

# 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:** 63

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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.*

### Student Organization

Throughout the year the Graphic Design Club holds seminars, workshops, and hosts guest speakers which would benefit students majoring in Graphic Design Technology. By joining the GDC, students have the opportunity to network with other individuals in the graphic design industry as well as provide community service through on campus activities and real world design projects.

### 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 42

<input type="checkbox"/>	GRAP 103	Introduction to Graphic Design	3
<input type="checkbox"/>	GRAP 107	Introduction to Desktop Publishing	3
<input type="checkbox"/>	GRAP 113	Packaging Design	3
<input type="checkbox"/>	GRAP 118	Typography	3
<input type="checkbox"/>	GRAP 120	Color Theory	3
<input type="checkbox"/>	GRAP 128	Digital Animation	3
<input type="checkbox"/>	GRAP 130	Advertising Design	3
<input type="checkbox"/>	GRAP 200	Portfolio Development	3
<input type="checkbox"/>	GRAP 202	Digital Photography	3
<input type="checkbox"/>	GRAP 204	Digital Illustration	3
<input type="checkbox"/>	GRAP 206	Photo Editing Software	3
<input type="checkbox"/>	GRAP 208	Website Design Software	3
<input type="checkbox"/>	GRAP 210	Digital Page Layout	3
<input type="checkbox"/>	GRAP 216	Graphic Design Print Media	3

### General Education Requirements 21

<input type="checkbox"/>	COMM 101	Public Speaking <i>or</i>	
	BUAD 110	Business Communications	3
<input type="checkbox"/>	ENGL 101	English Composition I	3
<input type="checkbox"/>	MATH 100	Intermediate Algebra <i>or</i>	
	MATH 106	Applied Mathematics <i>or</i>	
	MATH 115	College Algebra	3
General Education Electives			12
<input type="checkbox"/>	_____		
<input type="checkbox"/>	_____		
<input type="checkbox"/>	_____		
<input type="checkbox"/>	_____		

Courses designated as Physical Science, Natural Science, Humanities, Social Behavioral and General Education electives can be found on page 82. Placement Tests or pre-requisites are required for English Composition I, Math courses and most General Education Electives. See page 31 for complete Placement information. All first-time, full-time students with fewer than 15 credit hours after high school graduation are required to enroll in the College Success Skills course during their first semester. Some courses are not offer each semester. Always make an appointment with your major advisor to enroll each semester.