Students learn how to make selective changes, color correct, and retouch images. (Lec 12 CHR / Lab 3 CHR / Ext 00 CHR / Total 15 CHR) [Prerequisite: GD 104: Prototyping and Sketching for User Experience]

GD 106: 12/3/0 Adobe Illustrator

In this subject, students will learn how to create high quality illustrations, logos, and other custom artwork. Students are introduced to the powerful pen tool that helps transform shapes and add color to drawings. (Lec 12 CHR / Lab 3 CHR / Ext 00 CHR / Total 15 CHR)
[Prerequisite: GD 105: Adobe Photoshop]

GD 107: 12/3/0 HTML

Learn how to plan, design, and create your website using HTML, XHTML, and CSS. This class serves as an overview of design tools for building and maintaining websites. (Lec 12 CHR / Lab 3 CHR / Ext 00 CHR / Total 15 CHR) [Prerequisite: GD-106: Adobe Illustrator]

GD 108: 6/3/0 Responsive Web Design

In this portion of the program, students will learn how to improve the web designs so that they respond to various screen sizes, devices and form factors. (Lec 6 CHR / Lab 3 CHR / Ext 00 CHR / Total 9 CHR) [Prerequisite: GD 107: HTML]

GD 109: 3/2/0 Creating User Design Assets & Documentation

In this portion of the program, students will learn how to improve the web designs so that they respond to various screen sizes, devices and form factors. (Lec 3 CHR / Lab 2 CHR / Ext 00 CHR / Total 5 CHR) [Prerequisite: GD 108: Responsive Web Design]

GD 110: 6/3/0 UX Design Project

A practical project in which students apply the skills learned throughout the course to make their own project that will be reviewed with the instructor. (Lec 6 CHR / Lab 3 CHR / Ext 00 CHR / Total 9 CHR) [Prerequisite: GD 109: Creating User Design Assets & Documentation]

GD 111: 6/3/0 UX Design Portfolio

Students work with their instructor to select projects to showcase, create an online portfolio and discuss which works to show and how to present them. (Lec 6 CHR / Lab 3 CHR / Ext 00 CHR / Total 9 CHR) [Prerequisite: GD 110: UX Design Project]

- Students will receive completion certificate once completed.