

Graphic & Interactive Design: Specialization in GRAPHIC Design

Suggested Course Sequencing & Course Overview Chart

GRAPHIC DESIGN (PRINT)

AS Degree: Graphic Design Specialization

The Graphic Design Specialization prepares students to become graphic designers, UI designers, brand designers, advertising designers, web and print layout designers, concept developers, and production artists focusing studies primarily on **graphic design for printed media**. It provides instruction in courses directly related to developing visual communication, design thinking, creative problem solving, and job skills for entry-level positions in advertising agencies, design studios, and in-house creative departments for any industry in need. This specialization is best suited for people who are artistic, creative, and enjoy traditional as well as digital techniques. In their final semester, students focus heavily on improving their body of work for their portfolios, undergoing a final portfolio review, and gaining valuable industry work experience and mentoring as an intern.

HOW TO READ THIS CHART:

- * Course required for **Technical Certificate** in **Graphic Design Production**
- Course required for **Technical Certificate** in **Graphic Design Support**

Courses with a heavy border are a requirement of both AS Degree Specializations in Graphic Design & Interactive Design.

Courses with a light border are only a requirement for students pursuing the AS Degree Specialization in Graphic Design.

Graphic Design Production (24 credits)
GRA1142C Graphic Design Essentials
GRA1413 Professional Devel. for Designers
ART1300C Drawing 1
*GRA2585C User Interface Design
**hidden prerequisite GRA1751 (2 credits) for GRA2585C*
GRA2201C Electronic Imaging
GRA1206C Fundamentals of Typography
GRA1203C Layout Design
GRA2156C Vector Illustration

Graphic Design Support (15 credits)
GRA1142C Graphic Design Essentials
GRA1413 Professional Dev for Designers
GRA2201C Electronic Imaging
GRA1206C Fundamentals of Typography
GRA1203C Layout Design

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facebook.com/valenciagraphics
join us in Slack! <https://graphicsstudents.slack.com>
see some student work: [flickr.com/photos/vccgraphics/](https://www.flickr.com/photos/vccgraphics/)

FOR STUDENTS IN THE CATALOG YEAR:

2021/2022

STUDENTS WHO DECLARED THEIR DEGREE IN EARLIER CATALOGS NEED TO USE THE APPROPRIATE FLOW CHART FOR THEIR DEGREE REQUIREMENTS! THIS FLOW CHART IS MINIMALLY MODIFIED FROM THE PREVIOUS CATALOG YEAR.

Semester 1 (14 CREDITS)

GRA1751 - Information Architecture
(2 credit) Instruction in user interaction and user experience to assist students in learning to research, plan, organize and develop an interactive solution. Logical thinking and creative problem solving processes used for planning interactive solutions, with a special emphasis on interactive design, will be provided. Special emphasis on visual communication fundamentals, problem solving, content strategy, sitemaps, wireframes, user interaction and user experience will be covered.

GRA1142C - Graphic Design Essentials * •
(5 credit/7 contact) An introduction to visual communication principles, techniques, creative process and careers in the graphics industry. Typography, design, layout, color, production, resolution, and an introduction to industry standard computer and software for production of graphics are all explored. Software exploration involves learning the fundamentals of most recent versions of: Photoshop, Illustrator, InDesign.

critique basics	pre-press basics	computer exam
page layout	vector paths	resolution/dpi
file saving formats	raster images	newsletter proj.
printing basics	quizzes	photo retouching
Apple Macintosh basics	network basics	logo/identity proj.
lab regulations	production basics	
text formatting/typog.	creative processes	

ONLINE ONLY!

GRA1413 - Professional Development for Designers * •
(1 credit) Students will learn basic job related skills that are industry-specific, how to prepare a resume, prepare for a job interview, learn to write a cover letter and learn how to develop and present a portfolio.

draft personal resume	schedule advising
on-line class interactions	job search basics and networking
what is graphic design	portfolio expectations
industry expectations	industry work environments
AS program overview	industry resume expectations
learning strategies	
FAQs for Graphics courses and degrees	

ART1300C - Drawing I *
(3 credit/6 contact) Introductory drawing class with emphasis on basic skills and concepts.

General Education Course(s):

New Student Experience (SLS1122) – This course must be taken within the first two terms, however it is highly recommended students take this during their first term.

Semester 2 (12 CREDITS)

GRA2585C - User Interface Design *
(3 credit/4 contact) Earn a C or higher in both GRA1751 and GRA1142C or departmental approval. Provides instruction in user interface design to assist students in learning to research, plan, organize and develop interactive solutions for a variety of user interfaces and user experiences. Special emphasis on visual design fundamentals, problem solving, design process, emerging trends, user interaction and experience will be covered.

Collaborative Group Project
Interface or Web Project

Home Automation System
UI Kit

GRA2201C - Electronic Imaging * •
Minimum grade of C in GRA1142C or depart. approval (3 credit/4 contact) Intermediate instruction in most recent version of Adobe Photoshop and considerations such as color models, memory requirements, resolution, scanning and output. Projects focus on utilization of good design principles for execution of ideas and concept development.

scanning	color correction
masking & compositing	digital painting project
apply basic design principles	creative processes
advanced layers	advertising composite project
brushes and styles	web layout project
prepping imagery for various output	
various projects focused on technique and concept	

GRA1206C - Fundamentals of Typography * •
Minimum grade of C in both GRA1142 and GRA1413; or minimum grade of C in both DIG2109C and DIG1940; or department approval. (3 credit/4 contact) Includes the history and classification of type. Contemporary type usage will be explored. Projects in type design and production include the use of a computer and industry-standard vector and layout software.

typographic terminology and classification
typographic editing
correct usage in various visual communication environments
use of basic design concepts applied to typographic principles
book design, poster design, type research paper

General Education Course(s):

Freshman Comp I (ENC1101)

Semester 3 (11 CREDITS)

DIG 2100C Web Essentials

(2 credit/3 contact) Students become familiar with essential concepts used to employ critical thinking and basic web coding language to create standards compliant web sites. Students also learn the importance of web standards, validation and debugging when creating projects.

target audiences, usability	web standards
html & CSS syntax	Internet browsers & platforms
troubleshooting projects	validation
project planning	accessibility

Technical Certificates are great, but can your visual portfolio compete with our AS Degree graduates for jobs? Keep going!

GRA1203C - Layout, Design and Copy Preparation * •
Minimum grade of C in GRA1142C or department approval (3 credit/4 contact) A practical course in utilizing industry-standard layout software to convert rough ideas into technically sound print-ready layouts. Students are encouraged to apply various design fundamentals, such as color, balance, hierarchy and the typographic grid.

paper, ink & production	color & reproduction
practical & objective exam	production-wise design
applying design fundamentals	
InDesign - intermediate	
various design and layout projects	

GRA2156C - Vector Illustration *
Minimum grades of C in ART1300C or either GRA1142C or DIG2109C or department approval. (3 credit/4 contact) A course covering the concepts of electronic publishing and the ability to create and manipulate full color graphic illustrations. Students will receive training on Adobe Illustrator or the most current vector illustration program standard in the industry. Class lecture will be supported with handouts and demonstrations.

package design	objective quizzes
label design	logo/letterhead package
poster	flyer/banner
logo/brand design	hang tags
menu design	billboard design
(various projects listed here are subject to change)	

General Education Course(s):

Science or Math (See AS General Education Requirement)

Semester 4 (12 CREDITS)

GRA2141C - Web Design

Minimum grades of of C in GRA1142C and DIG2100C or depart. approval (3 credit/4 contact) Provides instruction in the most current industry standard software and coding tools used to produce web pages. Current coding practices to create effective web of the pages will be provided. Special emphasis will be placed on current design trends, best practices and design principles for creating effective web page designs.

web page design principles	web layout software
optimizing web imagery	Photoshop
html & CSS syntax	history of web
planning & researching	text editors for coding
evaluating web site design	project planning and production
comprehensive web designs	web prototyping software

GRA2113C - Advanced Graphic Design I

Minimum grades of of C in GRA1203C and GRA1206C or depart. approval (3 credit) Emphasizes layouts and comprehensive creation. Projects are for actual or hypothetical companies and will involve a variety of design branding, campaigns, and assets.

copy writing	concept development
branding	design thinking
brand campaigns	advertising campaign
vehicles/assets in design	art direction/client briefing
(various projects listed here are subject to change)	

GRA2121C - Publication Design

Minimum grades of of C in both GRA1203C and GRA1206C or depart. approval (3 credit/4 contact) Designed to provide students with hands on usage of high-end publishing software and hardware for the production of quality publications. A focus on good graphic design skills will include: composition, layout, typography, pagination, style, balance, format and project planning.

advanced InDesign	style sheets
advanced typographic layout	content creation
art direction	publication research
Illustrator & Photoshop basics	clipping paths
creating a magazine layout	digital publishing
advertisement redesign	time management

General Education Course(s):

The Visual Arts Today/Arts Appreciation (ARH1000)

Semester 5 (14 CREDITS)

GRAPHICS ELECTIVE (only take ONE for degree requirement)

Prerequisites depending on the course (3 credit). Students can choose a topic they feel best suits their educational and career goals. A graphics elective must be selected from one of the pre-approved courses listed below. *Courses with prerequisite(s) marked with an **

GRA1933C Fundamentals of Creative Thinking
*GRA2225C Advanced Typography
*GRA1956C Phoenix Design Project
GRA1109 History of Graphic Design
*GRA2755C Web Development for Designers
*GRA2425 Business & Ethics of Graphic Design
*GRA2151C Illustrating
*GRA2207C Advanced Image Editing
GRA2930 Selected Topics in Graphic Arts
PGY1800C Digital Photography
*DIG2341C Introduction to Motion Graphics (with dept. approval)
DIG2132 Digital Drawing and Design

GRA1180C - Portfolio Prep

(1 credit) Minimum grade of C in GRA2113C or GRA2133C or depart. approval. This course is designed to get students prepared to do an internship and to help them prepare to be successful in their capstone course, Portfolio Review. Students will take a comprehensive exam, work on their personal brand, design their resumes, develop self-promotional items, and conduct an audit of their work.

comprehensive pass/fail final	resources and advice
personal brand and collateral	plan self-promo piece
design resume	industry expectations

GRA2182C - Advanced Graphic Design II

Minimum grade of of C in GRA2113C or depart. approval (3 credit) Comprehensive course involving in-depth study of advanced design problem solving. Includes marketing strategies, exploring design solutions, dealing with clients, estimating costs, presentation and production techniques.

advanced typographic concepts	design competitions
advanced production considerations	process book development
advertising fundamentals	integrated campaigns
application of advanced design principles	
creative problem solving and concept development	

APPLY FOR AN INTERNSHIP NOW FOR NEXT SEMESTER! READ OUR WEBSITE FOR INSTRUCTIONS, DEADLINES, & MANDATORY ORIENTATION: valenciagraphicdesign.com – CLICK ON “READY TO INTERN?” YOU CANNOT REGISTER YOURSELF FOR INTERNSHIP. YOU MUST MEET THE PREREQUISITES, WATCH THE MANDATORY ORIENTATION, AND SUBMIT THE REQUIRED PAPERWORK BY THE DEADLINE BEFORE YOU CAN BE REGISTERED FOR THE COURSE!

GRA2310C - Graphic Reproduction Processes

Minimum grade of C in **GRA1203C** or depart. approval (3 credit/4 contact) Fundamentals of single and multi-color layout and pre-press production will be introduced. Traditional production techniques and current usage of a personal computer, software, and peripherals will be studied. Course includes lecture and field trips to local graphic arts production and printing facilities.

printing processes	press checks	inks
objective exams	preflighting	paper
output considerations	bus wraps or special printing techniques	

General Education Course(s):

Introductory Sociology (SYG2000)
OR
General Psychology (PSY2012)

Semester 6 (2 CREDITS)

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IF YOUR DEGREE AUDIT RUNS SMOOTHLY, APPLY FOR GRADUATION NOW!!!!!!

GRA1951C - Portfolio Review

Minimum grade of C in GRA1180C or either GRA2182C or GRA2143C or depart. approval (1 credit/2 contact) This course is designed to help students prepare their portfolios, professionally produce their self promotional items and gain valuable interviewing skills. Students participate in an interview conducted by a panel of professionals as a portion of their grade.

interview discussion	industry expectations
resources and advice	produce self promo
design/redesign of work for portfolio	
develop and produce portfolio	

GRA2942 - Graphics Internship

Satisfactory completion of required college prep. courses; 12 Valencia college-level credits including a minimum grade of C in GRA2182C or GRA2143C and minimum GPA of 2.0. Students earn credit by working in a supervised training assignment directly related to college major. One credit hour required, however, may be repeated for credit up to 4. Each credit earned requires 80 hours of work with internship employer.

NOTE: STUDENTS MUST APPLY FOR AN INTERNSHIP THE SEMESTER PRIOR TO INTERNING. ALSO, THERE IS A MANDATORY ORIENTATION YOU MUST WATCH – WITHOUT DOING SO YOU WILL NOT BE ABLE TO REGISTER. INSTRUCTIONS FOR HOW TO APPLY AND DEADLINES ARE PROVIDED ON OUR WEBSITE:

valenciagraphicdesign.com
(CLICK ON “READY TO INTERN?”)

UPDATED: 4/2021

Graphic & Interactive Design: Specialization in INTERACTIVE Design

Suggested Course Sequencing & Course Overview Chart

INTERACTIVE DESIGN (UI/WEB)

AS Degree: Interactive Design Specialization

The Interactive Design Specialization prepares students to become interactive and web designers, UI designers, front-end web coders, social media art creators, interactive media campaign designers, and web production designers focusing studies primarily on **designing interfaces and interactivity for web-based and on-screen media**. It provides instruction in courses directly related to developing visual communication, design thinking, user experience design, information architecture, user interface design, and job skills for entry-level positions in advertising agencies, design studios and in-house creative departments for any industry in need. This specialization is best suited for people who are logical, problem solvers, technical, creative, and who enjoy coding languages and digital techniques. In their final semester, students focus heavily on improving their body of work for their portfolios, undergoing a final portfolio review, and gaining valuable industry work experience and mentoring as an intern.

HOW TO READ THIS CHART:

- * Course required for **Technical Certificate** in **Interactive Design Production**
- Course required for **Technical Certificate** in **Interactive Design Support**

Courses with a heavy border are a requirement of both AS Degree Specializations in Graphic Design & Interactive Design.

Courses with a light border are only a requirement for students pursuing the AS Degree Specialization in Interactive Design.

Interactive Design Production (24 credits)

GRA1142C Graphic Design Essentials
DIG2100C Web Essentials
GRA2585C User Interface Design
GRA2201C Electronic Imaging
*GRA1206C Fundamentals of Typography
**hidden prerequisite GRA1413 (1 credit) for GRA1206C*
GRA2723C CSS Design
GRA2141C Web Design

Interactive Design Support (15 credits)

GRA1142C Graphic Design Essentials
GRA1751 Information Architecture
DIG2100C Web Essentials
GRA2585C User Interface Design
GRA2201C Electronic Imaging

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join us in Slack! <https://graphicsstudents.slack.com>

see some student work: flickr.com/photos/vccgraphics

FOR STUDENTS IN THE CATALOG YEAR:

2021/2022

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Semester 1 (13 CREDITS)

GRA1142C - Graphic Design Essentials * •
(5 credit/7 contact) An introduction to visual communication principles, techniques, creative process and careers in the graphics industry. Typography, design, layout, color, production, resolution, and an introduction to industry standard computer and software for production of graphics are all explored. Software exploration involves learning the fundamentals of most recent versions of: Photoshop, Illustrator, InDesign.

critique basics
page layout
file saving formats
printing basics
Apple Macintosh basics
lab regulations
text formatting/typog.

pre-press basics
vector paths
raster images
quizzes
network basics
production basics
creative processes

computer exam
resolution/dpi
newsletter proj.
photo retouching
logo/identity proj.

GRA1751 - Information Architecture * •
(2 credit) Instruction in user interaction and user experience to assist students in learning to research, plan, organize and develop an interactive solution. Logical thinking and creative problem solving processes used for planning interactive solutions, with a special emphasis on interactive design, will be provided. Special emphasis on visual communication fundamentals, problem solving, content strategy, sitemaps, wireframes, user interaction and user experience will be covered.

ONLINE ONLY!

GRA1413 - Professional Development for Designers
(1 credit) Students will learn basic job related skills that are industry-specific, how to prepare a resume, prepare for a job interview, learn to write a cover letter and learn how to develop and present a portfolio.

draft personal resume
on-line class interactions
what is graphic design
industry expectations
AS program overview
learning strategies
FAQs for Graphics courses and degrees

schedule advising
job search basics and networking
portfolio expectations
industry work environments
industry resume expectations

DIG 2100C Web Essentials * •
(2 credit/3 contact) Students become familiar with essential concepts used to employ critical thinking and basic web coding language to create standards compliant web sites. Students also learn the importance of web standards, validation and debugging when creating projects.

target audiences, usability
html & CSS syntax
troubleshooting projects
project planning

web standards
Internet browsers & platforms
validation
accessibility

General Education Course(s):

New Student Experience (SLS1122) – This course must be taken within the first two terms, however it is highly recommended students take this during their first term.

Semester 2 (12 CREDITS)

GRA2201C - Electronic Imaging * •
Minimum grade of C in GRA1142C or depart. approval (3 credit/4 contact) Intermediate instruction in most recent version of Adobe Photoshop and considerations such as color models, memory requirements, resolution, scanning and output. Projects focus on utilization of good design principles for execution of ideas and concept development.

scanning
masking & compositing
apply basic design principles
advanced layers
brushes and styles
prepping imagery for various output
various projects focused on technique and concept

color correction
digital painting project
creative processes
advertising composite project
web layout project

GRA2585C - User Interface Design * •
(3 credit/4 contact) Earn a C or higher in both GRA1751 and GRA1142C or departmental approval. Provides instruction in user interface design to assist students in learning to research, plan, organize and develop interactive solutions for a variety of user interfaces and user experiences. Special emphasis on visual design fundamentals, problem solving, design process, emerging trends, user interaction and experience will be covered.

Collaborative Group Project
Interface or Web Project

Home Automation System
UI Kit

GRA1206C - Fundamentals of Typography *
Minimum grade of C in both GRA1142C and GRA1413; or minimum grade of C in both DIG2109C and DIG1940; or department approval. (3 credit/4 contact) Includes the history and classification of type. Contemporary type usage will be explored. Projects in type design and production include the use of a computer and industry-standard vector and layout software.

typographic terminology and classification
typographic editing
correct usage in various visual communication environments
use of basic design concepts applied to typographic principles
book design, poster design, type research paper

GRA2141C - Web Design *
Minimum grades of C in GRA1142C and DIG2100C or depart. approval (3 credit/4 contact) Provides instruction in the most current industry standard software and coding tools used to produce web pages. Current coding practices to create effective web of the pages will be provided. Special emphasis will be placed on current design trends, best practices and design principles for creating effective web page designs.

web page design principles
optimizing web imagery
html & CSS syntax
planning & researching
evaluating web site design
comprehensive web designs

web layout software
Photoshop
history of web
text editors for coding
project planning and production
web prototyping software

Semester 3 (12 CREDITS)

ART1300C - Drawing I
(3 credit/6 contact) Introductory drawing class with emphasis on basic skills and concepts.

Technical Certificates are great, but can your visual portfolio compete with our AS Degree graduates for jobs? Keep going!

GRA2133C - Intermediate Interactive Design
Minimum grade of C in GRA2585C and either GRA2141C OR GRA2723C or department approval. Provides intermediate instruction in the current coding languages and prototype standards in the creation of interactive projects. Instruction on intermediate level interactive design principles with consideration of various media. Special emphasis placed on user experience/user interface principles through conceptual design techniques as well as advanced prototyping and HTML/CSS coding skills.

prototyping of various interfaces
design thinking, concept development, and layout design for UI/UX
advanced UI/UX design projects
advanced application of IA and typographic principles
advanced planning for UI/UX, including developing personas

GRA2723C - CSS Design *
Minimum grade of C in GRA1142C and DIG2100C or department approval. (3 credit/4 contact) Students will apply the fundamentals of HTML and CSS acquired in prerequisite courses to advance their knowledge of planning, designing and developing standards-compliant, visually attractive web pages. Students will learn to separate style & content from structure to create effective, accessible web pages. Students will utilize current industry standard coding practices for responsive design across a variety of media.

html syntax and applying CSS to html documents
comprehensive web site designs,
project planning and production
CSS formatting, positioning, syntax, **flexgrid**
web standards, accessibility & usability

General Education Course(s):

Freshman Comp I (ENC1101)

Semester 4 (12 CREDITS)

GRA2156C - Vector Illustration
Minimum grades of C in ART1300C and either GRA1142C or DIG2109C or department approval. (3 credit/4 contact) A course covering the concepts of electronic publishing and the ability to create and manipulate full color graphic illustrations. Students will receive training on Adobe Illustrator or the most current vector illustration program standard in the industry. Class lecture will be supported with handouts and demonstrations.

package design
label design
poster
logo/brand design
menu design
(various projects listed here are subject to change)

objective quizzes
logo/letterhead package
flyer/banner
hang tags
billboard design

GRA2132C - Advanced Interactive Design 1
Minimum grade of C in GRA2133C or department approval (3 credit/4 contact) Students will learn advanced planning and design techniques to produce professional interactive design projects and prototypes for a variety of media, with an emphasis placed on development of advanced UI/UX concept and execution. Students will gain experience in a variety of current industry software to create graphics and media for interactive projects.

project planning and production utilizing design principles
comprehensive user centered interactive design projects
intro to authoring and scripting techniques
problem solve, debug and troubleshoot
advanced prototyping for a variety of UI/UX projects

GRA2143C - Advanced Web Design
Minimum grade of C in GRA2723C and GRA2141C; or departmental department approval. (3 credit/4 contact) Students will apply current web design principles to create latest industry standard site solutions for their professional portfolios. Students will plan, design, and develop functional, visually attractive and user-centric web pages. Special emphasis will be placed on advanced HTML/CSS and other latest industry standard software, coding languages and UI/UX in relation to web design.

project planning and production applying design principles
advanced syntax for creating web sites
advanced interactive web sites with multimedia elements
website development, maintenance & administration
web rates and contracts

General Education Course(s):

The Visual Arts Today/Arts Appreciation (ARH1000)

Semester 5 (10 CREDITS)

GRAPHICS ELECTIVE (only take one for degree requirement)
Prerequisites depending on the course (3 credit). Students can choose a topic they feel best suits their educational and career goals. A graphics elective must be selected from one of the pre-approved courses listed below. **Courses with prerequisite(s) marked with an ***

GRA1933C Fundamentals of Creative Thinking
*GRA2225C Advanced Typography
*GRA1956C Phoenix Design Project
GRA1109 History of Graphic Design
*GRA2755C Web Development for Designers
*GRA2425 Business & Ethics of Graphic Design
*GRA2151C Illustrating
*GRA2207C Advanced Image Editing
GRA2303C Selected Topics in Graphic Arts
PGY1800C Digital Photography
*DIG2341C Introduction to Motion Graphics (with dept. approval)
DIG2132 Digital Drawing and Design

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GRA2134C - Advanced Interactive Design 2
Minimum grades of C in GRA2132C or department approval. Provides instructions on advanced design, coding and prototyping techniques to produce sophisticated, portfolio quality interactive work. Special emphasis will be placed on designing for cohesive branding, personal workflow and project management of schedule based projects. Understanding of web site maintenance and administration will be covered.

advanced UI/UX projects for portfolio development

NOTE: STUDENTS IN OLDER CATALOGS SHOULD TAKE THIS COURSE INSTEAD OF GRA2724C ADVANCED CSS DESIGN.

GRA1800C - Portfolio Prep
(1 credit) Minimum grade of C in GRA2113C or GRA2133C or depart. approval. This course is designed to get students prepared to do an internship and to help them prepare to be successful in Portfolio Review.

comprehensive pass/fail final
personal brand and collateral
design resume

resources and advice
plan self-promo piece
industry expectations

General Education Course(s):

Science or Math (See AS General Education Requirement)

Semester 6 (2 CREDITS)

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IF YOUR DEGREE AUDIT RUNS SMOOTHLY, APPLY FOR GRADUATION NOW!!!!!!

GRA2942 - Graphics Internship
Satisfactory completion of required college prep. courses; 12 Valencia college-level credits including a minimum grade of C in GRA2182C or GRA2143C and minimum GPA of 2.0. Students earn credit by working in a supervised training assignment directly related to college major. One credit hour required, however, may be repeated for credit up to 4. Each credit earned requires 80 hours of work with internship employer.

NOTE: STUDENTS MUST APPLY FOR AN INTERNSHIP THE SEMESTER PRIOR TO INTERNING. ALSO, THERE IS A MANDATORY ORIENTATION YOU MUST WATCH – WITHOUT DOING SO YOU WILL NOT BE ABLE TO REGISTER. INSTRUCTIONS FOR HOW TO APPLY AND DEADLINES ARE PROVIDED ON OUR WEBSITE:

valenciagraphicdesign.com
(CLICK ON “READY TO INTERN?”)

GRA1951C - Portfolio Review
Minimum grade of C in GRA1180C and either GRA2182C or GRA2143C or depart. approval (1 credit/2 contact) This course is designed to help students prepare their portfolios, professionally produce their self promotional items and gain valuable interviewing skills. Students participate in an interview conducted by a panel of professionals as a portion of their grade.

interview discussion
resources and advice
design/redesign of work for portfolio
develop and produce portfolio

industry expectations
produce self promo

General Education Course(s):

Introductory Sociology (SYG2000)
OR
General Psychology (PSY2012)