

GRAPHIC DESIGN TECHNOLOGY 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 Hours	Notes	Course	Credit Hours	Notes
GRAP 102 Digital Photography	3		ART 103 Drawing I	3	
GRAP 103 Intro to Graphic Communications	3		GRAP 121 Page Layout Software	3	
GRAP 107 Graphic Design Fundamentals	3		GRAP 125 Illustration Software	3	
GRAP 118 Typography	3		GRAP 126 Photo Editing Software	3	
Math & Statistics 030	3		English 010 ENGL 101 or ENGL 103	3	
Total Hours	15		Total Hours	15	
Second Year					
First Semester			Second Semester		
Course	Credit Hours	Notes	Course	Credit Hours	Notes
GRAP 205 Digital Animation	3		GRAP 200 Portfolio Development	3	
GRAP 207 Advanced Graphic Design	3		GRAP 208 Web Design	3	
GRAP 213 Intro to Packaging Graphics	3		GRAP 216 Graphic Design Print 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 020 Communication 030 Math & Statistics 040 Natural & Physical Sciences
 050 Social & Behavioral Sciences 060 Arts & Humanities 070 Personal & Professional Behavior

General Electives can be found on page 53
 Statewide General Education Requirements can be found on page 56

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

General Advisor: Henrietta Wyland
620-820-1195
henriettaw@labette.edu

Major Advisor: Melissa Kipp
620-820-1126
melissak@labette.edu

Recommended Course Sequence

- SEM 1: GRAP 102, GRAP 103, GRAP 107, GRAP 118
- SEM 2: GRAP 121, GRAP 125, GRAP 126
- SEM 3: GRAP 205, GRAP 207, GRAP 213
- 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.

Concentration Requirements			39
<input type="checkbox"/>	GRAP 102	Digital Photography	3
<input type="checkbox"/>	GRAP 103	Intro to Graphic Communications	3
<input type="checkbox"/>	GRAP 107	Graphic Design Fundamentals	3
<input type="checkbox"/>	GRAP 118	Typography	3
<input type="checkbox"/>	GRAP 121	Page Layout Software	3
<input type="checkbox"/>	GRAP 125	Illustration Software	3
<input type="checkbox"/>	GRAP 126	Photo Editing Software	3
<input type="checkbox"/>	GRAP 200	Portfolio Development	3
<input type="checkbox"/>	GRAP 205	Digital Animation	3
<input type="checkbox"/>	GRAP 207	Advanced Graphic Design	3
<input type="checkbox"/>	GRAP 208	Web Design	3
<input type="checkbox"/>	GRAP 213	Intro to Packaging Graphics	3
<input type="checkbox"/>	GRAP 216	Graphic Design Print Media	3

General Education Requirement			12
English			
<input type="checkbox"/>	ENGL 101	English Composition I	or
	ENGL 103	English Composition I with Review	3
Math & Statistics			
<input type="checkbox"/>	_____		3

General Education			
Choose any two classes			
<input type="checkbox"/>	_____		3
<input type="checkbox"/>	_____		3

General Electives			9
<input type="checkbox"/>	COMM 101	Public Speaking <i>or</i>	
	BUAD 110	Business Communications	3
	General Elective		
<input type="checkbox"/>	_____		3
<input type="checkbox"/>	ART 103	Drawing I	3

General Electives can be found on page 53
Statewide General Education Requirements can be found on page 56