

Program Requirements:

"Program Requirements" specify the courses required for this program. See suggested course sequence for additional information.

A major of 36 units is required for the associate in science degree.

Required core courses (27 units):

COURSE	TITLE	UNITS
<input type="checkbox"/> ART 108	Design 1 on the Computer	3
or		
<input type="checkbox"/> GRPH 108	Design 1 on the Computer	3
or		
<input type="checkbox"/> ART 110	Design 1	3
<input type="checkbox"/> GRPH 110	Introduction to Graphic Design	3
<input type="checkbox"/> GRPH 112	Digital Imagery	3
<input type="checkbox"/> GRPH 113	Digital Illustration	3
<input type="checkbox"/> GRPH 115	Digital Design and Publishing	3
<input type="checkbox"/> GRPH 116	Web Portfolio & Social Media	3
<input type="checkbox"/> GRPH 117	Typography	3
<input type="checkbox"/> MMAC 101	Introduction to Multimedia	3
<input type="checkbox"/> PHTO 170	Digital Photography	3

Plus a minimum of 9 units selected from any of the Areas of Concentration listed below:

Option A - General Concentration

COURSE	TITLE	UNITS
<input type="checkbox"/> ART 106	Art of the 20th Century	3
<input type="checkbox"/> ART 112	Design Color Theory	3
<input type="checkbox"/> ART 120	Drawing 1	3
<input type="checkbox"/> ART 122	Life Drawing 1	3
<input type="checkbox"/> FILM 101	Film as Art and Communication	3
<input type="checkbox"/> GRPH 118	User Interface Design	3
<input type="checkbox"/> GRPH 120	Advanced Design for Publishing	3
<input type="checkbox"/> GRPH 127	History of Graphic Design	3
<input type="checkbox"/> GRPH 129	Digital Tools for Visual Media	3
or		
<input type="checkbox"/> MMAC 129	Digital Tools for Visual Media	3
<input type="checkbox"/> GRPH 130	3D Modeling For Production	3
<input type="checkbox"/> GRPH 189	Independent Projects in Graphics	1 - 3.0 units
<input type="checkbox"/> MMAC 114	Game and App Design	3
<input type="checkbox"/> MMAC 126	Introduction to Motion Graphics	3
or		

<input type="checkbox"/> FILM 126	Introduction to Motion Graphics	3
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Option B - Illustration Concentration

COURSE	TITLE	UNITS
<input type="checkbox"/> ART 107	Introduction to Digital Art	3
<input type="checkbox"/> ART 120	Drawing 1	3
<input type="checkbox"/> ART 121	Drawing 2	3
<input type="checkbox"/> ART 122	Life Drawing 1	3
<input type="checkbox"/> GRPH 129	Digital Tools for Visual Media	3
or		
<input type="checkbox"/> MMAC 129	Digital Tools for Visual Media	3

Option C - Design for Publishing

COURSE	TITLE	UNITS
<input type="checkbox"/> GRPH 120	Advanced Design for Publishing	3
<input type="checkbox"/> GRPH 127	History of Graphic Design	3
<input type="checkbox"/> GRPH 189	Independent Projects in Graphics	1 - 3.0 units
<input type="checkbox"/> CWE 149	Cooperative Work Experience OCCUPATIONAL	1 - 8.0 units

Option D - Media Design Concentration

COURSE	TITLE	UNITS
<input type="checkbox"/> GRPH 118	User Interface Design	3
<input type="checkbox"/> GRPH 129	Digital Tools for Visual Media	3
or		
<input type="checkbox"/> MMAC 129	Digital Tools for Visual Media	3
<input type="checkbox"/> GRPH 130	3D Modeling For Production	3
<input type="checkbox"/> MMAC 126	Introduction to Motion Graphics	3
or		
<input type="checkbox"/> FILM 126	Introduction to Motion Graphics	3
<input type="checkbox"/> GRPH 129	Digital Tools for Visual Media	3
or		
<input type="checkbox"/> MMAC 129	Digital Tools for Visual Media	3

Suggested Course Sequence

The "Suggested Course Sequence" is an example of how to complete the requirements plus any additional general education that may be needed. If you would like to create a personalized Student Education Plan (SEP), schedule a meeting with a counselor.

FALL SEMESTER (YEAR 1)

Course	Title	Units
<input type="checkbox"/> ART 108	Design 1 on the Computer OR	3
<input type="checkbox"/> GRPH 108	Design 1 on the Computer OR	3
<input type="checkbox"/> ART 110	Design 1	3
<input type="checkbox"/> GRPH 112	Digital Imagery	3
<input type="checkbox"/> ENGL 101	Freshman Composition: Exposition	4
<input type="checkbox"/> AHC GE REQ	Area 4B:United States History and Government	3
<input type="checkbox"/> AHC Grad Req	Dance or Physical Activity	.5-3

Total Units 13.5-16

Tasks:

- Complete Career Exploration
- Meet with Counselor (SEP)
- Visit library and tutoring
- Review Financial Aid Requirements
- Apply AHC Scholarship

SPRING SEMESTER (YEAR 1)

Course	Title	Units
<input type="checkbox"/> GRPH 110	Introduction to Graphic Design	3
<input type="checkbox"/> GRPH 113	Digital Illustration	3
<input type="checkbox"/> ELECTIVE	MAJOR ELECTIVE	3
<input type="checkbox"/> MATH 123	Elementary Statistics	4
<input type="checkbox"/> AHC GE REQ	Area 1B: Oral Comm. and Critical Thinking	3

Total Units 19

Tasks:

- Set up Jobspeaker
- Attend Career Exploration Day
- FAFSA or Dream Act due March 2
- Apply AHC Scholarship

FALL SEMESTER (YEAR 2)

Course	Title	Units
<input type="checkbox"/> GRPH 117	Typography	3
<input type="checkbox"/> MMAC 101	Introduction to Multimedia	3
<input type="checkbox"/> ELECTIVE	MAJOR ELECTIVE	3
<input type="checkbox"/> AHC GE REQ	Area 5: Natural Science	3-4
<input type="checkbox"/> AHC GE REQ	Area 4A: Social and Behavioral Sciences	3
<input type="checkbox"/> AHC GE Req	Area 6: Ethnic Studies	3

Total Units 18 - 19

Tasks:

- Meet with a Counselor
- Develop Resume at Career Center
- Review Financial Aid Requirements
- Apply for AHC Scholarship

SPRING SEMESTER (YEAR 2)

Course	Title	Units
<input type="checkbox"/> GRPH 115	Digital Design and Publishing	3
<input type="checkbox"/> GRPH 116	Web Portfolio and Social Media	3
<input type="checkbox"/> PHTO 170	Digital Photography	3
<input type="checkbox"/> AHC GE REQ	Area 3: Arts and Humanities	3
<input type="checkbox"/> AHC GE REQ	Area 7: Living Skills	3

Total Units 16

Tasks:

- Apply for Degree with Counseling
- Utilize Job Search Resources
- Complete FAFSA or Dream Act by March 2
- Attend Job Fair/Career Exploration Day