Art and Design - Graphic Design Emphasis, A.A.S.

The Applied Associate in Science is a two-year work-ready degree that helps prepare students for entry level jobs within the Illustration industry. This degree and credits earned can be used to further their studies in a Bachelor of Fine Arts or other programs.

Matriculation Requirement

Portfolio review required for students seeking the AAS - Art and Design - Graphic Design Emphasis (The Portfolio Review occurs after the first year of coursework. Students who do not pass the review may apply the first year of coursework to the AA or AS in Art & Design.)

Program Requirements

Code	Title	Credit Hours
Total Credit Hours		**63**
Art and Design Requirements		**31 Credits**
Complete the requirements		31
Emphasis Requirements		**32 Credits**
ART 1410	Typography I	3
ART 1420	Graphic Design I	3
AAS Portfolio Review		
DWDD 1600	Web Essentials	3
ART 2280	3D Modeling	3
ART 2400	Production Design	3
ART 2430	Branding I	3
ART 2440	Motion Graphics I	3
ART 200R	Art and Design Lecture Series (1)	2
Emphasis Elective Requirements		
Complete 9 credits from any ART/ARTH courses not previously used.		9

Core Requirements

Code	Title	Credit Hours
Total Credit Hours		**31**
General Education Requirements		**16 Credits**
ENGL 1010	Introduction to Academic Writing CC	3
or ENGH 1005	Literacies and Composition Across Contexts CC	
Complete one of the following: (Note: A higher level MATH course may substitute for this requirement)		3
MAT 1030	Quantitative Reasoning QL (3)	
MAT 1035	Quantitative Reasoning with Integrated Algebra QL (6)	
Social or Behavioral Science		3
Biology or Physical Science		3
P.E. or Health		1
ARTH 2710	Prehistoric Through Gothic Art History FF	3
or ARTH 2720	Renaissance Through Contemporary Art History FF	
Discipline Core Requirements		**15 Credits**
ART 1110	Drawing I	3
ART 1120	2D Design	3
ART 1130	3D Design	3

| ART 1400 | Graphic Computer Applications | 3 |
| ART 1750 | Intro to Digital Imaging | 3 |

Graduation Requirements

1. Completion of a minimum of 63 semester credits.
2. Overall grade point average of 2.0 (C) or above with no grade lower than a C- in all Art and Design courses.
3. Residency hours--minimum of 20 credit hours through course attendance at UVU.
4. Completion of GE and specified departmental requirements.
5. Portfolio Submission.

Graduation Plan

This graduation plan is a sample plan and is intended to be a guide. Your specific plan may differ based on your Math and English placement and/or transfer credits applied. You are encouraged to meet with an advisor and set up an individualized graduation plan in Wolverine Track (http://www.uvu.edu/wolverinetrack/).

First Year

Semester 1		Credit Hours

ENGL 1010
    or ENGH 1005
	Introduction to Academic Writing CC
	        or Literacies and Composition Across Contexts CC
		3

MAT 1030
    or MAT 1035
	Quantitative Reasoning QL
	        or Quantitative Reasoning with Integrated Algebra QL
		3

PE or Health		1
ART 1110	Drawing I	3
ART 1120	2D Design	3
ART 1400	Graphic Computer Applications	3
	Credit Hours	**16**
Semester 2		

ARTH 2710
    or ARTH 2720
	Prehistoric Through Gothic Art History FF
	        or Renaissance Through Contemporary Art History FF
		3

ART 1130	3D Design	3
ART 1410	Typography I	3
ART 1420	Graphic Design I	3
ART 1750	Intro to Digital Imaging	3
ART 200R	Art and Design Lecture Series	1
	Credit Hours	**16**
Second Year		
Semester 3		
Biology Distribution		3
DWDD 1600	Web Essentials	3
ART 2280	3D Modeling	3
ART 2400	Production Design	3
ART 200R	Art and Design Lecture Series	1
ART/ARTH Elective		3
	Credit Hours	**16**
Semester 4		
Social/Behavioral Science Distribution		3
ART 2430	Branding I	3
ART 2440	Motion Graphics I	3
ART/ARTH Elective		3
ART/ARTH Elective		3
	Credit Hours	**15**
	Total Credit Hours	**63**

Program Learning Outcomes

1. Demonstrate with competency: the ability to develop conceptual design solutions in strategic alignment with the audience.
2. Demonstrate with competency: professionalism, self-learning, self motivation, reliability, and resource management, as they are underlying expectations of all coursework and professional work in the field.
3. Demonstrate with competency: an understanding of citizenshipand ethics in relation to how graphic design should responsibly and beneficially contribute to society as a whole.

4. Demonstrate with competency: the ability to apply a variety of design styles relevantly according to the task at hand (a crucial skill for serving a diverse client base).