GRAPHIC DESIGN ASSOCIATE OF ARTS DEGREE

The Graphic Design Associate of Arts Degree emphasizes skills for entry level employment in advertising agencies, print houses, design studios, freelance work, and related businesses. It also prepares students to apply to a four-year institution leading to a baccalaureate degree or into a professional art school with a graphic design emphasis.

Code	Title	Units
Required Courses:		
ART 100	Art History: The Stone Age to the Middle Ages	3
ART 144	Typography and Visual Communication	3
ART 145	Introduction to Digital Applications for Graphic Design	3
ART 148	Fundamental Graphic Design Principles and Digital Practices	3
ART 149	Design Thinking in Visual Communication	3
ART 186	Interactive Web Design	3
ART 161	Digital Photography	3
ART 280	Beginning 3D Digital Animation and Visualization	3
One Art History Course from the following:		**3**
ART 102	Art History: Renaissance to Present	
or ART 102H	Art History: Renaissance to Present - Honors	
ART 105	History of Modern Art	
ART 107	Art History: Africa, Oceania and the Americas	
ART 108	Art of Mexico and Mesoamerica	
Total Units		**27**

Code	Title	Units
Recommended Courses:		
ART 120	Two-Dimensional Design	3
ART 121	Three-Dimensional Design	3
ART 124A	Beginning Drawing	3
ART 126A	Beginning Painting	3
ART 132A	Beginning Life Drawing	3
ART 185	Beginning Website Design	3
BUSAD 100	Introduction to Business	3

To earn an SBVC Associate Degree students must complete one of the following general education patterns:

SBVC GE requirements (https://www.valleycollege.edu/student-services/counseling/graduation-requirements/)

CSU GE requirements (https://www.valleycollege.edu/student-services/counseling/csuge/)

IGETC requirements (https://www.valleycollege.edu/student-services/counseling/igetc/)

Program Learning Outcomes

At the completion of this program, students will be able to:

a. Integrate drawing and design skills into their aesthetic sensibility.
b. Describe how art history impacts design solutions.
c. Analyze a design problem and develop a solution.
d. Use basic concepts, tools, and techniques of digital media to produce art works concept to finished product.
e. Apply technical and design standards for digital media.
f. Evaluate and edit a portfolio that demonstrates preparation for work as an entry-level production artist or graphic designer.