

Graphic Design: Animation, A.A.S. (2-3 years)

A curriculum map is a graphical illustration of the relationship between a program's courses and the program's student learning outcomes. Curriculum maps at Aims Community College identify the program's mission statement (red), program-learning goals (dark gray), and expected program student learning outcomes (light gray). In addition, Aims' curriculum maps indicate where learning outcomes are introduced, reinforced, and mastered.

To provide quality education that prepares the learner to become a member of the profession of Graphic Design, Web Design & Animation, with training in soft skills, software and creative solutions, meeting the needs of a diverse population, in an ever-changing information environment in both rural and/or urban settings.

	Goal #1 : Communication Student should continue to improve on communication skills.	Goal #2: Professionalism Student should consistently demonstrate respectful behavior towards instructor and classmates in all classroom settings and value the opinions of others.	Goal #3: Initiative Student should demonstrate good time management and ability to solve problems constructively.
	Outcome #1: Student should consistently provide thoughtful ideas to classmates and team members through a series of discussion boards and critiques.	Outcome #2: Student should consistently demonstrate respectful behavior towards instructor and classmates as described in the institutional Professionalism Rubric.	Outcome #3: Student should model appropriate workspace skills through design & development of course projects and project completion.
ART 110/111			
ENG 121/131			
PSY/COM 125			
ART elective (3 credits)			
Math elective (3-4 credits)			
CSC 119			
CWB 110			
FVM 264			
MGD 111	I	I	I
MGD 112	I	I	I
MGD 119	I	I	I
MGD 122	I	I	I
MGD 142	I	I	I
MGD 143	I	I	I
MGD 152	R	R	R
MGD 219	R	R	R
MGD 243	R	R	R
MGD 257	M	M	M
MGD 268	M	M	M
Electives (3 credits)			

The curriculum map will provide a more nuanced picture if you use a scale such as the one below to identify the level of students' interaction with the outcomes in program courses:
Introduced (I) – The skills associated with the program outcome are presented in the course. You may find this will happen in the lower level courses in your program.
Reinforced (R) – The skills associated with the program outcome are being worked on at a level above the introductory stage and/or the skills are being developed at a deeper level.
Mastered (M) – Students should have developed a sufficient level of competency in the skills associated with the program outcome to have mastered them.

Electives

- CWB 204 - Web Presentation: (Software) Credits: 3
- CWB 205 - Client-side Scripting: (Software) Credits: 3
- FVM 164 - Digital Editing: Final Cut Pro Credits: 3
- MAN 125 - Teambuilding Credits: 1
- MGD 105 - Typography and Layout Credits: 3
- MGD 109 - Design and Color Credits: 3
- MGD 212 - Adobe Illustrator II Credits: 3
- MGD 280 - Internship Credits: 1 to 6

Math Elective

- MAT 107 - Career Math Credits: 3
- MAT 108 - Technical Mathematics Credits: 4
- MAT 120 - Math for Liberal Arts [MA1] Credits: 4
- MAT 121 - College Algebra [MA1] Credits: 4
- MAT 135 - Intro to Statistics [MA1] Credits: 3



As of:
10/1/2018