

GRAPHIC DESIGN AND MULTIMEDIA (GDS)

design.missioncollege.edu

Department Chair: Mark Garrett
408-855-5293 | GC-321B
mark.garrett@missioncollege.edu
Dean: Jeff Pallin



Graphic Design

Associate of Science in Graphic Design The Associate of Science in Graphic Design provides opportunities for the student to develop fluency in contemporary graphic design issues and techniques. The emphasis of the program is on increasing the students creative problem-solving abilities along with an introduction to design techniques and principles to provide the basic skills necessary to enter many growing, professional fields. The student also learns software skills used in the production of graphic design deliverables for clients. Opportunities exist in advertising, print publishing, web publishing, mobile and desktop application design, and corporate communication. The classes in the core requirements should be taken in the general order that they are listed.

Program Learning Outcomes:

- Students will be proficient in creating graphic design deliverables.
- Students will be proficient in current software packages used in graphic design production.
- Students will produce communication materials for clients that are appropriate and effective.

Career/Transfer Opportunities:

Career opportunities include the following: graphic design, commercial art production, packaging design, visual design, interaction design, interface design, advertising, print design, web production, mobile design, marketing communication, display design, brand identity, logo design, and photo editing.

To earn this degree, students must meet the following requirements:

1. Completion of 60 degree applicable units with an overall GPA of 2.0.
2. Completion of a minimum of 18 semester units in the major with a grade of C (or P) or better.
3. Completion of the AA/AS Graduation Requirements, CSU GE-B or IGETC.

Core Curriculum Courses Required (30 Units):		Units
GDS 064	Introduction to Adobe Photoshop	3.0
GDS 035	Graphic Design I	3.0
GDS 062	Digital Illustration with Adobe Illustrator	3.0
GDS 061	Page Layout	3.0
GDS 065	Typography	3.0
GDS 045	Web Design and Development 1	3.0
GDS 055A	Design Agency & Branding	3.0
GDS 070	User Experience, Interface, and Multimedia Design	3.0
GDS 067	Graphic Design II OR	3.0
GDS 084	Portfolio Production Studio	3.0
GDS 085	Professional Portfolio and Design	3.0

Plus one additional course to complete the required minimum total of 33 semester units (minimum of 3 units). Courses may not be used to satisfy elective requirements if they have already been used to satisfy core curriculum requirements:

	Units	
GDS 067	Graphic Design II	3.0
GDS 084	Portfolio Production Studio	3.0
GDS 072	Digital Imaging and User Interface Design	3.0
GDS 056	Presentation Design	3.0
GDS 080	Packaging Design	3.0
GDS 076	Emerging Trends in Interaction Design	3.0
GDS 077	Interactive Projects and Explorations in UXD	3.0
GDS 081	Motion Graphics with After Effects	3.0
GDS 073	Digital Photography	3.0
GDS 074	Video Production 1	3.0
ART 031A	Beginning Drawing	3.0
ART 031B	Intermediate Drawing	3.0
GDS 047	Web Animation	3.0
GDS 046	Intermediate Web Design 2	3.0
ART 033A	Basic Design: Two-Dimensional	3.0
ART 033B	Basic Design: Three-Dimensional	3.0
ART 034A	Introduction to Digital Art	3.0
GDS 011	The History of Modern Design	3.0
GDS 012	History of Photography	3.0
GDS 015	Photo-media and Social Change	3.0
GDS 039A	3D Animation and Modeling Using Maya	3.0

Required Units for the Major: 33.0

Completion of General Education Requirements and electives as needed to reach 60 units.

Total Required Units: 60.0

GRAPHIC DESIGN AND MULTIMEDIA (GDS)

design.missioncollege.edu

Department Chair: Mark Garrett
408-855-5293 | GC-321B
mark.garrett@missioncollege.edu
Dean: Jeff Pallin

Certificate of Achievement in ☐ Digital Illustration

The Certificate of Achievement in Digital Illustration provides the basic skills for students interested in the field of digital illustration. Graduates of the program might seek employment as medical, book, magazine, or newspaper illustrators, create illustrative work for training, and promotion in a corporate environment, or create digital illustrations for digital media projects and/or the web. Students learn technical and creative skills used in the creation of illustrations using both raster based and vector based software tools, while working on projects such as product illustrations. Many illustrators work as freelancers, and this is a competitive field which requires skill, drive, and talent to succeed. The classes in the core requirements should be taken in the general order that they are listed.

Program Learning Outcomes:

- Students will identify and apply the fundamentals of vector art creation and manipulation.
- Students will create technical product illustrations using both the vector and raster tools in Adobe Photoshop.
- Students will create original illustrations using a combination of Illustrator's creative tools, including various free-form drawing tools.

Career/Transfer Opportunities:

Career opportunities include the following: illustration, graphic arts production, advertising, web production, and fine art.

To earn this certificate, students must complete the minimum required courses with a grade of C (or P) or better.

Core Curriculum Courses Required:		Units
ART 031A	Beginning Drawing OR	3.0
ART 031B	Intermediate Drawing	3.0
ART 034A	Introduction to Digital Art OR	3.0
GDS 064	Introduction to Adobe Photoshop	3.0
GDS 062	Introduction to Adobe Illustrator OR	3.0
GDS 066	Advanced Adobe Illustrator	3.0
GDS 068	Advanced Adobe Photoshop	3.0
GDS 085	Professional Portfolio and Design	2.0

Plus additional course(s) required from the following to bring your total to a minimum of 17 units:

Plus additional course(s) required from the following to bring your total to a minimum of 17 units:		Units
GDS 035	Beginning Graphic Design	3.0
GDS 073	Digital Photography	3.0
GDS 039A	3D Animation and Modeling Using Maya	3.0
ART 034B	Advanced Digital Art	3.0
ART 031A*	Beginning Drawing	3.0
ART 031B*	Intermediate Drawing	3.0
ART 034A*	Introduction to Digital Art	3.0
GDS 064*	Introduction to Adobe Photoshop	3.0
GDS 062*	Introduction to Adobe Illustrator	3.0
GDS 066*	Advanced Adobe Illustrator	3.0

*If not use as a Core Curriculum Course

Total Required Units: 17.0



GRAPHIC DESIGN AND MULTIMEDIA (GDS)

design.missioncollege.edu

Department Chair: Mark Garrett
408-855-5293 | GC-321B
mark.garrett@missioncollege.edu
Dean: Jeff Pallin

Certificate of Achievement in □ Graphic Design

Certificate of Achievement in Graphic Design The Certificate of Achievement in Graphic Design provides opportunities for the student to develop fluency in contemporary graphic design issues and techniques. The emphasis of the program is on increasing the students creative problem-solving abilities along with an introduction to design techniques and principles to provide the basic skills necessary to enter many growing, professional fields. The student also learns software skills used in the production of graphic design deliverables for clients. Opportunities exist in advertising, print publishing, web publishing, mobile and desktop application design, and corporate communication. The classes in the core requirements should be taken in the general order that they are listed.

Program Learning Outcomes:

- Students will be proficient in creating graphic design deliverables.
- Students will be proficient in current software packages used in graphic design production.
- Students will produce communication materials for clients that are appropriate and effective.

Career/Transfer Opportunities:

Career opportunities include the following: graphic design, commercial art production, packaging design, visual design, interaction design, interface design, advertising, print design, web production, mobile design, marketing communication, display design, brand identity, logo design, and photo editing.

To earn this certificate, students must complete the minimum required courses with a grade of C (or P) or better.

Core Curriculum Courses Required (30 Units):		Units
GDS 064	Introduction to Adobe Photoshop	3.0
GDS 035	Graphic Design I	3.0
GDS 062	Digital Illustration with Adobe Illustrator	3.0
GDS 061	Page Layout	3.0
GDS 065	Typography	3.0
GDS 045	Web Design and Development 1	3.0
GDS 055A	Design Agency & Branding	3.0
GDS 070	User Experience, Interface, and Multimedia Design	3.0
GDS 067	Graphic Design II OR	3.0
GDS 084	Portfolio Production Studio	3.0
GDS 085	Professional Portfolio and Design	3.0

Plus one additional course to complete the required minimum total of 33 semester units (minimum of 3 units). Courses may not be used to satisfy elective requirements if they have already been used to satisfy core curriculum requirements:

	Units	
GDS 067	Graphic Design II	3.0
GDS 084	Portfolio Production Studio	3.0
GDS 072	Digital Imaging and User Interface Design	3.0
GDS 056	Presentation Design	3.0
GDS 080	Packaging Design	3.0
GDS 076	Emerging Trends in Interaction Design	3.0
GDS 077	Interactive Projects and Explorations in UXD	3.0
GDS 081	Motion Graphics with After Effects	3.0
GDS 073	Digital Photography	3.0
GDS 074	Video Production 1	3.0
ART 031A	Beginning Drawing	3.0
ART 031B	Intermediate Drawing	3.0
GDS 047	Web Animation	3.0
GDS 046	Intermediate Web Design 2	3.0
ART 033A	Basic Design: Two-Dimensional	3.0
ART 033B	Basic Design: Three-Dimensional	3.0
ART 034A	Introduction to Digital Art	3.0
GDS 011	The History of Modern Design	3.0
GDS 012	History of Photography	3.0
GDS 015	Photo-media and Social Change	3.0
GDS 039A	3D Animation and Modeling Using Maya	3.0

*If not used as a Core Curriculum Course.

Total Required Units: 33.0

GRAPHIC DESIGN AND MULTIMEDIA (GDS)

design.missioncollege.edu

Department Chair: Mark Garrett
408-855-5293 | GC-321B
mark.garrett@missioncollege.edu
Dean: Jeff Pallin

Certificate of Achievement: □ Web Development

Certificate of Achievement: Web Development Businesses, schools, community groups and other organizations all need a presence on the web, and the need for skilled web developers continues with the increasing volume of online content. Web developers are critical to creating and maintaining this online content. This certificate focuses on the scripting and programming used on the web. A web developer may focus on the back end or server-side of web delivery to ensure that a website functions correctly and efficiently, or on the front end helping to create interactions for users.

Program Learning Outcomes:

- Students will develop front end code for interactive websites using technologies and languages including HTML, CSS, JavaScript and related front-end frameworks.
- Students will identify, explain, and apply current technologies in back-end web development such as SQL, CMS Systems, and back-end frameworks as applied to the creation of websites.

Career/Transfer Opportunities:

Career opportunities include the following: front-end web development, back-end web development, content management, web production, information architecture, application development, and mobile development.

To earn this certificate, students must complete the minimum required courses with a grade of C (or P) or better.

Core Curriculum Courses Required (12 Units):		Units
GDS 045	Web Design and Development 1	3.0
GDS 046	Web Design and Development 2	3.0
GDS 089	JavaScript 1	3.0
GDS 089B	JavaScript 2 and Web Development	3.0

Plus select additional courses to complete the required minimum total of 21 semester units (minimum of 9 units):

		Units
GDS 047	Web Animation	3.0
GDS 049	WordPress and Content Management Systems	3.0
CIS 001	Introduction to Computer Science and Technology	4.0
CIS 007	Python Programming	4.0
CIS 008	Advanced Python Programming	4.0
CIS 043	Software Development with Java	4.0
GDS 051	Mobile Application and Web Development with Web Standards	3.0
CIS 055	Database Management Systems I	3.0
CIS 056	Database Management Systems II	3.0
CIS 037A	Introduction to C Programming	4.0
CIS 040	C++ Programming	4.0
CIS 044	Introduction to Data Structures Using Java	4.0
CIS 045	Linux Essentials I	4.0
CIS 047	Linux System Administration I	4.0
CIS 063	Mobile Apps Programming - Android	4.0

Total Required Units: 21.0-22.0

GRAPHIC DESIGN AND MULTIMEDIA (GDS)

design.missioncollege.edu

Department Chair: Mark Garrett
408-855-5293 | GC-321B
mark.garrett@missioncollege.edu
Dean: Jeff Pallin

Certificate of Achievement □ in Web Design

Certificate of Achievement in Web Design The Certificate of Achievement in Web Design is intended to provide the necessary basic technical and creative skills for those planning to enter this growing field of visual communication. The program will prepare students for positions in the web design field such as entry level web designers, user experience designers, content developers, and information architects. Other examples where students might find employment using their creative problem-solving and design skills might include website development, interaction design, and the creation of interactive media such as digital publications, marketing presentations, or interactive learning products. The students, by the end of the program, are expected to understand and apply the basic principles of visual communication as applied to Interactive and Web Design, along with the basic coding skills and software skills used in web design and related fields. The certificate includes training in basic front-end coding. This program differs from the Web Development Certificate in its emphasis on the design and strategy aspects of web production, whereas the Web Development includes more training on back-end (server-side) coding. The classes in the core requirements should be taken in the general order that they are listed.

Program Learning Outcomes:

- Students will identify, explain and apply design principles such as typography, color and layout to the creation and evaluation of web designs.
- Students will generate documents related to User Experience Design such as wireframes and personas.
- Students will apply basic front end coding skills, technical concepts and best practices used in web design and development at an intermediate level.

Career/Transfer Opportunities:

Career opportunities include the following: web design, user experience design, interaction design, web production, interface design, information architecture, visual design, application design, and mobile design.

To earn this certificate, students must complete the minimum required courses with a grade of C (or P) or better.

Core Curriculum Courses Required (15 Units):		Units
GDS 035	Beginning Graphic Design	3.0
GDS 045	Web Design and Development 1	3.0
GDS 064	Introduction to Adobe Photoshop OR	3.0
GDS 072	Digital Imaging and User Interface Design	3.0
GDS 046	Web Design and Development 2	3.0
GDS 070	User Experience, Interface, and Multimedia Design	3.0

List A – Select two courses from the following. Courses may not be used to satisfy elective requirements if they have already been used to satisfy core curriculum requirements:

	Units	
GDS 047	Web Animation	3.0
GDS 064	Introduction to Adobe Photoshop	3.0
GDS 072	Digital Imaging and User Interface Design	3.0
GDS 049	WordPress and Content Management Systems(Check Title)	3.0
GDS 076	Emerging Trends in Interaction Design	3.0
GDS 077	Interactive Projects & Explorations in UXD	3.0
GDS 051	Mobile Application and Web Development with Web Standards	3.0

List B - Select one or more courses from the following additional to bring your total to a minimum of 24 units. Courses may not be used to satisfy elective requirements if they have already been used to satisfy core curriculum or List A requirements:

	Units	
ART 031A	Beginning Drawing	3.0
ART 033A	Basic Design: Two-Dimensional	3.0
BUS 084	Internet Marketing	3.0
CAP 092A	Introduction to Cloud Technologies and Social Media	2.0
GDS 012	History of Photography	3.0
GDS 047	Web Animation	3.0
GDS 049	WordPress and Content Management Systems	3.0
GDS 051	Mobile Application and Web Development with Web Standards	3.0
GDS 055A	Design Agency and Branding	3.0
GDS 062	Digital Illustration with Adobe Illustrator	3.0
GDS 064	Introduction to Adobe Photoshop	3.0
GDS 072	Digital Imaging and User Interface Design	3.0
GDS 073	Digital Photography	3.0
GDS 074	Digital Video Production with Final Cut Pro	3.0
GDS 076	Emerging Trends in Interaction Design	3.0
GDS 077	Interactive Projects & Explorations in UXD	3.0
GDS 085	Professional Portfolio and Design Career Preparation	3.0
GDS 089	JavaScript 1	3.0

Total Required Units: 24.0-26.0

GRAPHIC DESIGN AND MULTIMEDIA (GDS)

design.missioncollege.edu

Department Chair: Mark Garrett
408-855-5293 | GC-321B
mark.garrett@missioncollege.edu
Dean: Jeff Pallin

Certificate of Achievement in User Experience and Interface Design

The Certificate of Achievement in User Experience and Interaction Design is intended to provide the necessary basic technical and creative skills for those planning to enter this growing field of user experience, interaction, and/or user interface design. The program will prepare students for positions in web and mobile application and interactive media design fields such as entry level user experience designers, user interface and interaction designers, user researchers, information architects, digital media designers, and content developers. Other examples where students might find employment using their creative problem-solving and UX/IxD design skills might include website design and development, the creation of interactive media such as digital publications, marketing presentation design, interactive learning product design, virtual & augmented reality design, user research and usability testing. By the end of the program students will understand and apply the basic principles of user experience and interaction design as applied to digital media, web, and mobile application design.

Program Learning Outcomes:

- Students will be able to identify, explain, and apply advanced User Experience and Interaction Design principles such as universal design, user research, heuristic analysis, personas, information architecture, storyboarding, user task flows, journey maps, prototyping, principles of interface design, and common UI design patterns.
- Students will be able to generate comprehensive documentation related to a UX business strategy and goals, user research, personas, application features and specifications, site and journey maps, wireframes, and storyboards.
- Students will apply the technical concepts and best practices used in user experience design, interaction design, and interface design to develop designs, assets, and functional prototype(s) for web, mobile, and other applications at an intermediate level.

Career/Transfer Opportunities:

Career opportunities include the following: web design, user experience design, interaction design, interface design, information architecture, visual design, content strategy, and mobile design.

To earn this certificate, students must complete the minimum required courses with a grade of C (or P) or better.

Core Curriculum Courses Required (9 units):		Units
GDS 070	User Experience, Interface, and Multimedia Design	3.0
GDS 072	Digital Imaging and User Interface Design OR	3.0
GDS 076	Emerging Trends in Interaction Design	3.0
GDS 077	Interactive Projects & Explorations in UXD	3.0

Plus at least 9 units from the following:

Note: Courses may not be used to satisfy elective requirements if they have already been used to satisfy core curriculum requirements.

	Units	
GDS 072	Digital Imaging and User Interface Design	3.0
GDS 076	Emerging Trends in Interaction Design	3.0
GDS 064	Introduction to Adobe Photoshop	3.0
GDS 062	Digital Illustration with Adobe Illustrator	3.0
GDS 035	Graphic Design I	3.0
GDS 065	Typography	3.0
GDS 084	Portfolio Production Studio	3.0
GDS 085	Professional Portfolio and Design Career Preparation	3.0
GDS 081	Motion Graphics	3.0
GDS 047	Web Animation	3.0
GDS 049	WordPress and Content Management Systems	3.0
ART 031A	Beginning Drawing	3.0
ART 033A	Basic Design: Two-Dimensional	3.0
GDS 055A	Design Agency and Branding	3.0
GDS 011	The History of Modern Design	3.0
GDS 061	Page Layout	3.0

Total Required Units: 18.0