## GRAPHIC DESIGN TECHNOLGY ACADEMIC CURRICULUM MAP

An academic map is a suggested two-year schedule of courses based on degree requirements. This sample schedule serves as a general guideline to help build a full schedule each term. Milestones, courses, and special requirements necessary for timely progress to complete a major are designated to keep you on track to graduate in two years.

This map is not a substitute for academic advisement-contact your advisor if you have any questions about scheduling or about your degree requirements. Also see the current academic catalog for a complete list of requirements and electives. Note: Requirements are continually under revision, and there is no guarantee they will not be changed or revoked; contact an advisor, the department and/or program area for current information.

| First Year |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| First Semester |  |  | Second Semester |  |  |
| Course | Credit <br> Hours | Notes | Course | Credit <br> Hours | Notes |
| GRAP 103 Intro to Graphic Design | 3 |  | English 010 ENGL 101 or ENGL 103 | 3 |  |
| GRAP 107 Intro to Desktop Publishing | 3 |  | GRAP 120 Color Theory | 5 |  |
| GRAP 118 Typography | 3 |  | GRAP 204 Digital Illustration | 3 |  |
| GRAP 202 Digital Photgraphy | 3 |  | GRAP 206 Photo Editing Software | 3 |  |
| General Elective <br> MATH 100 or MATH 115 | 3 |  | GRAP 210 Digital Page Layout | 3 |  |
| Total Hours | 15 |  | Total Hours | 15 |  |
| Second Year |  |  |  |  |  |
| First Semester |  |  | Second Semester |  |  |
| Course | Credit <br> Hours | Notes | Course | Credit <br> Hours | Notes |
| GRAP 113 Packaging Design | 3 |  | GRAP 200 Portfolio Development | 3 |  |
| GRAP 128 Digital Animation | 3 |  | GRAP 208 Website Design Softwar | 3 |  |
| GRAP 130 Advertising Design | 3 |  | GRAP 216 Graphic Design Pring Media | 3 |  |
| General Elective COMM 101 or BUAD 110 | 3 |  | General Education | 3 |  |
| General Elective | 3 |  | General Education | 3 |  |
| Total Hours | 15 |  | Total Hours | 15 |  |

You may choose to attend a summer term to reduce your load during fall or spring terms but still stay on track to graduate in two years. NOTE: Learning Support courses will alter the sequences on this map.

## Systemwide General Education Key:

010 English
050 Social \& Behavioral Sciences
020 Communication
060 Arts \& Humanities
030 Math \& Statistics 040 Natural \&Physical Sciences
070 Personal \& Professional Behavior

## GRAPHIC DESIGN TECHNOLOGY

## ASSOCIATE IN APPLIED SCIENCE

The Graphic Design Technology Program provides a foundation in combining visual concepts with technology to communicate ideas through print and web applications. Program curriculum involves creative thinking and problem solving projects using traditional design skills and the latest in digital technology. Students will develop a comprehensive print and online portfolio of work in page layout, branding, typography, advertising, illustration, photography, photo manipulation, animation, and web design. Design your future today!

## Credits Required: 60

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Major Advisor: $\quad$| Melissa Kipp |  |
| :--- | :--- |
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## Recommended Course Sequence

SEM 1: GRAP 103, GRAP 107, GRAP 118, GRAP 202
SEM 2: GRAP 120, GRAP 204, GRAP 206, GRAP 210
SEM 3: GRAP 113, GRAP 128, GRAP 130
SEM 4: GRAP 200, GRAP 208, GRAP 216
Graphic Design Technology courses are offered only once per year, therefore following the recommended course sequence is essential in completing degree requirements within a two-year period.

## After Graduation

Students can obtain entry-level employment in the field of graphic design or prepare for transfer to a four-year university. Career opportunities include positions such as graphic designers, desktop publishers, illustrators, production artists, photographers, prepress technicians, web designers, and multimedia artists.
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