

Multimedia Information Design

The Multimedia Information Design Department at Cincinnati State prepares students to design and produce media content in all formats. The final product might be distributed as an interactive CD or DVD, a component of a mobile device application, a website, a TV or radio commercial, a production for television or cinema, or as printed information. The target audience may be a few people or many, and the products may be created for educational, entertainment, or commercial use.

The programs in this department include:

- Audio/Video Production
- Graphic Design
- Graphic Imaging Technology
- Industrial Design Technology
- Web and Multimedia Design

All students complete a core set of courses covering basic skills in design and production of media content. Subsequent courses introduce program-specific competencies, ranging from 3-D animation to music video production.

Most of the Multimedia Information Design labs are housed in the College's Advanced Technology & Learning Center (ATLC). Students have access to a professional video studio and editing lab, a recording studio and digital mixing labs, usability testing labs, and a full complement of computer labs. Computer hardware and software is comparable to systems used in industry.

Audio/Video Production (AVP)

The Audio/Video Production program at Cincinnati State prepares students to create and manipulate digital audio, video, and graphic images. Career destinations for AVP graduates include broadcast and cable television and other entertainment industries; Web and multimedia development companies; and media production departments in commercial, corporate, and industrial settings.

A significant number of courses required for the degree are scheduled between 8 a.m. and 5 p.m., Monday through Friday. Some of the required courses also are offered in the evening or on weekends.

Graduates earn an Associate of Applied Science degree. Job titles for graduates include: video editor, sound designer, videographer, audio/video specialist, compositing artist, motion graphics designer, or production assistant.

Graphic Design (GRD)

Students in the Graphic Design program begin their studies with emphasis on two-dimensional art and design, both traditional and computer-based, using industry-standard software products. After successful completion of a required portfolio review process, students focus on advanced skills such as brand design and implementation, and 3-D animation.

Currently many courses required for the degree are scheduled between 8 a.m. and 5 p.m., Monday through Friday. Some of the required courses also are offered in the evening or on weekends.

Graduates earn an Associate of Applied Science degree. Job titles for graduates include: graphic designer, 3-D artist, production artist, or web graphics/interface designer.

Graphic Imaging Technology (GIT)

Students in Graphic Imaging Technology learn the process of creating art and publishing materials from idea generation to production. Students use Macintosh and PC hardware, software, and peripherals to produce art for the major printing processes, including offset lithography, packaging (flexography), screen printing and digital printing. Students gain hands-on experience producing printed materials using industry-standard equipment such as two-color offset presses; a four-color digital offset press (Heidelberg Quickmaster DI-Plus), four- and six-color screen printing presses, a four-color flexographic press, and various digital printers. In addition, students learn digital photography techniques using digital cameras and equipment and print workflow software. Business skill development includes managing, estimating, and marketing.

Industrial Design Technology (IDT)

An industrial design technician deals with the form and function of manufactured goods. Graduates of the Industrial Design Technology program are involved in creating new product shapes and styles or re-designing existing products to increase their usefulness through applications of rapid visualization, ergonomics, computer-generated images, modeling, and prototyping. The IDT program combines the analytical and technical computer skills developed in a mechanical engineering technology program with the visual and artistic skills of computer graphics.

Web and Multimedia Design (WEB)

The Web and Multimedia Design degree program prepares students to design and deliver interactive multimedia content for web, CD, DVD, and kiosk deployment. Students gain the knowledge and skills needed to create original digital art used to integrate text, images, animation, video, and other content into effective web and interactive multimedia products.

Currently a significant number of courses required for the degree are scheduled between 8 a.m. and 6 p.m., Monday through Friday. Some of the required courses also are offered in the evening or on weekends.

Graduates of the program earn an Associate of Applied Science degree. Job titles for graduates may include: Web designer, Web applications developer, multimedia designer/ animator, multimedia designer, multimedia developer, Web/multimedia projects manager, user interface designer, Web/multimedia graphics designer, eBusiness developer, or interactive multimedia designer.

Audio/Video Production (AVP)

All degree-seeking students must complete a First Year Experience (FYE) course as part of the first 12 credit hours taken at Cincinnati State.

Semester 1		Lec	Lab	Credits
ENG 101	English Composition 1	3	0	3
MKT 115	Marketing Research for Multimedia Professionals	3	0	3
MID 110	Digital Media Concepts	2	2	3
AVP 100	Introduction to Audio/ Video Production	4	1	4
ART 125	Design Principles	2	3	3
Semester 2				
AVP 110	Videography:Single Camera Production & Lighting	2	3	3
GRD 110	Beginning 2D Graphics	2	3	3
ENG 10X English Composition Elective				3
AVP 130	Audio: Editing & Mixing	2	3	3
COMM 110	Public Speaking	3	0	3
Semester 3				
TC XXX Technical Communication Elective				3
XXX XXX Social Sciences Elective				3
MID 190	Career Preparation: Multimedia Information Design	2	0	2
GRD 210	Applied 2D Graphics: Audio/ Video Production	2	3	3
AVP 120	Digital Video Editing	2	3	3
Semester 4				
AVP 230	Audio: Production/Sound Design	2	3	3
AVP 220	Video Editing and Compositing	2	3	3
AVP 210	Videography- Multi Camera Production and Lighting	2	3	3
AVP 240	Motion Graphics/ Compositing: After- Effects	2	3	3
Semester 5				
AVP XXX Co-op/Internship Elective				1
XXX XXX Humanities Elective				3

XXX XXX AVP Elective 1			2
XXX XXX AVP Elective 2			2
Total Credits:	37	33	65

Electives

English Composition Elective

ENG 102	English Composition 2: Contemporary Issues	3
ENG 103	English Composition 2: Topics in Literature	3
ENG 104	English Composition 2: Technical Communication	3
ENG 105	English Composition 2: Business Communication	3

Technical Communication Elective

TC 205	Scriptwriting: Short Forms	3
TC 210	Scriptwriting: Long	3

AVP Electives

AVP 192	Part-Time Cooperative Education 2: Audio/Video Production	1
AVP 250	Alternate Editing Platforms-Video	2
AVP 255	Advanced Lighting Techniques	2
AVP 260	Color Grading, Correction and Continuity	2
AVP 265	Video Compression- DVD Authoring	2
AVP 270	Alternate Editing Platforms- Audio	2
AVP 275	Advanced Audio Mixing- 5.1 Surround	2
AVP 280	Multitack Recording Techniques	2
AVP 285	AVP Independent Project	3
AVP 292	Full-Time Cooperative Education 2: Audio/Video Production	2
AVP 295	Internship 2: Audio/Video Production	2
GRD 260	3D Visualization	5
WEB 111	Web Development 1	3
WEB 220	Animated and Interactive Web Content	3

Humanities Elective

Any ART, CULT, FRN, LIT, MUS, PHI, REL, SPN, THE

COMM 130	Introduction to Film Studies	3
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Social Sciences Elective

Any CRJ, ECO, GEO, HST, LBR, POL, PSY, SOC

Co-op/Internship Elective

AVP 191	Part-Time Cooperative Education 1: Audio/Video Production	1
AVP 291	Full-Time Cooperative Education 1: Audio/Video Production	2
AVP 294	Internship 1: Audio/Video Production	2

Graphic Design (GRD)

All degree-seeking students must complete a First Year Experience (FYE) course as part of the first 12 credit hours taken at Cincinnati State.

Semester 1		Lec	Lab	Credits
ENG 101	English Composition 1	3	0	3
MKT 115	Marketing Research for Multimedia Professionals	3	0	3
ART 125	Design Principles	2	3	3
MID 120	Drawing and Storyboarding Concepts	2	3	3
MID 110	Digital Media Concepts	2	2	3
Semester 2				
ENG 102	English Composition 2: Contemporary Issues	3	0	3
COMM 110	Public Speaking	3	0	3

GRD 110	Beginning 2D Graphics	2	3	3
WEB 111	Web Development 1	2	3	3
ART 120	Design History	3	0	3
Semester 3				
WEB 112	Web Development 2	2	3	3
GRD 150	Design Concepts: Typography	2	3	3
MID 190	Career Preparation: Multimedia Information Design	2	0	2
GRD 200	Graphic Design Portfolio Review	1	0	1
GRD 215	Applied 2D Graphics: GRD	2	3	3
Semester 4				
WEB 220	Animated and Interactive Web Content	2	3	3
GRD 230	Brand Identity Development	2	3	3
GRD 260	3D Visualization	3	4	5
Semester 5				
AVP 240	Motion Graphics/ Compositing: After- Effects	2	3	3
GIT 255	Graphic Imaging Production Processes	2	3	3
GRD 294	Internship 1: Graphic Design	1	40	2
TC 2XX Technical Communication Elective				3
Semester 6				
GRD 240	Packaging Design	2	3	3
GRD 290	Graphic Design Capstone	2	3	3
XXX XXX Social Sciences Elective				3
Total Credits:		50	85	73

Electives

Technical Communication Elective

TC 205	Scriptwriting: Short Forms			3
TC 210	Scriptwriting: Long			3
TC 215	Copywriting			3
TC 230	Writing Online Content			3
TC 235	User Experience Design and Usability Assessment			3

Social Sciences Elective

Any CRJ, ECO, GEO, HST, LBR, POL, PSY, SOC

Graphic Imaging Technology (GIT)

All degree-seeking students must complete a First Year Experience (FYE) course as part of the first 12 credit hours taken at Cincinnati State.

Semester 1		Lec	Lab	Credits
GIT 100	Introduction to Graphic Imaging Technology	2	2	3
MKT 115	Marketing Research for Multimedia Professionals	3	0	3
ART 125	Design Principles	2	3	3
MID 110	Digital Media Concepts	2	2	3
ENG 101	English Composition 1	3	0	3

Semester 2

ENG 102	English Composition 2: Contemporary Issues	3	0	3
GIT 105	Ink and Substrates	3	0	3
GIT 120	Digital Photography and Imaging	1	4	3
MID 190	Career Preparation: Multimedia Information Design	2	0	2
GRD 110	Beginning 2D Graphics	2	3	3

Semester 3

IM 120	Electronic Spreadsheets: Microsoft Excel	2	3	3
GIT 115	Adobe InDesign	2	3	3
ART 120	Design History	3	0	3
GIT 291	Full-Time Cooperative Education 1: Graphic Imaging Technology	1	40	2

Semester 4

GIT 240	Flexographic Printing Methods	1	6	3
WEB 111	Web Development 1	2	3	3
GIT 220	Screen Printing	1	6	3
GIT 200	Digital Imaging and Publishing	1	6	3

Semester 5

GIT 230	Print Media Workflow	3	0	3
GIT 250	Offset Printing Methods	1	6	3
COMM 110	Public Speaking	3	0	3
GIT 215	Applied 2D Graphics: Graphic Imaging	2	3	3

Semester 6

GIT 290	Graphic Imaging Technology Capstone	1	0	1
GIT 292	Full-Time Cooperative Education 2: Graphic Imaging Technology	1	40	2

XXX XXX Social Sciences
Elective 3

Total Credits: 47 130 70

Electives**Social Sciences Elective**

Any CRJ, SOC, PSY, ECO, HST, GEO, LBR, POL

Industrial Design Technology (IDT)

All degree-seeking students must complete a First Year Experience (FYE) course as part of the first 12 credit hours taken at Cincinnati State.

Semester 1		Lec	Lab	Credits
IDT 100	Introduction to Industrial Design	2	2	3
ART 125	Design Principles	2	3	3
IDT 105	Rapid Visualization Techniques	2	2	3
MID 110	Digital Media Concepts	2	2	3

MAT 121	Technical Algebra and Geometry with Statistics	2	2	3
ENG 101	English Composition 1	3	0	3
Semester 2				
IDT 120	Materials and Manufacturing Processes	2	2	3
MET 131	MET Computer Aided Drafting 1	2	3	3
IDT 150	Computer Modeling	2	2	3
GRD 110	Beginning 2D Graphics	2	3	3
IDT 125	Human Factors	2	2	3
Semester 3				
PHY 121	Technical Physics 1	2	3	3
IDT 291	Full-Time Cooperative Education 1: Industrial Design Technology	1	40	2
Semester 4				
ART 120	Design History	3	0	3
MET 132	MET Computer Aided Drafting 2	2	3	3
ENG 102	English Composition 2: Contemporary Issues	3	0	3
IDT 220	IDT CNC & CAD-CAM	3	2	4
IDT 210	Model Making and Prototyping	2	2	3
Semester 5				
COMM 105	Interpersonal Communication	3	0	3
IDT 292	Full-Time Cooperative Education 2: Industrial Design Technology	1	40	2
Semester 6				
PSY 110	Introduction to Psychology	3	0	3
MET 140	Engineering Materials	2	2	3
MKT 115	Marketing Research for Multimedia Professionals	3	0	3
IDT 290	Industrial Design Technology Capstone	2	3	3
Total Credits:		53	118	71

Web and Multimedia Design (WEB)

All degree-seeking students must complete a First Year Experience (FYE) course as part of the first 12 credit hours taken at Cincinnati State.

Semester 1		Lec	Lab	Credits
ENG 101	English Composition 1	3	0	3
MKT 115	Marketing Research for Multimedia Professionals	3	0	3
ART 125	Design Principles	2	3	3
MID 110	Digital Media Concepts	2	2	3
Semester 2				
ENG 102	English Composition 2: Contemporary Issues	3	0	3
COMM 110	Public Speaking	3	0	3
GRD 110	Beginning 2D Graphics	2	3	3
WEB 111	Web Development 1	2	3	3

Semester 3

TC 235	User Experience Design and Usability Assessment	2	3	3
GRD 220	Applied 2D Graphics: Web Design	2	3	3
WEB 220	Animated and Interactive Web Content	2	3	3
WEB 112	Web Development 2	2	3	3

Semester 4

MID 190	Career Preparation: Multimedia Information Design	2	0	2
WEB 200	Web Design Portfolio Review	2	3	3
WEB 130	Web Programming: JavaScript	2	3	3
IT 111	Database Design and SQL	3	3	4

Semester 5

WEB 240	Web Development: Advanced Topics	2	3	3
WEB 235	Responsive Web Design	2	3	3
WEB 291	Full-Time Cooperative Education 1: Web & Multimedia Design	1	40	2

Semester 6

XXX XXX Social Sciences Elective				3
XXX XXX Technical Elective				3
Total Credits:		42	78	62

Electives**Social Sciences Elective**

Any CRJ, ECO, GEO, HST, LBR, POL, PSY, SOC

Technical Elective

Any AVP, GRD, MID, TC, WEB

AVP Courses**AVP 100 Introduction to Audio/ Video Production**

4 Credits. 4 Lecture Hours. 1 Lab Hour.

A course on foundation principles of videography and lighting, audio and sound design, and video editing and post production. Topics include: industry vocabulary, workflow, and professional practices.

Prerequisites: AFL 085 and AFM 095, or appropriate placement test scores

AVP 110 Videography: Single Camera Production & Lighting

3 Credits. 2 Lecture Hours. 3 Lab Hours.

A course on concepts and techniques for single camera video production. Topics include: industry terminology, pre-production and planning, camera types and formats, shot composition, and use of gripping and support equipment.

Prerequisites: AVP 100 MID 110 (minimum grade C for all)

AVP 120 Digital Video Editing

3 Credits. 2 Lecture Hours. 3 Lab Hours.

A course on non-linear digital video editing, with additional focus on storytelling and production workflow. Topics include: session set up, media management and acquisition, basic editing techniques, and output and delivery.

Prerequisites: AVP 110 (minimum grade C)

AVP 130 Audio: Editing & Mixing

3 Credits. 2 Lecture Hours. 3 Lab Hours.

A course on concepts and techniques for digital audio editing and mixing using ProTools HD and LE systems. Topics include: session set-up, routing, signal flow, equalization, dynamics control, and delivery.

Prerequisites: AVP 100, MID 110 (minimum grade C for all)

AVP 191 Part-Time Cooperative Education 1: Audio/Video Production

1 Credit. 1 Lecture Hour. 20 Lab Hours.

Students seeking an associate's degree participate in their first part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: None

AVP 192 Part-Time Cooperative Education 2: Audio/Video Production

1 Credit. 1 Lecture Hour. 20 Lab Hours.

Students seeking an associate's degree participate in their second part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: AVP 191

AVP 193 Part-Time Cooperative Education 3: Audio/Video Production

1 Credit. 1 Lecture Hour. 20 Lab Hours.

Students seeking an associate's degree participate in their third part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: AVP 192

AVP 194 Part-Time Cooperative Education 4: Audio/Video Production

1 Credit. 1 Lecture Hour. 20 Lab Hours.

Students seeking an associate's degree participate in their fourth part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: AVP 193

AVP 195 Part-Time Cooperative Education 5: Audio/Video Production

1 Credit. 1 Lecture Hour. 20 Lab Hours.

Students seeking an associate's degree participate in their fifth part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: AVP 194

AVP 196 Part-Time Cooperative Education 6: Audio/Video Production

1 Credit. 1 Lecture Hour. 20 Lab Hours.

Students seeking an associate's degree participate in their sixth part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: AVP 195

AVP 198 First Year Special Topics in Audio/Video Production

1-9 Credits. 0 Lecture Hour. 0 Lab Hour.

A course on selected topics related to Audio/Video Production, which gives students opportunities to study information not currently covered in other courses. Grades issued are A, B, C, D, or F.

Prerequisites: Instructor Approval

AVP 199 First Year Independent Project in Audio/Video Production

1-9 Credits. 0 Lecture Hour. 0 Lab Hour.

A project related to Audio/Video Production that is completed by one or more students to meet specific educational goals. Projects must have prior approval and supervision by Audio/Video Production faculty. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: Instructor Approval

AVP 210 Videography- Multi Camera Production and Lighting

3 Credits. 2 Lecture Hours. 3 Lab Hours.

A course on concepts and techniques for multi camera video production. Topics include: industry terminology, pre-production and planning, camera types and formats, shot composition, and use of gripping and support equipment.

Prerequisites: AVP 110 (minimum grade C)

AVP 220 Video Editing and Compositing**3 Credits. 2 Lecture Hours. 3 Lab Hours.**

A course on advanced concepts and techniques for video editing. Topics include: text and motion graphics, compositing, color correction, keyframing, and multicamera editing and effects.

Prerequisites: AVP 120 (minimum grade C)

AVP 230 Audio: Production/Sound Design**3 Credits. 2 Lecture Hours. 3 Lab Hours.**

A course on advanced concepts and techniques for audio production. Topics include: voice recording and direction, sound effects creation, music and editing, and mix-to-picture techniques.

Prerequisites: AVP 130 (minimum grade C)

AVP 240 Motion Graphics/ Compositing: After- Effects**3 Credits. 2 Lecture Hours. 3 Lab Hours.**

A course on professional techniques for using Adobe After Effects in video post-production of movies and commercials.

Prerequisites: GRD 210, GRD 215, or GRD 220 (minimum grade C for all)

AVP 250 Alternate Editing Platforms-Video**2 Credits. 1 Lecture Hour. 2 Lab Hours.**

A course on varieties of industry-standard software and hardware used for video editing.

Prerequisites: AVP 220 (minimum grade C)

AVP 255 Advanced Lighting Techniques**2 Credits. 1 Lecture Hour. 2 Lab Hours.**

A course on advanced lighting techniques. Topics include: principles of electricity, color theory, and gripping and lighting for various digital media formats.

Prerequisites: AVP 210 (minimum grade C)

AVP 260 Color Grading, Correction and Continuity**2 Credits. 1 Lecture Hour. 2 Lab Hours.**

A course on techniques for color correction and color grading. Topics include: balance and continuity, and creating emotional and special effect.

Prerequisites: AVP 220 (minimum grade C)

AVP 265 Video Compression- DVD Authoring**2 Credits. 1 Lecture Hour. 2 Lab Hours.**

A course on techniques for video compression and DVD authoring. Topics include: past and current video file CODEC and format types, and file delivery and compatibility.

Prerequisites: AVP 220 (minimum grade C)

AVP 270 Alternate Editing Platforms- Audio**2 Credits. 1 Lecture Hour. 2 Lab Hours.**

A course on varieties of industry-standard software and hardware used for audio editing.

Prerequisites: AVP 230 (minimum grade C)

AVP 275 Advanced Audio Mixing- 5.1 Surround**2 Credits. 1 Lecture Hour. 2 Lab Hours.**

A course on advanced mix techniques using five-channel (5.1) surround sound. Topics include: bass management, recording for surround, and final output.

Prerequisites: AVP 230 (minimum grade C)

AVP 280 Multit Track Recording Techniques**2 Credits. 1 Lecture Hour. 2 Lab Hours.**

A course on techniques for multi-track recording from pre-production through final mix. Topics include: session flow and management, microphone placement, and mixing techniques.

Prerequisites: AVP 230 (minimum grade C)

AVP 285 AVP Independent Project**3 Credits. 2 Lecture Hours. 3 Lab Hours.**

Qualified students work individually or with an approved team from concept to completion on a media production project, and present the results to reviewers. Topic and outline must be presented to a jury of instructors, and approved prior to course registration. Students who do not successfully complete the course may make one additional attempt.

Prerequisites: Audio/Video Production Program Chair consent, and minimum 3.0 GPA

AVP 290 Audio/Video Production Capstone**3 Credits. 2 Lecture Hours. 3 Lab Hours.**

Qualified students work in structured teams to develop audio and video deliverables for an external client, and present the results to reviewers. Activities include audience, client, and market analysis; and all phases of production including pre- and post. Students who do not successfully complete the course may make one additional attempt.

Prerequisites: Audio/Video Program Chair consent, and minimum 2.5 GPA

AVP 291 Full-Time Cooperative Education 1: Audio/Video Production**2 Credits. 1 Lecture Hour. 40 Lab Hours.**

Students seeking an associate's degree participate in their first full-time field learning experience related to their degree. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: None

AVP 292 Full-Time Cooperative Education 2: Audio/Video Production**2 Credits. 1 Lecture Hour. 40 Lab Hours.**

Students seeking an associate's degree participate in their second full-time field learning experience related to their degree. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: AVP 291

AVP 293 Full-Time Cooperative Education 3: Audio/Video Production**2 Credits. 1 Lecture Hour. 40 Lab Hours.**

Students seeking an associate's degree participate in their third full-time field learning experience related to their degree. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: AVP 292

AVP 294 Internship 1: Audio/Video Production**2 Credits. 1 Lecture Hour. 40 Lab Hours.**

Students seeking an associate's degree participate in their first unpaid field learning experience related to their degree. Students must follow applicable policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: MID 190

AVP 295 Internship 2: Audio/Video Production**2 Credits. 1 Lecture Hour. 40 Lab Hours.**

Students seeking an associate's degree participate in their second unpaid field learning experience related to their degree. Students must follow applicable policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: AVP 294

AVP 298 Second Year Special Topics in Audio/Video Production**1-9 Credits. 0 Lecture Hour. 0 Lab Hour.**

A course on selected topics related to Audio/Video Production, which gives students opportunities to study information not currently covered in other courses. Grades issued are A, B, C, D, or F.

Prerequisites: Instructor Approval

AVP 299 Second Year Independent Project in Audio/Video Production**1-9 Credits. 0 Lecture Hour. 0 Lab Hour.**

A project related to Audio/Video Production that is completed by one or more students to meet specific educational goals. Projects must have prior approval and supervision by Audio/Video Production faculty. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: Instructor Approval

GIT Courses**GIT 100 Introduction to Graphic Imaging Technology****3 Credits. 2 Lecture Hours. 2 Lab Hours.**

A course on evaluating printing processes. Topics include: lithography, flexography, screen, gravure, and digital-on-demand presses for print media; packaging options for advertising processes such as metal can, corrugated, and plastic packaging; and digital-on-demand presses for packaging.

Prerequisites: None

GIT 105 Ink and Substrates**3 Credits. 3 Lecture Hours. 0 Lab Hour.**

A course on physical characteristics, manufacturing processes, and print industry uses for ink and paper. Topics include: how ink components affect color, drying properties of ink, printing substrates, and cost factors related to ink and paper choices.

Prerequisites: None

GIT 115 Adobe InDesign**3 Credits. 2 Lecture Hours. 3 Lab Hours.**

A course on page layout for print documents using Adobe InDesign software. Topics include: master pages, style sheets, print production, optimized PDF files, and variable data.

Prerequisites: None

GIT 120 Digital Photography and Imaging**3 Credits. 1 Lecture Hour. 4 Lab Hours.**

A course on producing quality images with digital cameras. Topics include: lighting; color balance; exposure; retouching; and reproducing images for uses including web, digital output devices, and printing presses.

Prerequisites: None

GIT 130 Letterpress Printing**3 Credits. 2 Lecture Hours. 2 Lab Hours.**

An introduction to traditional methods of letterpress printing using a Heidelberg Platen press and a proofing press. Topics include: history of printing, basic typography, design and printing techniques using lead and hot metal type, and hand-carving linoleum blocks to make custom artwork.

Prerequisites: None

GIT 191 Part-Time Cooperative Education 1: Graphic Imaging Technology**1 Credit. 1 Lecture Hour. 20 Lab Hours.**

Students seeking an associate's degree participate in their first part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: BUS 190

GIT 192 Part-Time Cooperative Education 2: Graphic Imaging Technology**1 Credit. 1 Lecture Hour. 20 Lab Hours.**

Students seeking an associate's degree participate in their second part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: GIT 191

GIT 193 Part-Time Cooperative Education 3: Graphic Imaging Technology**1 Credit. 1 Lecture Hour. 20 Lab Hours.**

Students seeking an associate's degree participate in their third part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: GIT 192

GIT 194 Part-Time Cooperative Education 4: Graphic Imaging Technology**1 Credit. 1 Lecture Hour. 20 Lab Hours.**

Students seeking an associate's degree participate in their fourth part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: GIT 193

GIT 195 Part-Time Cooperative Education 5: Graphic Imaging Technology**1 Credit. 1 Lecture Hour. 20 Lab Hours.**

Students seeking an associate's degree participate in their fifth part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: GIT 194

GIT 196 Part-Time Cooperative Education 6: Graphic Imaging Technology**1 Credit. 1 Lecture Hour. 20 Lab Hours.**

Students seeking an associate's degree participate in their sixth part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: GIT 195

GIT 198 First Year Special Topics in Graphic Imaging Technology**1-9 Credits. 0 Lecture Hour. 0 Lab Hour.**

A course on selected topics related to Graphics, which gives students opportunities to study information not currently covered in other courses. Grades issued are A, B, C, D, or F.

Prerequisites: Vary by section

GIT 199 First Year Independent Project in Graphic Imaging Technology**1-9 Credits. 0 Lecture Hour. 0 Lab Hour.**

A project related to Graphics that is completed by one or more students to meet specific educational goals. Projects must have prior approval and supervision by Graphics faculty. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: Vary by section

GIT 200 Digital Imaging and Publishing

3 Credits. 1 Lecture Hour. 6 Lab Hours.

A course on digital printing and output methods. Topics include: Understanding current digital print processes and equipment, variable data fundamentals, database applications, digital assets and emerging new technologies for printing and publishing. Course includes tours of companies using latest technology.

Prerequisites: GIT 100, GRD 110

GIT 215 Color Management and Process Control

3 Credits. 2 Lecture Hours. 3 Lab Hours.

A course on using page layout, vector, and image editing software applications for high-end production processes. Topics include: file construction, resolution of files and devices, trapping techniques, retouching, preflighting, color separations, profiling, color correction, variable data, and proofing.

Prerequisites: GIT 115, GRD 110

GIT 220 Screen Printing

3 Credits. 1 Lecture Hour. 6 Lab Hours.

A course on fundamentals of operating manual and semi-automatic screen printing presses. Topics include: printing frames, mesh, emulsions, stencils, squeegees, and inks; and printing on varied substrates and odd-shaped objects.

Prerequisites: GIT 100, GRD 110

GIT 230 Print Media Workflow

3 Credits. 3 Lecture Hours. 0 Lab Hour.

A course on determining printing job costs, emphasizing paper used in sheet-fed offset and flexographic printing. Topics include: cost factors; computer-assisted estimation and scheduling; file processing in a color-managed environment; and web-based job tracking.

Prerequisites: GIT 100, GIT 105

GIT 240 Flexographic Printing Methods

3 Credits. 1 Lecture Hour. 6 Lab Hours.

A course on fundamental principles and practices of the flexographic printing industry. Topics include: artwork preparation, prepress, plates and platemaking, inks, substrates, tooling, presswork, and finishing operations unique to flexography.

Prerequisites: GIT 100, GRD 110

GIT 250 Offset Printing Methods

3 Credits. 1 Lecture Hour. 6 Lab Hours.

A course on high quality sheet-fed and web-fed offset printing and digital high volume printing. Topics include: color consistency, controlling dot gain and slur, plugging halftones, maintaining ink and dampening systems, and using quality control production devices.

Prerequisites: GIT 200

GIT 255 Graphic Imaging Production Processes

3 Credits. 2 Lecture Hours. 3 Lab Hours.

A course on preparing art for professional printing processes. Topics include: survey of print processes such as lithography, flexography, gravure, and screen printing; file construction; design considerations; and standards for evaluating printed materials.

Prerequisites: GRD 215, GRD 230

GIT 290 Graphic Imaging Technology Capstone

1 Credit. 1 Lecture Hour. 0 Lab Hour.

Students complete activities that demonstrate their knowledge of concepts and techniques in Graphic Imaging Technology.

Prerequisites: Graphic Imaging Technology Program Chair consent, and minimum 2.5 GPA

GIT 291 Full-Time Cooperative Education 1: Graphic Imaging Technology

2 Credits. 1 Lecture Hour. 40 Lab Hours.

Students seeking an associate's degree participate in their first full-time field learning experience related to their degree. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: BUS 190

GIT 292 Full-Time Cooperative Education 2: Graphic Imaging Technology

2 Credits. 1 Lecture Hour. 40 Lab Hours.

Students seeking an associate's degree participate in their second full-time field learning experience related to their degree. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: GIT 291

GIT 293 Full-Time Cooperative Education 3: Graphic Imaging Technology

2 Credits. 1 Lecture Hour. 40 Lab Hours.

Students seeking an associate's degree participate in their third full-time field learning experience related to their degree. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: GIT 292

GIT 298 Second Year Special Topics in Graphic Imaging Technology**1-9 Credits. 0 Lecture Hour. 0 Lab Hour.**

A course on selected topics related to Graphics, which gives students opportunities to study information not currently covered in other courses. Grades issued are A, B, C, D, or F.

Prerequisites: Vary by section

GIT 299 Second Year Independent Project in Graphic Imaging Technology**1-9 Credits. 0 Lecture Hour. 0 Lab Hour.**

A project related to Graphics that is completed by one or more students to meet specific educational goals. Projects must have prior approval and supervision by Graphics faculty. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: Vary by section

GRD Courses

GRD 110 Beginning 2D Graphics**3 Credits. 2 Lecture Hours. 3 Lab Hours.**

An introduction to concepts and techniques for digital design. Topics include: vector-based and raster-based graphics, emphasizing color and composition.

Prerequisites: MID 110 (minimum grade C for both)

GRD 150 Design Concepts: Typography**3 Credits. 2 Lecture Hours. 3 Lab Hours.**

A course on the use of typography as a design element in short-form and long-form applications. Topics include: typography as image, and anatomy of type.

Prerequisites: GRD 110, ENG 101 or ENG REQC (minimum grade C for both)

GRD 191 Part-Time Cooperative Education 1: Graphic Design**1 Credit. 1 Lecture Hour. 20 Lab Hours.**

Students seeking an associate's degree participate in their first part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: None

GRD 192 Part-Time Cooperative Education 2: Graphic Design**1 Credit. 1 Lecture Hour. 20 Lab Hours.**

Students seeking an associate's degree participate in their second part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: GRD 191

GRD 193 Part-Time Cooperative Education 3: Graphic Design**1 Credit. 1 Lecture Hour. 20 Lab Hours.**

Students seeking an associate's degree participate in their third part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: GRD 192

GRD 194 Part-Time Cooperative Education 4: Graphic Design**1 Credit. 1 Lecture Hour. 20 Lab Hours.**

Students seeking an associate's degree participate in their fourth part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: GRD 193

GRD 195 Part-Time Cooperative Education 5: Graphic Design**1 Credit. 1 Lecture Hour. 20 Lab Hours.**

Students seeking an associate's degree participate in their fifth part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: GRD 194

GRD 196 Part-Time Cooperative Education 6: Graphic Design**1 Credit. 1 Lecture Hour. 20 Lab Hours.**

Students seeking an associate's degree participate in their sixth part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: GRD 195

GRD 198 First Year Special Topics in Graphic Design

1-9 Credits. 0 Lecture Hour. 0 Lab Hour.

A course on selected topics related to Graphic Design, which gives students opportunities to study information not currently covered in other courses. Grades issued are A, B, C, D, or F.

Prerequisites: Instructor Approval

GRD 199 First Year Independent Project in Graphic Design

1-9 Credits. 0 Lecture Hour. 0 Lab Hour.

A project related to Graphic Design that is completed by one or more students to meet specific educational goals. Projects must have prior approval and supervision by Graphic Design faculty. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: Instructor Approval

GRD 200 Graphic Design Portfolio Review

1 Credit. 1 Lecture Hour. 0 Lab Hour.

An assessment of skills required to enter upper-level courses in the Graphic Design program, including a technical skills exam and presenting a portfolio to a panel of evaluators. Students receive grades of Satisfactory or Unsatisfactory, and must pass the course to be eligible for cooperative education assignments. Those who do not pass may make one additional attempt.

Prerequisites: Graphic Design Program Chair consent

GRD 210 Applied 2D Graphics: Audio/Video Production

3 Credits. 2 Lecture Hours. 3 Lab Hours.

A continuation of GRD 110, focusing on creating 2D graphics for use in on-screen video applications.

Prerequisites: GRD 110 (minimum grade C)

GRD 215 Applied 2D Graphics: GRD

3 Credits. 2 Lecture Hours. 3 Lab Hours.

A continuation of GRD 110, focusing on creating 2D graphics for print and graphic design applications.

Prerequisites: GRD 110 (minimum grade C)

GRD 220 Applied 2D Graphics: Web Design

3 Credits. 2 Lecture Hours. 3 Lab Hours.

A continuation of GRD 110, focusing on creating 2D graphics for Web and multimedia applications.

Prerequisites: GRD 110, WEB 111 (minimum grade C for both)

GRD 230 Brand Identity Development

3 Credits. 2 Lecture Hours. 3 Lab Hours.

A course on the development of strong brand identity concepts and materials for products and organizations. Topics include: analyzing existing brands, creating new brand identities, and developing brand standards manuals.

Prerequisites: GRD 200

GRD 240 Packaging Design

3 Credits. 2 Lecture Hours. 3 Lab Hours.

A course on 2D design for product packaging. Topics include: analyzing audiences, creating basic die lines, and ensuring design continuity from surface to surface.

Prerequisites: GRD 200, GRD 215

GRD 260 3D Visualization

5 Credits. 3 Lecture Hours. 4 Lab Hours.

An introduction to 3D concepts and skills using Maya software. Topics include: polygon, NURBS, and subdivision surface modeling; texturing; animation; lighting; rendering; interaction of soft and rigid body solvers; dynamics; and manipulation of 3D attributes using nodes and connections.

Prerequisites: GRD 200

GRD 285 Graphic Design Independent Final Project

3 Credits. 2 Lecture Hours. 3 Lab Hours.

Qualified students work individually or with an approved team from concept to completion on a graphic design project, and present the results to reviewers. Topic and outline must be presented to a jury of instructors, and approved prior to course registration. Students who do not successfully complete the course may make one additional attempt.

Prerequisites: Graphic Design Program Chair consent, and minimum 3.0 GPA

GRD 290 Graphic Design Capstone

3 Credits. 2 Lecture Hours. 3 Lab Hours.

Qualified students work in structured teams to develop graphic design deliverables for an external client, and present the results to reviewers. Activities include audience, client, and market analysis; and all phases of production of materials. Students who do not successfully complete the course may make one additional attempt.

Prerequisites: Graphic Design Program Chair consent, and minimum 2.5 GPA

GRD 291 Full-Time Cooperative Education 1: Graphic Design**2 Credits. 1 Lecture Hour. 40 Lab Hours.**

Students seeking an associate's degree participate in their first full-time field learning experience related to their degree. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: None

GRD 292 Full-Time Cooperative Education 2: Graphic Design**2 Credits. 1 Lecture Hour. 40 Lab Hours.**

Students seeking an associate's degree participate in their second full-time field learning experience related to their degree. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: GRD 291

GRD 293 Full-Time Cooperative Education 3: Graphic Design**2 Credits. 1 Lecture Hour. 40 Lab Hours.**

Students seeking an associate's degree participate in their third full-time field learning experience related to their degree. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: GRD 292

GRD 294 Internship 1: Graphic Design**2 Credits. 1 Lecture Hour. 40 Lab Hours.**

Students seeking an associate's degree participate in their first unpaid field learning experience related to their degree. Students must follow applicable policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: MID 190, GRD 200

GRD 295 Internship 2: Graphic Design**2 Credits. 1 Lecture Hour. 40 Lab Hours.**

Students seeking an associate's degree participate in their second unpaid field learning experience related to their degree. Students must follow applicable policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: GRD 294

GRD 298 Second Year Special Topics in Graphic Design**1-9 Credits. 0 Lecture Hour. 0 Lab Hour.**

A course on selected topics related to Graphic Design, which gives students opportunities to study information not currently covered in other courses.

Grades issued are A, B, C, D, or F.

Prerequisites: Instructor Approval

GRD 299 Second Year Independent Project in Graphic Design**1-9 Credits. 0 Lecture Hour. 0 Lab Hour.**

A project related to Graphic Design that is completed by one or more students to meet specific educational goals. Projects must have prior approval and supervision by Graphic Design faculty. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: Instructor Approval

IDT Courses

IDT 100 Introduction to Industrial Design**3 Credits. 2 Lecture Hours. 2 Lab Hours.**

An overview of the industrial design field. Students explore the design process through a semester-length simulated product design exercise.

Prerequisites: None

IDT 105 Rapid Visualization Techniques**3 Credits. 2 Lecture Hours. 2 Lab Hours.**

A course on concept sketching. Topics include: hand sketching using scaled perspective and pencil and technical pen and marker rendering techniques to generate, communicate, and present ideas graphically.

Prerequisites: None

IDT 120 Materials and Manufacturing Processes**3 Credits. 2 Lecture Hours. 2 Lab Hours.**

A course on state-of-the-art production materials and methods employed in product manufacturing. Topics include: materials science, strength analysis, and selection procedures.

Prerequisites: None

IDT 125 Human Factors**3 Credits. 2 Lecture Hours. 2 Lab Hours.**

A course on principles for designing safe, functional, and ergonomically pleasing products.

Prerequisites: IDT 100, IDT 105

IDT 150 Computer Modeling

3 Credits. 2 Lecture Hours. 2 Lab Hours.

An introduction to creating, editing, and manipulating accurate 3D surface and solid models for graphic visualization, using advanced surfacing software.

Prerequisites: IDT 100, IDT 105

IDT 191 Part-Time Cooperative Education 1: Industrial Design Technology

1 Credit. 1 Lecture Hour. 20 Lab Hours.

Students seeking an associate's degree participate in their first part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: None

IDT 192 Part-Time Cooperative Education 2: Industrial Design Technology

1 Credit. 1 Lecture Hour. 20 Lab Hours.

Students seeking an associate's degree participate in their second part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: IDT 191

IDT 193 Part-Time Cooperative Education 3: Industrial Design Technology

1 Credit. 1 Lecture Hour. 20 Lab Hours.

Students seeking an associate's degree participate in their third part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: IDT 192

IDT 194 Part-Time Cooperative Education 4: Industrial Design Technology

1 Credit. 1 Lecture Hour. 20 Lab Hours.

Students seeking an associate's degree participate in their fourth part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: IDT 193

IDT 195 Part-Time Cooperative Education 5: Industrial Design Technology

1 Credit. 1 Lecture Hour. 20 Lab Hours.

Students seeking an associate's degree participate in their fifth part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: IDT 194

IDT 196 Part-Time Cooperative Education 6: Industrial Design Technology

1 Credit. 1 Lecture Hour. 20 Lab Hours.

Students seeking an associate's degree participate in their sixth part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: IDT 195

IDT 198 First Year Special Topics in Industrial Design Technology

1-9 Credits. 0 Lecture Hour. 0 Lab Hour.

A course on selected topics related to Industrial Design Technology, which gives students opportunities to study information not currently covered in other courses. Grades issued are A, B, C, D, or F.

Prerequisites: Instructor Approval

IDT 199 First Year Independent Project in Industrial Design Technology

1-9 Credits. 0 Lecture Hour. 0 Lab Hour.

A project related to Industrial Design Technology that is completed by one or more students to meet specific educational goals. Projects must have prior approval and supervision by Industrial Design Technology faculty. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: Instructor Approval

IDT 210 Model Making and Prototyping

3 Credits. 2 Lecture Hours. 2 Lab Hours.

A course on fabricating models and prototypes. Topics include: the importance of 3D visualization of the design for a product, and applying technologically advanced tools and methods.

Prerequisites: IDT 120, IDT 150, MET 131

IDT 220 IDT CNC & CAD-CAM**4 Credits. 3 Lecture Hours. 2 Lab Hours.**

A course on part fabricating fundamentals. Topics include: metal removing processes; turning, facing, milling, and drilling; materials and tooling; manufacturing with plastics and composites; and using CAD files and CAM software to create a program for producing parts on a CNC machine.

Prerequisites: IDT 120, MET 131

IDT 290 Industrial Design Technology Capstone**3 Credits. 2 Lecture Hours. 3 Lab Hours.**

Students complete the design of a product from concept to prototype, and present the finished project to a panel of reviewers.

Prerequisites: IDT 210, IDT 220

IDT 291 Full-Time Cooperative Education 1: Industrial Design Technology**2 Credits. 1 Lecture Hour. 40 Lab Hours.**

Students seeking an associate's degree participate in their first full-time field learning experience related to their degree. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: None

IDT 292 Full-Time Cooperative Education 2: Industrial Design Technology**2 Credits. 1 Lecture Hour. 40 Lab Hours.**

Students seeking an associate's degree participate in their second full-time field learning experience related to their degree. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: IDT 291

IDT 293 Full-Time Cooperative Education 3: Industrial Design Technology**2 Credits. 1 Lecture Hour. 40 Lab Hours.**

Students seeking an associate's degree participate in their third full-time field learning experience related to their degree. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: IDT 292

IDT 294 Internship 1: Industrial Design Technology**2 Credits. 1 Lecture Hour. 40 Lab Hours.**

Students seeking an associate's degree participate in their first unpaid field learning experience related to their degree. Students must follow applicable policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: IDT 100

IDT 295 Internship 2: Industrial Design Technology**2 Credits. 1 Lecture Hour. 40 Lab Hours.**

Students seeking an associate's degree participate in their second unpaid field learning experience related to their degree. Students must follow applicable policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: IDT 294

IDT 298 Second Year Special Topics in Industrial Design Technology**1-9 Credits. 0 Lecture Hour. 0 Lab Hour.**

A course on selected topics related to Industrial Design Technology, which gives students opportunities to study information not currently covered in other courses. Grades issued are A, B, C, D, or F.

Prerequisites: Instructor Approval

IDT 299 Second Year Independent Project in Industrial Design Technology**1-9 Credits. 0 Lecture Hour. 0 Lab Hour.**

A project related to Industrial Design Technology that is completed by one or more students to meet specific educational goals. Projects must have prior approval and supervision by Industrial Design Technology faculty. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: Instructor Approval

MID Courses

MID 110 Digital Media Concepts**3 Credits. 2 Lecture Hours. 2 Lab Hours.**

An introduction to operating systems, software, hardware, and peripheral equipment used to create, revise, and produce content for multimedia products.

Prerequisites: AFL 085 or appropriate placement test score

MID 120 Drawing and Storyboarding Concepts**3 Credits. 2 Lecture Hours. 3 Lab Hours.**

A course on fundamental techniques for realistic drawing and storyboarding. Topics include: sketching, 3-D drawing, conceptual drawing, architectural drawing, and storyboarding.

Prerequisites: AFL 085 or appropriate placement test score

MID 190 Career Preparation: Multimedia Information Design

2 Credits. 2 Lecture Hours. 0 Lab Hour.

A course on career planning for students seeking employment in multimedia fields. Topics include: self assessment, career research, resume development, interview skills and job hunting strategies, and cooperative education policies and procedures.

Prerequisites: MID 110 or AVP 100 (minimum grade C for all)

WEB Courses

WEB 111 Web Development 1

3 Credits. 2 Lecture Hours. 3 Lab Hours.

An introduction to website design using XHTML and HTML5.

Prerequisites: MID 110 (minimum grade C for both)

WEB 112 Web Development 2

3 Credits. 2 Lecture Hours. 3 Lab Hours.

A continuation of WEB 111. Topics include: advanced use of cascading style sheets, and ensuring multi-platform and cross-browser usability of websites.

Prerequisites: WEB 111 (minimum grade C)

WEB 130 Web Programming: JavaScript

3 Credits. 2 Lecture Hours. 3 Lab Hours.

A course on fundamentals of the JavaScript scripting language.

Prerequisites: WEB 111 (minimum grade C)

WEB 191 Part-Time Cooperative Education 1: Web & Multimedia Design

1 Credit. 1 Lecture Hour. 20 Lab Hours.

Students seeking an associate's degree participate in their first part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: None

WEB 192 Part-Time Cooperative Education 2: Web & Multimedia Design

1 Credit. 1 Lecture Hour. 20 Lab Hours.

Students seeking an associate's degree participate in their second part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: WEB 191

WEB 193 Part-Time Cooperative Education 3: Web & Multimedia Design

1 Credit. 1 Lecture Hour. 20 Lab Hours.

Students seeking an associate's degree participate in their third part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: WEB 192

WEB 194 Part-Time Cooperative Education 4: Web & Multimedia Design

1 Credit. 1 Lecture Hour. 20 Lab Hours.

Students seeking an associate's degree participate in their fourth part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: WEB 193

WEB 195 Part-Time Cooperative Education 5: Web & Multimedia Design

1 Credit. 1 Lecture Hour. 20 Lab Hours.

Students seeking an associate's degree participate in their fifth part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: WEB 194

WEB 196 Part-Time Cooperative Education 6: Web & Multimedia Design

1 Credit. 1 Lecture Hour. 20 Lab Hours.

Students seeking an associate's degree participate in their sixth part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: WEB 195

WEB 198 First Year Special Topics in Web & Multimedia Design**1-9 Credits. 0 Lecture Hour. 0 Lab Hour.**

A course on selected topics related to Web & Multimedia Design, which gives students opportunities to study information not currently covered in other courses. Grades issued are A, B, C, D, or F.

Prerequisites: Instructor Approval

WEB 199 First Year Independent Project in Web & Multimedia Design**1-9 Credits. 0 Lecture Hour. 0 Lab Hour.**

A project related to Web & Multimedia Design that is completed by one or more students to meet specific educational goals. Projects must have prior approval and supervision by Web & Multimedia Design faculty. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: Instructor Approval

WEB 200 Web Design Portfolio Review**3 Credits. 2 Lecture Hours. 3 Lab Hours.**

An assessment of skills required to enter upper-level courses in the Web & Multimedia Design program, including a technical skills exam and presenting a portfolio to a panel of evaluators. Students receive grades of Satisfactory or Unsatisfactory, and must pass the course to be eligible for cooperative education assignments. Those who do not pass may make one additional attempt.

Prerequisites: Web Multimedia Design Program Chair consent

WEB 220 Animated and Interactive Web Content**3 Credits. 2 Lecture Hours. 3 Lab Hours.**

A course on professional techniques for using Adobe Flash. Topics include: animating, creating and manipulating images; and creating interactive websites and menus.

Prerequisites: WEB 111 (minimum grade C)

WEB 235 Responsive Web Design**3 Credits. 2 Lecture Hours. 3 Lab Hours.**

A course on designing websites using a responsive web design approach to provide optimal viewing experiences across a range of devices including mobile phones, tablets, laptop and desktop computers. Topics include: fluid proportion-based grids, flexible images, and CSS3 media queries.

Prerequisites: WEB 112

WEB 240 Web Development: Advanced Topics**3 Credits. 2 Lecture Hours. 3 Lab Hours.**

A course on current concepts and techniques used in web design. Topics include: content management systems, and mobile applications.

Prerequisites: WEB 112 (minimum grade C)

WEB 285 Web & Multimedia Design Independent Final Project**3 Credits. 2 Lecture Hours. 3 Lab Hours.**

Qualified students work individually or with an approved team from concept to completion on a web and multimedia design project, and present the results to reviewers. Topic and outline must be presented to a jury of instructors, and approved prior to course registration. Students who do not successfully complete the course may make one additional attempt.

Prerequisites: Web Design Program Chair consent, and minimum 3.0 GPA

WEB 290 Web & Multimedia Design Capstone**3 Credits. 2 Lecture Hours. 3 Lab Hours.**

Qualified students work in structured teams to develop web and multimedia deliverables for an external client, and present the results to reviewers.

Activities include audience, client, and market analysis; and all phases of production of materials. Students who do not successfully complete the course may make one additional attempt.

Prerequisites: Web Multimedia Design Program Chair consent, and minimum 2.5 GPA

WEB 291 Full-Time Cooperative Education 1: Web & Multimedia Design**2 Credits. 1 Lecture Hour. 40 Lab Hours.**

Students seeking an associate's degree participate in their first full-time field learning experience related to their degree. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: None

WEB 292 Full-Time Cooperative Education 2: Web & Multimedia Design**2 Credits. 1 Lecture Hour. 40 Lab Hours.**

Students seeking an associate's degree participate in their second full-time field learning experience related to their degree. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: WEB 291

WEB 293 Full-Time Cooperative Education 3: Web & Multimedia Design**2 Credits. 1 Lecture Hour. 40 Lab Hours.**

Students seeking an associate's degree participate in their third full-time field learning experience related to their degree. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: WEB 292

WEB 294 Internship 1: Web Design

2 Credits. 1 Lecture Hour. 40 Lab Hours.

Students seeking an associate's degree participate in their first unpaid field learning experience related to their degree. Students must follow applicable policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: MID 190, WEB 200

WEB 295 Internship 2: Web Design

2 Credits. 1 Lecture Hour. 40 Lab Hours.

Students seeking an associate's degree participate in their second unpaid field learning experience related to their degree. Students must follow applicable policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: WEB 294

WEB 298 Second Year Special Topics in Web & Multimedia Design

1-9 Credits. 0 Lecture Hour. 0 Lab Hour.

A course on selected topics related to Web & Multimedia Design, which gives students opportunities to study information not currently covered in other courses. Grades issued are A, B, C, D, or F.

Prerequisites: Instructor Approval

WEB 299 Second Year Independent Project in Web & Multimedia Design

1-9 Credits. 0 Lecture Hour. 0 Lab Hour.

A project related to Web & Multimedia Design that is completed by one or more students to meet specific educational goals. Projects must have prior approval and supervision by Web & Multimedia Design faculty. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: Instructor Approval