

GRAPHIC DESIGN (GRPH)

GRPH 111 - Graphic Design I (3)

Prerequisite: ENGL 70 or (ESOL 70 and ESOL 71) OR Prerequisites or Co-requisites: ENGL 75 or ESOL 100
(formerly CMM 111)

Provides students with fundamental knowledge and practical skills in graphic design. Emphasizes both theoretical understanding and practical application through hands-on projects and exercises. Students will have an opportunity to learn about the graphic design industry, essential design elements and principles, creative process, and industry-standard software to solve basic graphic design problems.

GRPH 112 - Graphic Design II (3)

Prerequisite: GRPH 111
(formerly CMM 112)

Develops intermediate concepts, techniques, and skills in Graphic Design. Focuses on design history, design thinking, and layout essentials. Through practical activities and projects, students will further develop their technical and design skills, use critical thinking to formulate effective design solutions, and prepare to solve design problems in professional settings.

GRPH 113 - Typography (3)

Prerequisite: GRPH 111

Introduces students to the basic principles and practices of typography, focusing on the history and foundation of letterforms, type anatomy, type classification, and the principles of hierarchy and readability. Through hands-on exercises and projects, students explore techniques and concepts of typography in visual communication and create typographic compositions for various media including print and digital platforms.

GRPH 114 - Web Design Foundations (3)

Prerequisite: ENGL 70 or (ESOL 70 and ESOL 71) OR Prerequisites or Co-requisites: ENGL 75 or ESOL 100

Provides a comprehensive introduction to the essentials of web design taught from a design perspective. Topics include fundamental concepts and principles of web design, HTML and CSS basics, responsive design principles, web design workflow, and web graphics. Through practical projects and activities, students will gain hands-on experience and learn to create simple and functional websites.

GRPH 212 - Graphic Design III (3)

Prerequisite: GRPH 112
(formerly CMM 212)

Explores the intersection of graphic design and communication, focusing on creating cohesive visual identities and materials that support brand communication strategies. Students will learn to develop comprehensive design solutions for various designs, including brand identity, brochures, advertisements, packages, promotional materials, etc. both in print and digital formats. Through practical projects and critiques, students will develop their conceptual, aesthetic, and technical skills to create effective visual communication.

This course is only offered in the Spring.

GRPH 213 - Introduction to UX/UI Design (3)

Prerequisite: GRPH 114

Introduces students to the essential principles and practices of User Experience (UX) and User Interface (UI) design. Students will explore the key concepts of creating intuitive and engaging digital experiences, focusing on user-centered design methodologies, usability principles, design process, and interface aesthetics. Through hands-on projects and real-world examples, students will develop skills in sketching, wireframing, prototyping, and user testing, using industry-standard tools.
This course is only offered in the Spring.

GRPH 215 - Professional and Transfer Portfolio (1)

Prerequisite: GRPH 112 or GRPH 212
(formerly CMM 115)

Designed for communications graphics students who are ready to transfer to a Bachelor's program, or are applying for an internship, or are seeking a job. Students will revise existing portfolios and design self-promotion materials including an effective resume and cover letter for the computer graphics profession.