

Degree Offered

Associate in Applied Science
Graphic Design

Curriculum Code: GRAPHIC.DSGN.AAS

Program Information

This program provides students with a strong practical and conceptual foundation in the areas of print, screen-based and motion work. Graduates are prepared to assume entry-level jobs as design layout artists, production assistants, junior graphic designers and web/motion graphic artists. Graphic Design graduates may work for advertising and marketing firms, television post production studios, printers and print companies and non-profit and corporate in-house department.

When You Graduate

AAS programs are designed for students who want to enter a career directly after graduating but those who change their plans find that most of their Cumberland credits transfer to four-year colleges.

Students are encouraged to visit the NJ transfer website: www.njtransfer.org for transfer course equivalencies.

The latest technology and learning tools support your education for a wide range of employment opportunities.

Graphic Design, AAS

Program Requirements (60 credits)	Credits
Year 1, Fall Semester	
<input type="checkbox"/> AR 110 Fundamentals of Drawing I	3
<input type="checkbox"/> CG 101 Introduction to Computer Graphics	3
<input type="checkbox"/> CG 113 Graphic Web Design	3
<input type="checkbox"/> EN 101 English Composition I	3
<input type="checkbox"/> MA 109 Principles of Mathematics	3
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Year 1, Spring Semester	
<input type="checkbox"/> AR 108 Art History II	3
<input type="checkbox"/> AR 200 2-D Design	3
<input type="checkbox"/> CG 102 Computer Illustration	3
<input type="checkbox"/> CG 112 Introduction to Motion Graphics	3
<input type="checkbox"/> EN 102 English Composition II or EN 103 Technical Writing	3
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Year 2, Fall Semester	
<input type="checkbox"/> CG 110 Digital Imaging Techniques	3
<input type="checkbox"/> CG 201 Fundamentals of Graphic Design	3
<input type="checkbox"/> EN 241 Publication Layout Design	3
<input type="checkbox"/> PY 101 General Psychology	3
<input type="checkbox"/> SP 203 Effective Speech	3
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Year 2, Spring Semester	
<input type="checkbox"/> CO 118 Audio Production	3
<input type="checkbox"/> CG 203 Communication Design	3
<input type="checkbox"/> CG 204 Graphic Design Internship	3
<input type="checkbox"/> CG 205 Portfolio Preparation and Presentation	3
<input type="checkbox"/> General Education Diversity Elective	3
	15
Total Credits 60	

Upon completion of this program, students should be able to:

- Define the visual elements and design principles, including the terms associated with each in written form.
- Show proficiency in a variety of computer skills in both Adobe Photoshop and Adobe Illustrator.
- Utilize historical references and be able to locate and critically evaluate information and information sources.
- Create a portfolio from both classes and a community internship that conforms to industry standards for employment in graphic design.
- Use standard desktop publishing software including Quark and InDesign.

Employment Opportunities

Entry-level design layout artists, production assistants, junior graphic designers and web/motion graphic artists.