GRAPHIC DESIGN (AA)

Overview

Degree: Associate of Arts
Major: Graphic Design
Program Code: 2226

The AA in Graphic Design emphasizes current industry standards, combining foundational skills with digital media to prepare students for the dynamic world of design. This two-year program introduces a range of essential design areas, including UX/UI, web design, layout design, composition, typography, screen printing, drawing, graphic design history, and contemporary production technology. By integrating conceptual and practical skills, the program ensures that graduates are ready for entry-level roles or further study in the design field.

Admission to the program requires a successful portfolio review. The program provides access to two state-of-the-art design labs equipped with Apple computers and the latest design software, giving students hands-on experience with industry-standard tools.

Students are encouraged to consult with advisors and follow the recommended course sequencing to complete the degree in two years. Graduates of the program are well-prepared for a variety of entry-level positions in design, including roles as in-house designers, agency assistants, independent contractors, and other roles in fields such as advertising, web design, package design, illustration, and marketing.

Important Program Information:

- Apple-Based Technology: In alignment with industry standards, Apple computers are exclusively used in computer-based ARTG courses. Students are encouraged to consider purchasing an Apple computer and relevant design software for personal use.

Program Admission Requirements:

- Completion of ARTE 101 Two-Dimensional Design or ARTE 103 Digital Art and Design, ARTE 102 Three-Dimensional Design, ARTG 112 Graphic Design I, and ARTG 221 Graphic Design II with a grade of B or higher.
- Successful completion of a design portfolio review that meets the program's established criteria.
- Grade of B or higher in all major coursework.
- Completion of the Graphic Design Admission Application Form.
- Transfer students must complete the portfolio review to be formally accepted into the program.

All CMU/CMU Tech associate graduates are expected to demonstrate proficiency in specialized knowledge/applied learning, quantitative fluency, communication fluency, critical thinking, personal and social responsibility, and information literacy. In addition to these campus#wide student learning outcomes, graduates of this major will be able to:

1. Interpret and apply formal elements and principles of design. (Specialized Knowledge)
2. Demonstrate proper use of tools, materials, techniques, and proper use and care for equipment through quality craftsmanship. (Specialized Knowledge and Quantitative Literacy)
3. Generate individual response through concept and relevant sources of information to create personal content. (Communication Fluency and Information Literacy)
4. Communicate clearly regarding the critical analysis of art and design both historical and contemporary. (Critical Thinking/ Communication Fluency)
5. Reflect on and respond to ethical, social, civil, and/or environmental challenges as they relate to art, design, and new media. (Personal and SocialResponsibility)
6. Determine the best medium, methods and artistic strategies for evaluating information critically and developing a message by finding relevant sources of information, and applying the information effectively to visual culture. (Information Literacy)

Requirements

Each section below contains details about the requirements for this program. Select a header to expand the information/requirements for that particular section of the program's requirements.

To print or save an overview of this program's information, including the program description, learning outcomes, requirements, suggested course sequencing (if applicable), and advising and graduation information, scroll to the bottom of the left-hand navigation menu and select "Print Options." This will give you the options to either "Send Page to Printer" or "Download PDF of This Page." The "Download PDF of This Page" option prepares a much more concise presentation of all program information. The PDF is also printable and may be preferable due to its brevity.

Institutional Degree Requirements

The following institutional degree requirements apply to all CMU or CMU Tech Associate of Arts (AA) degrees. Specific programs may have different requirements that must be met in addition to institutional requirements.

- 60 semester hours total.
- Students must complete a minimum of 15 of the final 30 semester hours of credit at CMU/CMU Tech.
- 2.00 cumulative GPA or higher in all CMU/CMU Tech coursework.
- A grade of "C" or higher must be earned in all Essential Learning courses in order to be accepted for transfer under the Colorado Core Transfer Consortium General Education curriculum or gtPathways, Colorado's guaranteed transfer program.
- A course may only be used to fulfill one requirement for each degree/ certificate.
- No more than six semester hours of independent study courses can be used toward the degree.
- Non-traditional credit, such as advanced placement, credit by examination, credit for prior learning, cooperative education and internships, cannot exceed 15 semester credit hours for an AA degree. A maximum of 6 of the 15 credits may be for cooperative education, internships, and practica.
- Pre-collegiate courses (usually numbered below 100) cannot be used for graduation.
- Capstone exit assessment/projects (e.g., Major Field Achievement Test) requirements are identified under Program-Specific Degree Requirements.
- The Catalog Year determines which program sheet and degree requirements a student must fulfill in order to graduate. Visit with your advisor or academic department to determine which catalog year and program requirements you should follow.

- See "Requirements for Undergraduate Degrees and Certificates" in the catalog for a complete list of graduation requirements.

Specific to this program:

- Apple-Based Technology: In alignment with industry standards, Apple computers are exclusively used in computer-based ARTG courses. Students are encouraged to consider purchasing an Apple computer and relevant design software for personal use.
- Admission to the program requires the following:
  - Completion of ARTE 101 Two-Dimensional Design or ARTE 103 Digital Art and Design, ARTE 102 Three-Dimensional Design, ARTG 112 Graphic Design I, and ARTG 221 Graphic Design II with a grade of B or higher.
  - Successful completion of a design portfolio review that meets the program's established criteria.
  - Grade of B or higher in all major coursework.
  - Completion of the Graphic Design Admission Application Form.
  - Transfer students must complete the portfolio review to be formally accepted into the program.

Essential Learning Requirements

(31 semester hours)
See the current catalog for a list of courses that fulfill the requirements below. If a course is an Essential Learning option and a requirement for your major, you must use it to fulfill the major requirement and make a different selection for the Essential Learning requirement.

Code	Title	Semester Credit Hours
English [1]		
ENGL 111	English Composition I-GTCO1	3
ENGL 112	English Composition II-GTCO2	3
Mathematics [1]		
MATH 110	Mathematical Investigations-GTMA1	3
History		
Select one History course		3
Humanities		
Select one Humanities course		3
Social and Behavioral Sciences		
Select one Social and Behavioral Sciences course		3
Select one Social and Behavioral Sciences course		3
Fine Arts		
Select one Fine Arts course		3
Natural Sciences [3]		
Select one Natural Science course		3
Select one Natural Science course with a lab		4
Total Semester Credit Hours		**31**

[1] Must receive a grade of "C" or better.
[2] One course must include a lab.

Other Lower Division Requirements

Code	Title	Semester Credit Hours
Wellness Requirements		
KINE 100	Health and Wellness	1
Select one Activity course		1
Total Semester Credit Hours		**2**

Program Specific Degree Requirements

(27 semester hours. To continue in the program and eventually graduate, a student must earn, within no more than three attempts, at least a grade of "B" in the major requirements.)

Code	Title	Semester Credit Hours
ARTE 102	Three-Dimensional Design-GTAH1	3
ARTE 103 or ARTE 101	Digital Art and Design-GTAH1 Two-Dimensional Design-GTAH1	3
ARTG 112	Graphic Design I	3
ARTG 120	UX Design I	3
ARTG 221	Graphic Design II	3
ARTG 222	Illustration Principles	3
ARTG 226	Motion Graphics	3
ARTG 290	UX Design II	3
ARTG 292	Letterforms and Typography	3
Total Semester Credit Hours		**27**

Suggested Course Plan

First Year

Fall Semester

Code	Title	Semester Credit Hours
ARTE 103 or ARTE 101	Digital Art and Design-GTAH1 or Two-Dimensional Design-GTAH1	3
ARTG 112	Graphic Design I	3
ENGL 111	English Composition I-GTCO1	3
KINE 100	Health and Wellness	1
MATH 110	Mathematical Investigations-GTMA1	3
Essential Learning - History		3
	Semester Credit Hours	**16**

Spring Semester

Code	Title	Semester Credit Hours
ARTE 102	Three-Dimensional Design-GTAH1	3
ARTG 120	UX Design I	3
ENGL 112	English Composition II-GTCO2	3
Essential Learning - Natural Science with lab		4
KINA Activity Course		1
	Semester Credit Hours	**14**

Second Year

Fall Semester

Code	Title	Semester Credit Hours
ARTG 221	Graphic Design II	3
ARTG 222	Illustration Principles	3
Essential Learning - Humanities		3
Essential Learning - Natural Science without lab		3
Essential Learning - Social and Behavioral Sciences		3
	Semester Credit Hours	**15**

Spring Semester

ARTG 226	Motion Graphics	3
ARTG 290	UX Design II	3
ARTG 292	Letterforms and Typography	3
Essential Learning - Fine Arts		3
Essential Learning - Social and Behavioral Sciences		3
	Semester Credit Hours	**15**
	Total Semester Credit Hours	**60**

Advising and Graduation
Advising Process and DegreeWorks

Documentation on the pages related to this program is intended for informational purposes to help determine what courses and associated requirements are needed to earn a degree. The suggested course sequencing outlines how students could finish degree requirements. Some courses are critical to complete in specific semesters, while others may be moved around. Meeting with an academic advisor is essential in planning courses and altering the suggested course sequencing. It is ultimately the student's responsibility to understand and fulfill the requirements for her/his intended degree(s).

DegreeWorks is an online degree audit tool available in MAVzone. It is the official record used by the Registrar's Office to evaluate progress towards a degree and determine eligibility for graduation. Students are responsible for reviewing their DegreeWorks audit on a regular basis and should discuss questions or concerns with their advisor or academic department head. Discrepancies in requirements should be reported to the Registrar's Office.

Graduation Process

Students must complete the following in the first two months of the semester prior to completing their degree requirements:

- Review their DegreeWorks audit and create a plan that outlines how unmet requirements will be met in the final semester.
- Meet with their advisor and modify their plan as needed. The advisor must approve the final plan.
- Submit the "Intent to Graduate" form to the Registrar's Office to officially declare the intended graduation date and commencement ceremony plans.
- Register for all needed courses and complete all requirements for each degree sought.

Submission deadlines and commencement details can be found on the Graduation web page.

If a student's petition for graduation is denied, it will be their responsibility to apply for graduation in a subsequent semester. A student's "Intent to Graduate" does not automatically move to a later graduation date.