

# GRAPHIC AND INTERACTIVE DESIGN

## Program Description

Become an agent for change in the world of design. As a student in the Graphic and Interactive Design program, you'll be immersed in courses that prepare you for employability in the ever evolving and innovative careers of graphic design, UI/UX design, web design, game design, and illustration. Students are taught and mentored by faculty members with years of professional graphic design experience while using the latest technologies and software to create a well-rounded portfolio that includes branding, web development, motion design, game design, visual storytelling, and print. You'll also receive a balance of instruction that includes visual arts, general education, and elective courses that are designed to produce a well-rounded, highly trained graduate who thinks critically about visual problem solving and communication.

Learn more about the program on the [Graphic and Interactive Design website](#).

## Program Learning Outcomes

- Students will understand the design process from sketching to final product.
- Students will be able to create unique graphic designs that communicate ideas to others.

## Career Opportunities

Career opportunities include the following: graphic design, UI/UX design, web design, game design, advertising, marketing, publishing, illustration, T-shirt and garment printing, and digital art.

## Award Type(s)

- AA = Associate in Arts Degree
- CA = Certificate of Achievement
- SC = Skills Certificate [Non-Transcriptable]

## Units Required

- Major: 54
- Certificate(s): 12-54

## Additional Information

**Note:** Please see the [Graphic and Interactive Design program website](#) for recommended course sequence to assist with student success.

## Associate Degree Requirements

Code	Title	Units
<b>English Proficiency</b>		
Select one of the following:		
ENGL 1A	COMPOSITION & READING	5
ENGL 1AH	HONORS COMPOSITION & READING	5
ESLL 26	ADVANCED COMPOSITION & READING	5
or equivalent		
<b>Ethnic Studies</b>		

Any course in the ETHN (Ethnic Studies) subject code, currently approved for Area F of CSU GE and Area 7 of IGETC

### Mathematics Proficiency

College-level math course at or above the level of Intermediate Algebra

A minimum of 90 units is required<sup>1</sup> to include:

- Completion of one of the following general education patterns: Foothill General Education, CSU General Education Breadth Requirements or the Intersegmental General Education Transfer Curriculum (IGETC)
- Core courses (34 units)
- Support courses (20 units)

<sup>1</sup> Additional elective course work may be necessary to meet the 90-unit minimum requirement for the associate degree.

**Note:** All courses pertaining to the major must be taken for a letter grade. In addition, a grade of "C" or better is required for all core and support courses used for the degree or certificates.

## Core and Support Courses

Code	Title	Units
<b>Core Courses</b>		
GID 1	HISTORY OF GRAPHIC DESIGN	4
GID 31	GRAPHIC DESIGN DRAWING	4
GID 33	GRAPHIC DESIGN STUDIO I	4
GID 34	GRAPHIC DESIGN STUDIO II	4
GID 36	TYPOGRAPHY	4
GID 55	USER EXPERIENCE (UI/UX) DESIGN	4
GID 56	WEBSITE DESIGN	4
GID 57	WEBSITE DESIGN & DEVELOPMENT II	4
GID 60	CAREERS IN THE VISUAL ARTS	2
<b>Support Courses</b>		
Select 20 units from the following:		20
GID 61	PORTFOLIO	
<i>Animation in Graphic and Interactive Design</i>		
GID 44A	FUNDAMENTALS OF 3-D ANIMATION	
GID 47	MOTION GRAPHICS	
GID 71	STORYBOARDING	
<i>Art in Graphic and Interactive Design</i>		
ART 4A	FUNDAMENTALS IN DRAWING	
ART 5A	2-D FOUNDATIONS	
ART 15A	DIGITAL PAINTING I	
ART 15B	DIGITAL PAINTING II	
ART 20	COLOR THEORY	
<i>Game Design in Graphic and Interactive Design</i>		
GID 49	GAME ART & DESIGN	
GID 67	MOBILE GAME DESIGN	
GID 68A	INTRODUCTION TO VIRTUAL REALITY DESIGN	
GID 68B	VIRTUAL REALITY GAME DESIGN	
<i>Graphic Design in Graphic and Interactive Design</i>		
GID 1A	DESIGN THINKING	
GID 35	GRAPHIC DESIGN STUDIO III	

*Screen Printing in Graphic and Interactive Design*

GID 46	SCREENPRINTING
GID 53A	BEGINNING T-SHIRT DESIGN & GARMENT PRINTING
GID 53B	INTERMEDIATE T-SHIRT DESIGN & GARMENT PRINTING
GID 53C	ADVANCED T-SHIRT DESIGN & GARMENT PRINTING

*Web Development in Graphic and Interactive Design*

GID 58	WEBSITE DESIGN & DEVELOPMENT III
GID 77	ADVANCED WEBSITE DESIGN & DEVELOPMENT
GID 78	RAPID WEBSITE DEVELOPMENT

*Visual Storytelling in Graphic and Interactive Design*

ART 15D	DIGITAL ILLUSTRATION FOR FILM & ANIMATION
GID 37	CARTOON & COMIC ILLUSTRATION I
GID 41	DIGITAL ART & GRAPHICS
GID 43	ILLUSTRATION & DIGITAL IMAGING
PHOT 5	INTRODUCTION TO PHOTOGRAPHY

**Total Units** **54**

## Certificate Requirements

### Certificate of Achievement in Graphic and Interactive Design

• Units: 54

The certificate of achievement is awarded upon completion of the core and support courses. General education courses are not required.

### Certificate of Achievement in Web Design

• Units: 16

Code	Title	Units
GID 55	USER EXPERIENCE (UI/UX) DESIGN	4
GID 56	WEBSITE DESIGN	4
GID 57	WEBSITE DESIGN & DEVELOPMENT II	4
GID 58	WEBSITE DESIGN & DEVELOPMENT III	4

**Total Units** **16**

### Certificate of Achievement in Game Design

• Units: 14

Code	Title	Units
GID 49	GAME ART & DESIGN	4
GID 60	CAREERS IN THE VISUAL ARTS	2
GID 67	MOBILE GAME DESIGN	4
GID 68B	VIRTUAL REALITY GAME DESIGN	4

**Total Units** **14**

### Certificate of Achievement in Graphic Design

• Units: 14

Code	Title	Units
GID 33	GRAPHIC DESIGN STUDIO I	4
GID 34	GRAPHIC DESIGN STUDIO II	4
GID 35	GRAPHIC DESIGN STUDIO III	4

GID 60	CAREERS IN THE VISUAL ARTS	2
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**Total Units** **14**

### Certificate of Achievement in Illustration

• Units: 14

Code	Title	Units
GID 31	GRAPHIC DESIGN DRAWING	4
GID 37	CARTOON & COMIC ILLUSTRATION I	4
GID 43	ILLUSTRATION & DIGITAL IMAGING	4
GID 60	CAREERS IN THE VISUAL ARTS	2

**Total Units** **14**

### Garment Printing Skills Certificate

• Units: 12 [Non-Transcriptable]

Code	Title	Units
GID 53A	BEGINNING T-SHIRT DESIGN & GARMENT PRINTING	4
GID 53B	INTERMEDIATE T-SHIRT DESIGN & GARMENT PRINTING	4
GID 53C	ADVANCED T-SHIRT DESIGN & GARMENT PRINTING	4

**Total Units** **12**