

# Multimedia Information Design

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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 movies, or 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 degree programs in this department include:

- Audio/Video Production
- Graphic Design
- Graphic Imaging 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 on the Clifton Campus. 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 motion design.

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, motion designer, production artist, or web graphics/interface designer.

## Graphic Imaging Technology (GIT)

The Graphic Imaging Technology program prepares students for professional careers in printing, publishing, packaging, and related industries. The core course ensure that graduates have the skills and knowledge required for most entry-level jobs in the field. Students learn the processes for creating art and publishing materials from idea generation to production. Students also gain hands-on experience producing printed materials using the major printing processes, including offset lithography, packaging (flexography), screen printing, and digital printing. Coursework emphasizes individual and team laboratory performance, while stressing the development of creativity and problem-solving skills. Graduates earn an Associate of Applied Science degree.

## Web and Multimedia Design (WEBM)

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.

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

For more information, please contact the Center for Innovative Technologies at (513) 569-1743.

## Audio/Video Production (AVP)

Semester 1		Lec	Lab	Credits
ENG 101	English Composition 1 ( <b>G</b> )	3	0	3
MID 110	Digital Media Concepts ( <b>B</b> )	2	2	3
MAT 120	Technical Mathematics ( <b>G</b> )	2	2	3
FYE 1XX First Year Experience Elective ( <b>B</b> )		1	0	1
AVP 100	Introduction to Audio/ Video Production ( <b>B</b> )	4	1	4
ART 125	Design Principles ( <b>G</b> )	2	3	3
Semester 2				
AVP 110	Videography:Single Camera Production & Lighting ( <b>T</b> )	2	3	3
GRD 110	Beginning 2D Graphics ( <b>T</b> )	2	3	3
ENG 10X English Composition Elective ( <b>G</b> )		3	0	3
AVP 130	Audio: Editing & Mixing ( <b>T</b> )	2	3	3
COMM 110	Public Speaking ( <b>B</b> )	3	0	3
Semester 3				
TC XXX Technical Communication Elective ( <b>T</b> )		2	3	3
MID 190	Career Preparation: Multimedia Information Design ( <b>B</b> )	2	0	2
MKT 115	Marketing Research for Multimedia Professionals ( <b>B</b> )	3	0	3
GRD 210	Applied 2D Graphics: Audio/ Video Production ( <b>T</b> )	2	3	3
AVP 120	Digital Video Editing ( <b>T</b> )	2	3	3
Semester 4				
AVP 230	Audio: Production/Sound Design ( <b>T</b> )	2	3	3
AVP 220	Video Editing and Compositing ( <b>T</b> )	2	3	3
AVP 210	Videography- Multi Camera Production and Lighting ( <b>T</b> )	2	3	3
AVP 240	Motion Graphics/ Compositing: After- Effects ( <b>T</b> )	2	3	3
Semester 5				
AVP XXX Co-op/Internship Elective ( <b>T</b> )		1	40	1
Semester 6				
XXX XXX AVP Elective 1 ( <b>T</b> )		1	2	2
XXX XXX AVP Elective 2 ( <b>T</b> )		1	20	1
XXX XXX Social/Behavioral Science Elective ( <b>G</b> )		3	0	3
Total Credits:		51	100	65

## Electives

### First Year Experience Elective

FYE 100	College Survival Skills	1
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FYE 105	College Success Strategies	2
FYE 110	Community College Experience	3
<b>English Composition Elective</b>		
ENG 102	English Composition 2: Contemporary Issues	3
ENG 103	English Composition 2: Writing about Literature	3
ENG 104	English Composition 2: Technical Communication	3
ENG 105	English Composition 2: Business Communication	3
<b>Technical Communication Elective</b>		
TC 205	Scriptwriting: Short Forms	3
TC 210	Scriptwriting: Long	3
<b>AVP Electives</b>		
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	Multit Track 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
<b>Social/Behavioral Science Elective</b>		
Any CRJ, ECO, GEO, HST, LBR, POL, PSY, SOC		3
<b>Co-op/Internship Elective</b>		
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)

<b>Semester 1</b>		<b>Lec</b>	<b>Lab</b>	<b>Credits</b>
ENG 101	English Composition 1 ( <b>G</b> )	3	0	3
MID 120	Drawing Fundamentals for Multimedia Information Design ( <b>B</b> )	2	3	3
FYE 1XX First Year Experience Elective ( <b>B</b> )		1	0	1
ART 125	Design Principles ( <b>B</b> )	2	3	3
MID 110	Digital Media Concepts ( <b>B</b> )	2	2	3
<b>Semester 2</b>				
GRD 110	Beginning 2D Graphics ( <b>B</b> )	2	3	3
MAT 120	Technical Mathematics ( <b>G</b> )	2	2	3
WEB 111	Web Development 1 ( <b>B</b> )	2	3	3
ART 120	Design History ( <b>G</b> )	3	0	3
<b>Semester 3</b>				
GRD 150	Design Concepts: Typography ( <b>T</b> )	2	3	3
GRD 200	Graphic Design Portfolio Review ( <b>T</b> )	1	0	1

GRD 215	Applied 2D Graphics: GRD ( T)	2	3	3
MID 190	Career Preparation: Multimedia Information Design ( B)	2	0	2
MKT 115	Marketing Research for Multimedia Professionals ( T)	3	0	3
<b>Semester 4</b>				
GRD 230	Brand Identity Development ( T)	2	3	3
XXX XXX Interactive Media Elective ( T)		2	3	3
ENG 10X English Composition Elective ( G)		3	0	3
XXX XXX Animation Elective ( T)		2	3	3
XXX XXX Social/Behavioral Science Elective ( G)		3	0	3
<b>Semester 5</b>				
GIT 255	Graphic Imaging Production Processes ( T)	2	3	3
GRD 240	Packaging Design ( T)	2	3	3
GRD 290	Graphic Design Capstone ( T)	2	3	3
<b>Semester 6</b>				
GRD 294	Internship 1: Graphic Design ( T)	1	40	2
Total Credits:		48	80	63

## Electives

### First Year Experience Elective

FYE 100	College Survival Skills	1
FYE 105	College Success Strategies	2
FYE 110	Community College Experience	3

### English Composition Elective

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

### Interactive Media Elective

GRD 250	User Interface Design and Implementation	3
WEB 112	Web Development 2	3

### Animation Elective

AVP 240	Motion Graphics/ Compositing: After- Effects	3
GRD 260	3D Visualization	5

### Social/Behavioral Science Elective

Any CRJ, ECO, GEO, HST, LBR, POL, PSY, SOC		3
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## Graphic Imaging Technology (GIT)

Semester 1		Lec	Lab	Credits
FYE 1XX First Year Experience Elective ( B)		1	0	1
GIT 100	Introduction to Graphic Imaging Technology ( B)	2	2	3

ENG 101	English Composition 1 ( <b>G</b> )	3	0	3
MKT 115	Marketing Research for Multimedia Professionals ( <b>B</b> )	3	0	3
ART 125	Design Principles ( <b>G</b> )	2	3	3
MID 110	Digital Media Concepts ( <b>B</b> )	2	2	3
<b>Semester 2</b>				
MID 190	Career Preparation: Multimedia Information Design ( <b>B</b> )	2	0	2
GRD 110	Beginning 2D Graphics ( <b>T</b> )	2	3	3
GIT 105	Ink and Substrates ( <b>T</b> )	3	0	3
ENG 10X English Composition Elective ( <b>G</b> )		3	0	3
GIT 120	Digital Photography and Imaging ( <b>B</b> )	1	4	3
<b>Semester 3</b>				
GIT 115	Adobe InDesign ( <b>T</b> )	2	3	3
MAT 120	Technical Mathematics ( <b>G</b> )	2	2	3
GIT 291	Full-Time Cooperative Education 1: Graphic Imaging Technology ( <b>T</b> )	1	40	2
<b>Semester 4</b>				
GIT 200	Digital Imaging and Publishing ( <b>T</b> )	1	6	3
GIT 240	Flexographic Printing Methods ( <b>T</b> )	1	6	3
GIT 220	Screen Printing ( <b>T</b> )	1	6	3
<b>Semester 5</b>				
GIT 215	Applied 2D Graphics: Graphic Imaging Technology ( <b>T</b> )	2	3	3
GIT 230	Print Media Workflow ( <b>T</b> )	3	0	3
GIT 250	Offset Printing Methods ( <b>T</b> )	1	6	3
GIT 290	Graphic Imaging Technology Capstone ( <b>T</b> )	2	3	3
<b>Semester 6</b>				
GIT 292	Full-Time Cooperative Education 2: Graphic Imaging Technology ( <b>T</b> )	1	40	2
XXX XXX Social/Behavioral Science Elective ( <b>G</b> )		3	0	3
Total Credits:		44	129	64

## Electives

### First Year Experience Elective

FYE 100	College Survival Skills	1
FYE 105	College Success Strategies	2
FYE 110	Community College Experience	3

### English Composition Elective

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

### Social/Behavioral Science Elective

Any CRJ, SOC, PSY, ECO, HST, GEO, LBR, POL	3
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## Web and Multimedia Design (WEBM)

		Lec	Lab	Credits
<b>Semester 1</b>				
ENG 101	English Composition 1 ( <b>G</b> )	3	0	3
WEB 111	Web Development 1 ( <b>B</b> )	2	3	3
FYE 1XX First Year Experience Elective ( <b>B</b> )		1	0	1
MID 110	Digital Media Concepts ( <b>B</b> )	2	2	3
MKT 115	Marketing Research for Multimedia Professionals ( <b>B</b> )	3	0	3
<b>Semester 2</b>				
GRD 110	Beginning 2D Graphics ( <b>T</b> )	2	3	3
ART 125	Design Principles ( <b>G</b> )	2	3	3
WEB 112	Web Development 2 ( <b>T</b> )	2	3	3
ENG 10X English Composition Elective ( <b>G</b> )		3	0	3
<b>Semester 3</b>				
GRD 220	Applied 2D Graphics: Web Design ( <b>T</b> )	2	3	3
WEB 130	Web Programming: JavaScript ( <b>T</b> )	2	3	3
COMM 110	Public Speaking ( <b>B</b> )	3	0	3
WEB 220	Animated and Interactive Web Content ( <b>T</b> )	2	3	3
<b>Semester 4</b>				
MID 190	Career Preparation: Multimedia Information Design ( <b>B</b> )	2	0	2
TC 235	User Experience Design and Usability Assessment ( <b>T</b> )	2	3	3
WEB 200	Web Design Portfolio Review ( <b>T</b> )	2	3	3
AVP 240	Motion Graphics/ Compositing: After- Effects ( <b>T</b> )	2	3	3
MAT 120	Technical Mathematics ( <b>G</b> )	2	2	3
<b>Semester 5</b>				
WEB 291	Full-Time Cooperative Education 1: Web & Multimedia Design ( <b>T</b> )	1	40	2
<b>Semester 6</b>				
WEB 240	Web Development: Advanced Topics ( <b>T</b> )	2	3	3
XXX XXX Social/Behavioral Science Elective ( <b>G</b> )		3	0	3
XXX XXX Technical Elective 1 ( <b>T</b> )		2	2	3
XXX XXX Technical Elective 2 ( <b>T</b> )		2	2	3
Total Credits:		49	81	65

## Electives

### First Year Experience Elective

FYE 100	College Survival Skills	1
FYE 105	College Success Strategies	2

FYE 110	Community College Experience	3
<b>English Composition Elective</b>		
ENG 102	English Composition 2: Contemporary Issues	3
ENG 103	English Composition 2: Writing about Literature	3
ENG 104	English Composition 2: Technical Communication	3
ENG 105	English Composition 2: Business Communication	3
<b>Social/Behavioral Science Elective</b>		
Any CRJ, ECO, GEO, HST, LBR, POL, PSY, SOC		3
<b>Technical Electives</b>		
Any AVP, GRD, MID, TC, WEB		6
IT 111	Database Design and SQL 1	4
IT 112	Database Design and SQL 2	3
IT 140	PHP and MySQL	4
SET 110	HTML for Programmers	3

## Faculty

### Program Chairs/Advisors

AVP Program Chair: Professor David Killen, BA  
david.killen@cincinnatiastate.edu

AVP Program Advisor: Christian Appleby, BA  
Christian.appleby@cincinnatiastate.edu

GIT Program Chair: Professor Kathleen Freed, BA  
kathleen.freed@cincinnatiastate.edu

GRD Program Chair: Professor Jason Caudill, MS  
jason.caudill@cincinnatiastate.edu

WEBM Program Chair: Professor David Hctor, BA  
david.hctor@cincinnatiastate.edu

### Co-op Coordinator (All programs)

Professor Andrea Feld, BA  
andrea.feld@cincinnatiastate.edu

## 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 092, 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 and MID 110 and ART 125 (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 and MID 110 and ART 125 (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

Instructor Consent Required

**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

Instructor Consent Required

**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 using Adobe InDesign software to create and publish documents for print, web, or mobile devices. Topics include: master pages, styles, images, print production, optimized PDF files, and variable data.

Prerequisites: None

**GIT 120 Digital Photography and Imaging****3 Credits. 2 Lecture Hours. 3 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: digital print processes and equipment, variable data fundamentals, database applications, and emerging technologies. Students must attend tours of companies using current printing and publishing technologies.

Prerequisites: GIT 100 and GRD 110

**GIT 215 Applied 2D Graphics: Graphic Imaging Technology****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 and 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: file preparation, frames, mesh, emulsions, inks and additives, and printing on varied substrates and odd-shaped objects.

Prerequisites: GIT 100 and 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 and 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 and 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 and GRD 230

**GIT 290 Graphic Imaging Technology Capstone****3 Credits. 2 Lecture Hours. 3 Lab Hours.**

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

Instructor Consent Required

**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 and ART 125 (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 REQ C (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

Instructor Consent Required

**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 250 User Interface Design and Implementation****3 Credits. 2 Lecture Hours. 3 Lab Hours.**

A course on designing and implementing the interface for web and mobile products, using Adobe Muse and WordPress software.

Prerequisites: GRD 110 and WEB 111

**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

Instructor Consent Required

**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

Instructor Consent Required



**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

## 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 Fundamentals for Multimedia Information Design****3 Credits. 2 Lecture Hours. 3 Lab Hours.**

A course on fundamental drawing techniques used in multimedia fields. Topics include: sketching, 3-D drawing, conceptual drawing, and architectural drawing.

Prerequisites: None

**MID 125 Storyboarding****2 Credits. 1 Lecture Hour. 2 Lab Hours.**

A course on fundamentals of storyboarding for video, animation, multimedia, and web. Topics include: traditional drawing and digital illustration, image acquisition and composition, shot framing and description, and industry standards for labeling.

Prerequisites: None

**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 and ART 125, 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: None

### **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

Instructor Consent Required

**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

Instructor Consent Required

**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