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

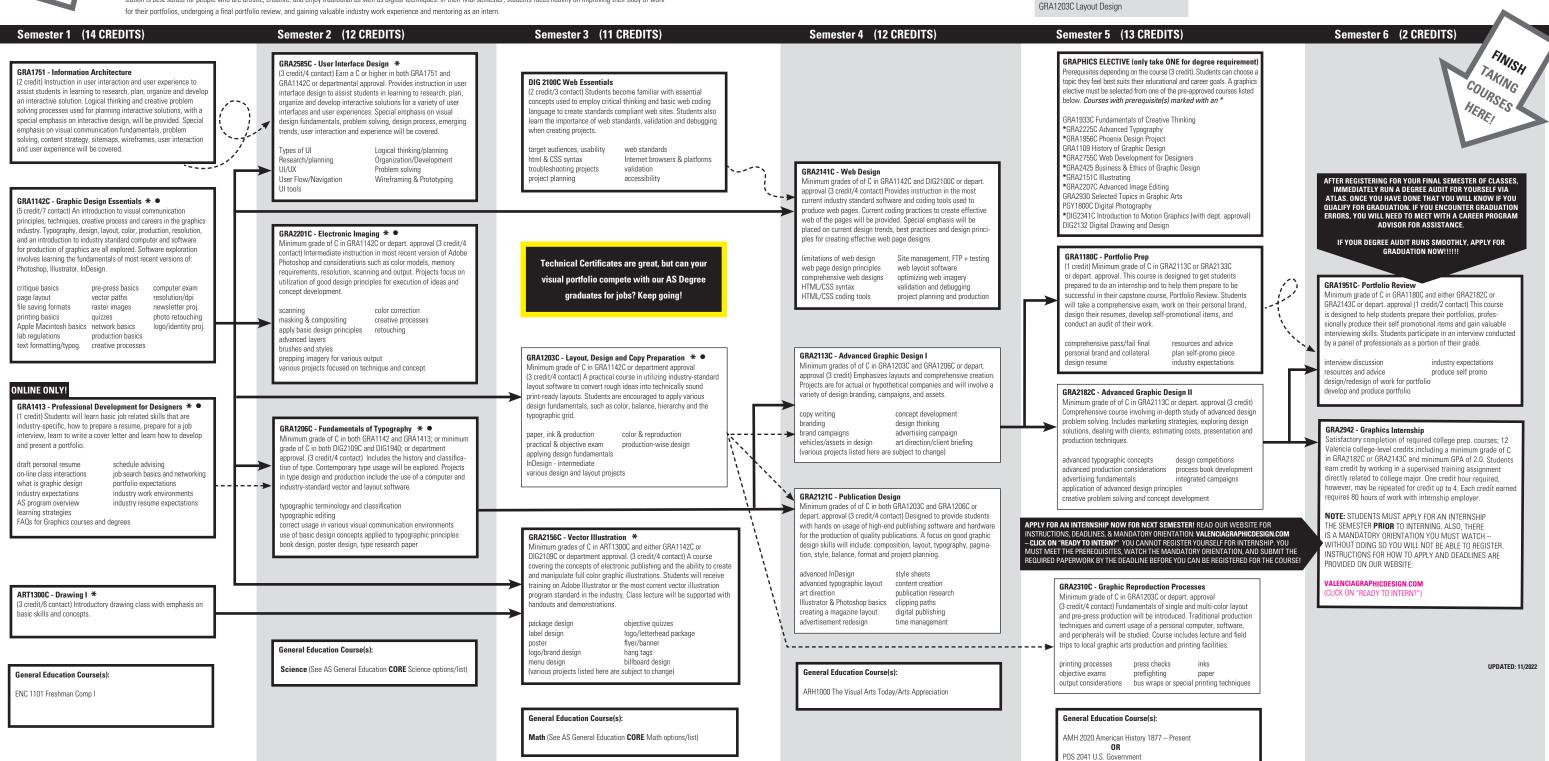**Graphic Design Support** (15 credits)
GRA1142C Graphic Design Essentials
GRA1413 Professional Dev for Designers
GRA2201C Electronic Imaging
GRA1206C Fundamentals of Typography
GRA1203C Layout Design

FOR STUDENTS IN THE CATALOG YEAR:

2022/2023

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):
ENC 1101 Freshman Comp I

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.

Types of UI	Logical thinking/planning
Research/planning	Organization/Development
UI/UX	Problem solving
User Flow/Navigation	Wireframing & Prototyping
UI tools	

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	creative processes
apply basic design principles	retouching
advanced layers	
brushes and styles	
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

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	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 (See AS General Education **CORE** Science options/list)

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 ✳
(various projects listed here are subject to change)

General Education Course(s):
Math (See AS General Education **CORE** Math options/list)

Semester 4 (12 CREDITS)

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.

limitations of web design	Site management, FTP + testing
web page design principles	web layout software
comprehensive web designs	optimizing web imagery
HTML/CSS syntax	validation and debugging
HTML/CSS coding tools	project planning and production

GRA2113C - Advanced Graphic Design I
Minimum grades 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 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):
ARH1000 The Visual Arts Today/Arts Appreciation

Semester 5 (13 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 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):
AMH 2020 American History 1877 – Present
OR
POS 2041 U.S. Government

Semester 6 (2 CREDITS)

AFTER REGISTERING FOR YOUR FINAL SEMESTER OF CLASSES, IMMEDIATELY RUN A DEGREE AUDIT FOR YOURSELF VIA ATLAS. ONCE YOU HAVE DONE THAT YOU WILL KNOW IF YOU QUALIFY FOR GRADUATION. IF YOU ENCOUNTER GRADUATION ERRORS, YOU WILL NEED TO MEET WITH A CAREER PROGRAM ADVISOR FOR ASSISTANCE.

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

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	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: 11/2022

Graphic & Interactive Design: **Specialization in INTERACTIVE Design**

Suggested Course Sequencing & Course Overview Chart

INTERACTIVE DESIGN (UI/WEB)

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
GRA1751 Information Architecture
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

CHECK US OUT ONLINE AND FOLLOW US ON SOCIAL MEDIA:
valenciagraphicdesign.com
facebook.com/valenciagraphics
join us in Slack! graphicsstudents.slack.com
see some student work: valenciagraphicdesign.myportfolio.com

FOR STUDENTS IN THE CATALOG YEAR:
2022/2023

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.

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.

Semester 1 (13 CREDITS) | **Semester 2 (12 CREDITS)** | **Semester 3 (12 CREDITS)** | **Semester 4 (12 CREDITS)** | **Semester 5 (10 CREDITS)** | **Semester 6 (2 CREDITS)**

Semester 1

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

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 / 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

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.

HTML/CSS syntax / project planning/organization
text editors / validation
Internet browsers & platforms / debugging
troubleshooting projects

General Education Course(s):
ENC 1101 Freshman Comp I

Semester 2

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 / creative processes
apply basic design principles / retouching
advanced layers
brushes and styles
prepping imagery for various output
various projects focused on technique and concept

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.

Types of UI / Logical thinking/planning
Research/planning / Organization/Development
UI/UX / Problem solving
User Flow/Navigation / Wireframing & Prototyping
UI tools

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

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.

limitations of web design / Site management, FTP + testing
web page design principles / web layout software
comprehensive web designs / optimizing web imagery
HTML/CSS syntax / validation and debugging
HTML/CSS coding tools / project planning and production

Semester 3

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.

Creation of intermediate interactive projects
Research, planning, organization & development
Problem solving, Usability, Accessibility
Responsive Web Design, Digital prototyping
Learn and utilize intermediate level coding languages

OR

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/CSS Syntax
Comprehensive web site designs
Project planning and production
Web standards, accessibility, and usability
Proper HTML/CSS Formatting, Applying CSS to HTML documents
HTML/CSS coding tools
Site management, FTP and site testing

General Education Course(s):
Science (See AS General Education **CORE** Science options/list)

Semester 4

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 / 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)

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.

Planning and designing of interactive projects
Apply current UI/UX design principles to projects
Create graphics and media for projects
Create portfolio quality interactive design projects
Creative problem solving applied to interactive design 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.

Cross browser and device testing & debugging
Research, planning, organization & development
Efficient coding practices + Advanced HTML/CSS coding practices
Opportunities for student portfolio development
Usability/Accessibility
Web Design Principles
Current industry standard graphic software and coding tools

General Education Course(s):
ARH1000 The Visual Arts Today/Arts Appreciation

Semester 5

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 Painting

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!

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.

Project planning + production / design principles
Advanced interactive projects / workflow/project mgmt
Portfolio quality prototyping / site maintenance + admin

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

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

General Education Course(s):
Math (See AS General Education **CORE** Math options/list)

Semester 6

AFTER REGISTERING FOR YOUR FINAL SEMESTER OF CLASSES, IMMEDIATELY RUN A DEGREE AUDIT FOR YOURSELF VIA ATLAS. ONCE YOU HAVE DONE THAT YOU WILL KNOW IF YOU QUALIFY FOR GRADUATION. IF YOU ENCOUNTER GRADUATION ERRORS, YOU WILL NEED TO MEET WITH A CAREER PROGRAM ADVISOR FOR ASSISTANCE.

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

General Education Course(s):
AMH 2020 American History 1877 – Present
OR
POS 2041 U.S. Government

UPDATED: 11/2022