

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.

BEGIN  
TAKING  
COURSES  
HERE!

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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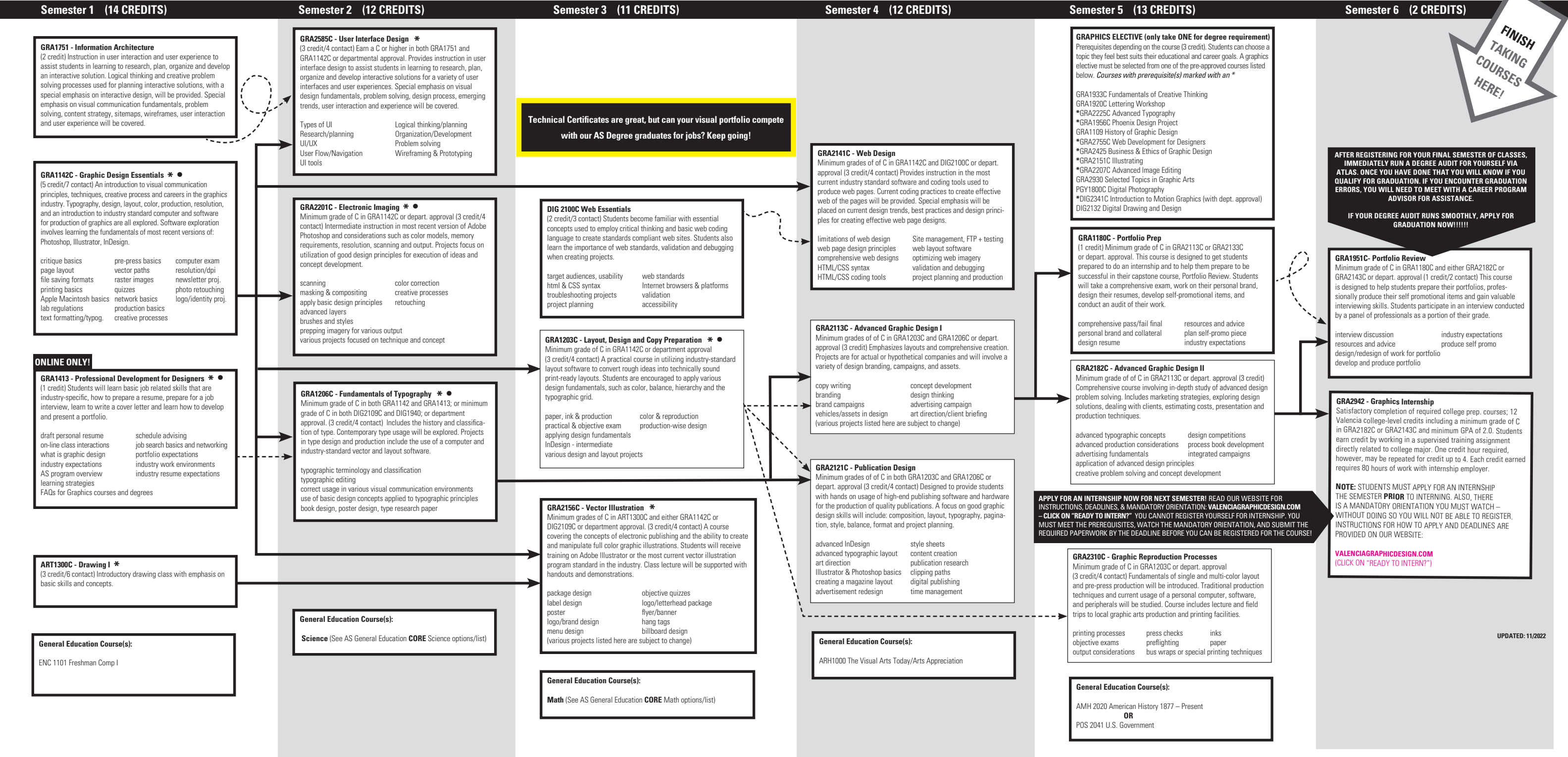
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FOR STUDENTS IN THE CATALOG YEAR:

2023/2024

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.

FINISH  
TAKING  
COURSES  
HERE!



# 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! [graphicsstudents.slack.com](https://graphicsstudents.slack.com)

see some student work: [valenciagraphicdesign.myportfolio.com](https://valenciagraphicdesign.myportfolio.com)

## FOR STUDENTS IN THE CATALOG YEAR:

# 2023/2024

**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 (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  
text formatting/typog.

pre-press basics  
vector paths  
raster images  
network basics  
production basics  
lab regulations

resolution/dpi  
photo retouching  
logo/identity  
creative processes

**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.

HTML/CSS syntax  
text editors  
Internet browsers & platforms  
troubleshooting projects

project planning/organization  
validation  
debugging

#### General Education Course(s):

ENC 1101 Freshman Comp I

### 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  
creative processes  
retouching

**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  
Research/planning  
UI/UX  
User Flow/Navigation  
UI tools

Logical thinking/planning  
Organization/Development  
Problem solving  
Wireframing & Prototyping

**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 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  
web page design principles  
comprehensive web designs  
HTML/CSS syntax  
HTML/CSS coding tools

Site management, FTP + testing  
web layout software  
optimizing web imagery  
validation and debugging  
project planning and production

### Semester 3 (12 CREDITS)

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

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

**GRA2133C - Intermediate Interactive Design**  
Minimum grade of C in GRA2585C and GRA1206C 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

**GRA2723C - CSS Design \***  
Minimum grade of C in GRA2141C 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 (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  
objective quizzes  
logo/letterhead package  
flyer/banner  
hang tags  
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 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 (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  
GRA1920C Lettering Workshop  
\*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

**APPLY FOR AN INTERNSHIP NOW FOR NEXT SEMESTER! READ OUR WEBSITE FOR INSTRUCTIONS, DEADLINES, & MANDATORY ORIENTATION: [VALENCIAGRAPHICDESIGN.COM](http://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 and collaborative workflow and project management of schedule based projects. Understanding of web site maintenance and administration will be covered.

Project planning + production  
Advanced interactive projects  
Portfolio quality prototyping

design principles  
workflow/project mgmt.  
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 GRA2132C 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):

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

### 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!!!!!!**

**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](http://valenciagraphicdesign.com)**  
(CLICK ON "READY TO INTERN?")

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

industry expectations  
produce self promo

#### General Education Course(s):

AMH 2020 American History 1877 - Present  
**OR**  
POS 2041 U.S. Government