MULTIMEDIA GRAPHIC DESIGN (MGD)

MGD 1001 | Introduction to Computer Graphics
Lecture/Lab Credit: 3

Introduces the student to the computer system developed for graphics. The student will learn the hardware and software components for multimedia production. Each student will explore basic computer operations, ergonomics, file management, scanning techniques, archiving capabilities, and utilization of the multimedia department server and internet connection.

MGD 1011 | Adobe Photoshop I
Lecture/Lab Credit: 3

Concentrates on the high-end capabilities of Adobe Photoshop as an illustration, design and photo retouching tool. Students explore a wide range of selection and manipulation techniques that can be applied to photos, graphics and videos. Course competencies and outline follow those set out by the Adobe Certified Associate exam in Visual Communication using Adobe Photoshop.

MGD 1012 | Adobe Illustrator I
Lecture/Lab Credit: 3

Acquaints students with the processes of a vector drawing program on the computer. Students learn how to use the tools to create digital artwork that can be used in web design, print media and digital screen design.

MGD 1013 | Adobe InDesign
Lecture/Lab Credit: 3

Introduces students to InDesign, a page layout program which integrates seamlessly with other Adobe design programs. InDesign delivers creative freedom and productivity to DTP. Class discussions and independent projects supplement hands-on classroom work.

MGD 1014 | Typography I
Lecture/Lab Credit: 3

Introduces the history and concepts of typography as applied to graphic communications. Explores appropriate use of typography in a variety of design applications, emphasizing the basic design principles of typographic compositions and typesetting. Covers type recognition and typographic terms.

MGD 1015 | Typography and Layout
Lecture/Lab Credit: 3

Covers the creation and production of graphic projects, emphasizing the layout creative design process, problem solving, and research. Provides experience producing thumbnails, roughs and digital layouts emphasizing refined creative typography.

Corequisite: MGD 1001 or MGD 1002 or MGD 1012 or MGD 1013

MGD 1041 | Web Design I
Lecture/Lab Credit: 3

Introduces web site planning, design and creation using industry-standards-based web site development tools. Screen-based color theory, web aesthetics, use of graphics editors and intuitive interface design are explored.

MGD 1058 | Introduction to UI/UX
Lecture/Lab Credit: 3

This course emphasizes the creation of solutions for suggested user tasks and the development of design patterns used in contemporary apps and websites.

MGD 1080 | Internship
Internship Credit: 3

Provides students with the opportunity to supplement coursework with practical work experience related to their educational program. Students work under the immediate supervision of experienced personnel at the business location and with the direct guidance of the instructor.

MGD 1094 | Service Learning
Practicum Credit: 3

Allows the student to provide a service to the community utilizing knowledge and skills acquired from a course in which the student is curently enrolled or has previously taken at the student`s respective college.

MGD 2003 | Design and Concept
Lecture/Lab Credit: 3

Covers the process of comprehensive problem solving of complex and advanced print design. Provides experience in digital production of designs, using multiple computer applications emphasizing concept.

Prerequisite: MGD 1012 or MGD 1015 with a grade of C or better

MGD 2041 | Web Design II
Lecture/Lab Credit: 3

Expands on previously learned fundamentals of HTML introducing cascading style sheets, DHTML, Java Scripts and CGI forms. Color usage and interface design principles are emphasized in this course. In this course we'll examine Web sites that employ more complex structures, optimal site architecture and navigation necessary for larger and more complex sites.

Prerequisite: MGD 1041 with a grade of C or better

MGD 2058 | User Experience/User Interface Design (UX/UI)
Lecture/Lab Credit: 3

Provides a project-based introduction of the design process of user experience and user interface. This course emphasizes practical methods and approaches based on user need for solving design problems. Other focuses of the course include user testing and research methods, design prototyping, and design validation.

Prerequisite: MGD 1058 with a grade of C or better

MGD 2075 | Special Topics
Provides students with a vehicle to pursue in depth exploration of special topics of interest.

Prerequisite: Department approval required

Note: Special topics courses range from 0-12 credits and vary in learning type. Please see your program chair for more information about your options.

MGD 2080 | Internship (Capstone)
Internship Credit: 3

Provides students with the opportunity to supplement coursework with practical work experience related to their educational program. Students work under the immediate supervision of experienced personnel at the business location and with the direct guidance of the instructor.

Prerequisite: Department approval required

MGD 2085 | Independent Study
Independent Study Credit: 0-12

Meets the individual needs of students. Students engage in intensive study or research under the direction of a qualified instructor.

Prerequisite: Department approval required

MGD 2089 | Capstone
Lecture/Lab Credit: 1-6

A demonstrated culmination of learning within a given program of study.

Prerequisite: Department approval required

MGD 2094 | Service Learning
Practicum Credit: 3

Allows the student to provide a service to the community utilizing knowledge and skills acquired from a course in which the student is currently enrolled or has previously taken at the student`s respective college.

Prerequisite: Department approval required