

# Graphic Design, AAS

**Academic Year 2025-2026**

**Graphic Design** – The art and practice of planning, developing and projecting messages, ideas and experiences with visual and textual content.

## **Program Description:**

The Graphic Design program focuses on the knowledge and skills needed for effectively creating and communicating visually with imagery, colors, words, emotions, and, at times, movement and sound. The curriculum provides up-to-date, industry-standard design education and computer training to prepare students for the tasks and responsibilities they'll have on the job. Graphic designers use research, critical thinking, storytelling, and the elements and principles of design to develop content for advertising, marketing, informing, and communicating with audiences. Designers work in wide variety of industries, including, advertising, marketing, public relations, printing and publishing, specialized design services, and corporate communications.

## **Career Outlook and Salary Forecast:**

For the most current information please refer to the Bureau of Labor Statistics "Occupational Outlook Handbook" and search for "Graphic Designers" and "Multimedia Artists and Animators," found at [www.bls.gov/ooh/](http://www.bls.gov/ooh/).

## **Program Outcomes:**

- Utilize the creative thinking process in the development of design projects
- Analyze audience and business considerations when developing design solutions
- Apply the Principles and Elements of Design to creative works
- Utilize numerical skills appropriate for design applications
- Produce quality, modern design materials in a variety of media for various use cases
- Communicate effectively in written work, in conversation, and when giving presentations
- Develop tools and materials needed for networking and job-seeking
- Assemble a high-quality design portfolio to demonstrate competencies and skills for the workforce

## **Admission Requirements:**

The college adheres to an open admission policy which means applicants with a high school diploma or a GED are eligible for admission. Applicants with neither a high school diploma nor a GED may be admitted on a conditional basis. To progress in this major, students must earn a C or better in their beginning core classes.

## **Contact Information:**

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*Mountwest empowers students to learn and lead in the community and in the workforce.*

**Graphic Design Major Code – CG40<sup>1</sup>**

<b>Name:</b>	<b>ID Number 942-</b>
<b>Educational Counselor:</b>	
<b>Faculty Advisor:</b>	

COURSE	REQUIREMENTS	SEM	HRS	GR	SUBSTITUTE/REPEAT CRS	SEM	CR
ART 101	Introduction to Visual Arts		3				
DSGN 120	Graphic Design I <sup>2,4</sup>	F	3				
ENL 101	Written Communication <sup>3</sup>		3				
IT 101	Fundamentals of Computers		3				
IT 110	Computer Skills for Designers <sup>4</sup>	F	3				
DSGN 298	Design Internship & Portfolio		1				
			16				
COM 112	Oral Communication		3				
DSGN 150	Graphic Design II <sup>4,5</sup>	S	3				
IT 213	Advanced Graphics for Web & Print <sup>4,14</sup>		3				
DSGN 298	Design Internship & Portfolio		1				
	Approved Elective <sup>7,8</sup>		3				
MAT 120	Applied Professional Math <sup>9</sup>		3				
			16				
DSGN 210	Digital Illustration <sup>4,10</sup>	F	3				
DSGN 220	Typography <sup>4,10</sup>	F	3				
DSGN 230	New Media <sup>4,11</sup>	F	3				
IT 107	Fundamentals of the Internet (1 <sup>st</sup> 8 weeks)		3				
IT 212	Publishing on the Internet <sup>6</sup> (2 <sup>nd</sup> 8 weeks)		3				
DSGN 298	Design Internship & Portfolio		1				
			16				
DSGN 250	Graphic Design III <sup>4,15</sup>	S	3				
DSGN 260	Interactive Design <sup>4,11</sup>	S	3				
DSGN 270	Brand Identity Design <sup>4,12</sup>	S	3				
IT 252 or DSGN 160	Advanced Web Publishing <sup>13</sup> or Digital Photography		3				
DSGN 298	Design Internship & Portfolio		1				
PSYC 200	General Psychology		3				
			16				
	HOURS REQUIRED FOR GRADUATION: 64						

<sup>1</sup> The student may be allowed to repeat a course one time before being dismissed from the program. If a student receives a "D" or "F" in more than one course in the same semester, the student may be dismissed from the program.

<sup>2</sup> DSGN 120 has a co-requisite of IT 110.

<sup>3</sup> ENL 101 has a prerequisite of ACT 18, SAT 480, Accuplacer 250-300, or placed in ENL 101E. Students must earn a "C" or better in ENL 101 or ENL 101E to graduate.

<sup>4</sup> Student is required to make a "C" or better in ALL core classes (IT 110, IT 213, DSGN 120, DSGN 150, DSGN 210, DSGN 220, DSGN 230, DSGN 250, DSGN 260, and DSGN 270).

<sup>5</sup> DSGN 150 has a prerequisite of DSGN 120.

<sup>6</sup> IT 212 has a prerequisite of IT 107.

<sup>7</sup> Choose from one of the following: COM 230, DSGN 160, ENL 102, HIST 115, MKT 130, or SCI 201.

<sup>8</sup> If a student is planning to transfer to Marshall University's College of Arts and Media, SCI 201 and ENL 102 should be taken.

<sup>9</sup> MAT 120 has a prerequisite of a minimum ACT Math score of 19 or SAT Math score of 510, or Accuplacer of 250.

<sup>10</sup> DSGN 210 and DSGN 220 have a prerequisite of DSGN 150 and IT 110.

<sup>11</sup> DSGN 230 and DSGN 260 have a prerequisite of DSGN 150 or DSGN 102 and IT 110.

<sup>12</sup> DSGN 270 has a prerequisite of DSGN 220 and IT 213.

<sup>13</sup> IT 252 have a prerequisite of IT 212.

<sup>14</sup> IT 213 has a prerequisite of IT 110.

<sup>15</sup> DSGN 250 has prerequisites of DSGN 120, 150, 210, 220, 230, IT 110, IT 213, ENL 101 or ENL 102 and COM 112. It has corequisites of DSGN 260 and DSGN 270.