

Program Requirements:

"Program Requirements" specify the courses required for this program. See suggested course sequence for additional information.

A major of 36 units is required for this Certificate of Achievement

Required core courses (27 units)

COURSE	TITLE	UNITS
<input type="checkbox"/> ART 108	Design 1 on the Computer	3
or		
<input type="checkbox"/> GRPH 108	Design 1 on the Computer	3
or		
<input type="checkbox"/> ART 110	Design 1	3
<input type="checkbox"/> GRPH 110	Introduction to Graphic Design	3
<input type="checkbox"/> GRPH 111	Digital Imagery Lab	1
<input type="checkbox"/> GRPH 112	Digital Imagery	3
<input type="checkbox"/> GRPH 113	Digital Illustration	3
<input type="checkbox"/> GRPH 114	Digital Illustration Lab	1
<input type="checkbox"/> MMAC 101	Introduction to Multimedia	2
<input type="checkbox"/> MMAC 102	Introduction to Multimedia Lab	1
<input type="checkbox"/> GRPH 115	Digital Design and Publishing	3
<input type="checkbox"/> GRPH 116	Web Portfolio & Social Media	3
<input type="checkbox"/> GRPH 117	Typography	3
<input type="checkbox"/> GRPH 125	Digital Design & Publishing Lab	1

Plus a minimum of 9 units selected from any of the Areas of Concentration listed below:

Option A - General Concentration

COURSE	TITLE	UNITS
<input type="checkbox"/> ART 106	Art of the 20th Century	3
<input type="checkbox"/> ART 112	Design Color Theory	3
<input type="checkbox"/> ART 120	Drawing 1	3
<input type="checkbox"/> ART 122	Life Drawing 1	3
<input type="checkbox"/> FILM 101	Film as Art and Communication	3
<input type="checkbox"/> FILM 126	Introduction to Motion Graphics	3
or		
<input type="checkbox"/> MMAC 126	Introduction to Motion Graphics	3
<input type="checkbox"/> GRPH 118	User Interface Design	3
<input type="checkbox"/> GRPH 120	Advanced Design for Publishing	3
<input type="checkbox"/> GRPH 121	Advanced Design for Publishing Lab	1
<input type="checkbox"/> GRPH 127	History of Graphic Design	3

<input type="checkbox"/> GRPH 129	Digital Tools for Visual Media	3
or		
<input type="checkbox"/> MMAC 129	Digital Tools for Visual Media	3
<input type="checkbox"/> GRPH 130	3D Modeling For Production	3
<input type="checkbox"/> GRPH 189	Independent Projects in Graphics	1 - 3.0 units
<input type="checkbox"/> MMAC 114	Game and App Design	3

Option B - Illustration Concentration

COURSE	TITLE	UNITS
<input type="checkbox"/> ART 107	Introduction to Digital Art	3
<input type="checkbox"/> ART 120	Drawing 1	3
<input type="checkbox"/> ART 121	Drawing 2	3
<input type="checkbox"/> ART 122	Life Drawing 1	3
<input type="checkbox"/> GRPH 129	Digital Tools for Visual Media	3
or		
<input type="checkbox"/> MMAC 129	Digital Tools for Visual Media	3

Option C - Design for Publishing

COURSE	TITLE	UNITS
<input type="checkbox"/> GRPH 120	Advanced Design for Publishing	3
<input type="checkbox"/> GRPH 121	Advanced Design for Publishing Lab	1
<input type="checkbox"/> GRPH 127	History of Graphic Design	3
<input type="checkbox"/> GRPH 189	Independent Projects in Graphics	1 - 3.0 units
<input type="checkbox"/> PHTO 170	Digital Photography	3
<input type="checkbox"/> CWE 149	Cooperative Work Experience OCCUPATIONAL	1 - 8.0 units

Option D - Media Concentration

COURSE	TITLE	UNITS
<input type="checkbox"/> FILM 126	Introduction to Motion Graphics	3
or		
<input type="checkbox"/> MMAC 126	Introduction to Motion Graphics	3
<input type="checkbox"/> GRPH 118	User Interface Design	3
<input type="checkbox"/> GRPH 129	Digital Tools for Visual Media	3
or		
<input type="checkbox"/> MMAC 129	Digital Tools for Visual Media	3
<input type="checkbox"/> GRPH 130	3D Modeling For Production	3
<input type="checkbox"/> PHTO 170	Digital Photography	3

Suggested Course Sequence

The "Suggested Course Sequence" is an example of how to complete the requirements plus any additional general education that may be needed. If you would like to create a personalized Student Education Plan (SEP), schedule a meeting with a counselor.

FALL SEMESTER (YEAR 1)		
Course	Title	Units
<input type="checkbox"/> ART 108	Design 1 on the Computer OR	3
<input type="checkbox"/> GRPH 108	Design 1 on the Computer OR	3
<input type="checkbox"/> ART 110	Design 1	3
<input type="checkbox"/> GRPH 111	Digital Imagery Lab	1
<input type="checkbox"/> GRPH 112	Digital Imagery	3
Total Units		7

Tasks:

- Complete Career Exploration
- Meet with Counselor (SEP)
- Visit library & tutoring
- Review Financial Aid Req.
- Apply AHC Scholarship

SPRING SEMESTER (YEAR 1)		
Course	Title	Units
<input type="checkbox"/> GRPH 110	Introduction to Graphic Design	3
<input type="checkbox"/> GRPH 113	Digital Illustration	3
<input type="checkbox"/> GRPH 114	Digital Illustration Lab	1
<input type="checkbox"/> ELECTIVE	MAJOR ELECTIVE	3
Total Units		10

Tasks:

- Set up Jobspeaker
- Attend Career Exploration Day
- Complete the FAFSA or Dream Act by March 2
- Apply AHC Scholarship

FALL SEMESTER (YEAR 2)		
Course	Title	Units
<input type="checkbox"/> GRPH 117	Typography	3
<input type="checkbox"/> MMAC 101	Introduction to Multimedia	2
<input type="checkbox"/> MMAC 102	Introduction to Multimedia Lab	1
<input type="checkbox"/> ELECTIVE	MAJOR ELECTIVE	3
Total Units		9

Tasks:

- Meet with a Counselor
- Develop Resume at Career Center
- Review Financial Aid Requirements
- Apply for AHC Scholarship

SPRING SEMESTER (YEAR 2)		
Course	Title	Units
<input type="checkbox"/> GRPH 115	Digital Design and Publishing	3
<input type="checkbox"/> GRPH 116	Web Portfolio & Social Media	3
<input type="checkbox"/> GRPH 125	Digital Design & Publishing Lab	1
<input type="checkbox"/> ELECTIVE	MAJOR ELECTIVE	3
Total Units		10

Tasks:

- Apply for Certificate with Counseling
- Utilize Job Search Resources
- Complete FAFSA or Dream Act by March 2
- Attend Job Fair/Career Exploration Day