

Program Name:					
	Outcome #1	Outcome #2	Outcome #3	Outcome #4	Outcome #5
Key in learning outcomes in the cells to the right. Course Name/Section Number	Students will have the necessary skills and credits to enter a four-year art program, select graphic design as their major, and commence studies at the sophomore level	Students will have applied software and hardware skills to solve introductory visual design problems	Students will create a portfolio + a web site that demonstrates those skills	Student will be able to write a "design brief" which explains the project, what they were trying to achieve and how they have accomplished this using the	Students will have taken many of the "first year foundation art courses" that a student in a four-year is expected to complete prior to selecting their area of
GDT 116	Digital imaging is one of the skills necessary	Learn to use Photoshop & the scanner for graphic design applications	Projects created for graphic design I may be of quality for their portfolio	Grading requires the student to describe what the visual intent is for some projects	Students may use skills acquired in drawing, 2D, 3D or photography in graphic design projects
GDT 142	Vector based software is one of the skills necessary	Learn to use Illustrator for graphic design applications	Projects created for graphic design I may be of quality for their portfolio	Grading requires the student to describe what the visual intent is for some projects	Students may use skills acquired in drawing, 2D, 3D or photography in graphic design projects
GDT 143	Page layout is one of these skills necessary	Learn to use InDesign for graphic design applications	Projects created for page layout may be of quality for their portfolio	Grading requires the student to describe what the visual intent is for some projects	Students may use skills acquired in drawing, 2D, 3D or photography in graphic design projects
GDT 146	Students will apply the visual elements and principles to design projects	Students will use the software and hardware to design projects	Projects created for graphic design I may be of quality for their portfolio	Grading requires the student to describe what the visual intent is for some projects	Students may use skills acquired in drawing, 2D, 3D or photography in graphic design projects
GDT 215	Students will apply the visual elements and principles to design projects that focus on a knowledge of typesetting and typography	Students will use the software and hardware to design projects that focus on the use of color	Projects created for typography may be of quality for their portfolio	Grading requires the student to describe what the visual intent is for some projects	Students may use skills acquired in drawing, 2D, 3D or photography in graphic design projects
GDT 246	Students will apply the visual elements and principles to design projects on a more advanced level	Students will use the software and hardware to design projects	Projects created for graphic design II may be of quality for their portfolio	Grading requires the student to describe what the visual intent is for some projects	Students may use skills acquired in drawing, 2D, 3D or photography in graphic design projects