

## GRAPHIC DESIGN TECHNOLOGY

### ASSOCIATE IN APPLIED SCIENCE (82 CREDIT HOURS)

The complexity of today's technology requires precise communication. The function of the graphic designer is to apply creative skills and technical knowledge to attract and influence the consumer through visual stimulation. These responsibilities require a thorough understanding of conventional and electronic applications for design, layout, and production. The ability to be a creative problem solver is essential for today's graphic designer.

Visual media communicators form the nucleus of the broadest field of applied arts, whether it is called graphic design, commercial art, or visual communications. To be a graphic designer requires knowledge and skills in drawing, design, typography, computer, and mechanical production.

Recent graduates have attained recognition as layout artists, designers, illustrators, and art directors with leading advertising agencies, industrial graphic departments, and publishers. Graduates with experience can establish successful and satisfying careers as graphic designers, art directors, creative directors for advertising agencies and design studios, or freelance designers.

This program of study requires special program fees beyond OSUIT's current tuition and mandatory fees.

*For more detailed information regarding OSUIT's Graphic Design Technology program, please contact the School of Creative & Information Technologies at 918-293-5050 or visit [osuit.edu/graphicdesign](https://osuit.edu/graphicdesign).*

#### PROGRAM REQUIREMENTS: 63 CREDIT HOURS

*A minimum overall (retention/graduation) GPA of 2.0, with a minimum grade of a C in each departmental course, is required for graduation.*

#### GRAPHIC DESIGN (36 CREDIT HOURS)

GRD	1133	Basic Drawing
GRD	1143	Basic Design
GRD	1213	Advertising Design I <sup>[P]</sup>
GRD	1333	Design Production <sup>[P]</sup>
GRD	2413	Advertising Design II <sup>[C],[P]</sup>
GRD	2423	Advanced Design Production <sup>[C],[P]</sup>
GRD	2523	Branding/Identity Design <sup>[C],[P]</sup>
GRD	2543	Graphic Design Practicum <sup>[C],[P]</sup>
GRD	2623	Consumer Design <sup>[P]</sup>
GRD	2696	Graphic Design Capstone <sup>[C],[P]</sup>
GRD	2803	Graphic Design Internship <sup>[P]</sup>

#### MULTIMEDIA TECHNOLOGY (9 CREDIT HOURS)

MMT	1143	Introduction to Motion Graphics <sup>[P]</sup>
MMT	2423	Introduction to Online Media Design <sup>[P]</sup>
MMT	2453	Interface Design <sup>[P]</sup>

#### VISUAL COMMUNICATIONS (18 CREDIT HOURS)

VIS	1123	Publishing I
VIS	1203	Introduction to Typography <sup>[P]</sup>
VIS	1223	Publishing II <sup>[P]</sup>
VIS	1343	Digital Illustration <sup>[P]</sup>
VIS	1373	Digital Imaging
VIS	2533	Advanced Digital Imaging <sup>[P]</sup>

#### GENERAL EDUCATION REQUIREMENTS: 18 CREDIT HOURS

##### AMERICAN HISTORY & GOVERNMENT (6 CREDIT HOURS)

HIST	1483	US History to 1865 or
HIST	1493	US History since 1865
POLS	1113	US Government

##### COMMUNICATIONS (6 CREDIT HOURS)

*Select from courses listed below or others as approved by program advisor.*

ENGL	1113	Freshman Composition I and
ENGL	1213	Freshman Composition II <sup>[P]</sup> or
ENGL	1033	Technical Writing I and
ENGL	2033	Technical Writing II <sup>[P]</sup>

##### HUMANITIES (3 CREDIT HOURS)

*Select from courses designated with an "H" as approved by program advisor.*

PHIL	1213	Ethics (H, S)
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##### MATHEMATICS (3 CREDIT HOURS)

*Select from courses designated with an "A" as approved by program advisor, including, but not limited to, courses listed below.*

MATH	1493	Math for Critical Thinking (A)
MATH	1513	Pre-Calculus (A)

#### INTERDEPARTMENTAL REQUIREMENTS: 1 CREDIT HOUR

##### ORIENTATION (1 CREDIT HOUR)

ORIE	1011	College Strategies
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