| School | | | |
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| Major | Bachelor of Arts in Graphic Design | | |

## Major Requirements

| Code | Title | Credits | Description |
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| GDES495 | Graphic Design Senior Project | 4 | The final stage in graphic design field, where students have to present a final project covering all materials learned by showing a high level of performance in graphic design. Prerequisite: Senior Standing. |
| GDES445 | Graphic Design Studio III | 4 | Graphic Design Studio III |
| COMM325 | Animation Software | 3 | Using a mix of theoretical and practical assignments, students will develop an understanding of the conceptual issues regarding animation while also producing an animation project. Students will create a set of storyboards, a simple animation with images, graphics, sound and special effects, and produce a video on various media, including a Web site. Students are expected to have a basic understanding of computer operating systems and will be expected to learn computer animation software while in the course. The animation software will be determined by the instructor at the time the course is taught. |
| GDES420 | Web Page Design | 3 | In this course students will have the opportunity to work as individuals and in teams on long  term projects exploring web page architecture and design. Emphasis is placed on conceptualization and interactivity. Projects are tested on both Macintosh and PC platforms. New advances in web technology are presented. Software packages include: Macromedia Dreamweaver and Macromedia Flash to Web Design software, which includes: Rollover & Animation. Prerequisite: GDES 370. |
| GDES370 | Graphic Design Software II | 3 | In this course students will be introduced to the Quark Xpress and Page Maker software package. This software is becoming the choice of many of today s leading graphic design and desktop publishing firms. This program allows the designer to merge graphics and text in a variety of sophisticated ways. In the first half of the course student will learn the strength of this software, which allows it to handle precise typographic refinements. The second half of the course covers the more complex commands utilized in the production of more advanced documents. It will also cover the Layout and Page Design of any printed document: News Paper  Magazine  Brochures. Prerequisite: GDES 320 |
| GDES394 | Graphic Design Studio II | 4 | Graphic Design Studio II |
| GDES345 | Graphic Design Studio I | 4 | Graphic Design Studio I |
| GDES440 | Packaging | 3 | An advanced exploration of Typography as an expressive and functional technique. In this course students analyze and develop relationships between image, typography, sequence and hierarchy in the completion of graphic design projects and how to achieve it in three-dimensional projects such as packaging. Content should include basic concept rendering, developing die-cut patterns, model making and mock-up techniques, in both visual and verbal presentation skills. The course includes visits to package design and printing facilities to learn the printing techniques. Prerequisite: GDES 300. |
| GDES480 | Professional Practice | 2 | Professional Practice |
| GDES450 | Advanced Animation | 3 | Advanced Animation |

## Core Requirements

| Code | Title | Credits | Description |
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| COMM285 | Theories of Perception | 3 | Theories of Perception |

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| GDES365 | Illustration II - Story Board | 3 | It is a continuation of Illustration I with a study in depth about the visual elements illustrated in various methods and mediums. It□s as well the visualization of human thoughts and ideas by drawing several sketches inside frames on paper using different techniques and color, and a lot of special effects. Prerequisite: GDES 310 |
| GDES350 | Typography II & Art of Calligraphy | 3 | This course introduces students to the principles of Microcontroller design and applications. Students will be introduced to the PIC microcontroller architecture, specifically the PIC 18F family. Moreover, the course introduces programming using assembly language and C. Topics introduced will include: Looping, branching, arithmetic and logical operations, timer, interrupts, Parallel I/O |
| GDES300 | Typography I | 3 | .This theory and studio course will introduce the history, principles and techniques of typography in the graphic design field. In this course, students will explore typography as a form of visual communication. The study areas include typeface classifications and sizes, letter spacing, line spacing, column, structures, and grid systems. Students begin manipulating type forms using traditional materials and computer technology. |
| ARTS350 | Photography | 3 | Introducing students to the use of photography as a helpful tool for Graphic & Interior Design, the use of the camera, angles, lenses, (hardware). Students will learn terms and theory, film developing, printing, enlarging, composition, and pictorial techniques as forms of visual communication along with the demonstration of historic houses, Ruins, aged / young people, natural views and contemporary applications, from black & white to colored photos. |
| ARTS320 | Rendering and Perspective Techniques | 3 | This course introduces students to the systems of perspective developed during the Renaissance as a means of creating the illusion of 3-dimensional space on a 2-dimensional surface. Using 1-, 2-, and 3- point perspective, students will learn to effectively render the illusion of space. Students will learn a variety of creative architectural drawing techniques using various media, and both free □ hand sketching and technical rendering methods will be emphasized. This course is a common course given for both Graphic & Interior design students. Prerequisite: ARTS 250 |
| ARTS270 | Design Fundamentals - 3D | 3 | The student in this course will be introduced to the principles of design with all the elements involved in developing projects in 3-D such as Plasticine □ cork plaster and metal. The student will be asked to research his work and perform it by hand in the studio. Prerequisite: ARTS 210 and ARTS 260 |
| ARTS260 | Design Fundamentals - 2D | 3 | This course will introduce students to the basic elements of design, such as the meaning and definitions of elements. It concentrates as well on the factors of all design principles mostly in 2-D with projects of practice. Prerequisite: ARTS 200. |
| ARTS250 | Foundation Drawing II | 3 | This studio and theory course is a continuation of drawing I, it concentrates on the techniques of drawing in the construction of the human body, including the refinement of skills and methods of graphic representation. It will also cover the drawing of objects in 3-D. Students will use traditional and non-traditional media; the course stresses figure, portraiture and composition. Prerequisite: ARTS 200 |
| ARTS210 | Color Theory - Painting | 3 | This course focuses on the optical phenomena of color and their application in visual communication. Studies, hue, value, and saturation, and their implications for color activity legibility, and spatial illusion in traditional workshop setting with its relation to Graphic and Interior design. Students will learn as well the theories and procedures of painting and its techniques. Co-requisite: Arts 200 |
| ARTS200 | Foundation Drawing I | 3 | The Basic studies and introduction to drawing tools and instruments and the Theories & Techniques in the various areas of drawing such as: human figure, historical houses and landscape. This course will concentrate as well on advertising drawings, including shading, and black and white. Prerequisites: ENGL 150 |

| ARTS215 | History of Arts | 3 | History of Arts |
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| GDES315 | History of Graphic Design | 3 | Since the beginning of time, art has been present in every culture and in different forms. Learning the history of graphic design is a way to understand how and why this major is related visually, ethically, socially and aesthetically to all that surrounds it. It is a relative notion which links past, present and future. History is made at every moment. Learning it is as important as making it. In this course, students are introduced to the creative designers and innovators (regional and international) who helped shaping graphic design into its actual state; giving it thus, in every generation, a new meaning and style. Students are encouraged to research such evolution in the field, prepare presentations related to given lectures, watch design documentaries, participate in discussions, share their ideologies and views-all in the purpose to create richer personas.Prerequisite: Engl151 |
| GDES270 | Design Software I | 3 | Design Software I |

| General Education Requirements | | | |
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| Code | Title | Credits | Description |
| ENGL251 | Communication Skills | 3 | The objectives of this course are to improve students writing skills for academic purposes by developing effective use of grammatical structures; analytical and critical reading skills; a sensitivity to rhetorical situation, style, and level of diction in academic reading and writing; and competence in using various methods of organization used in formal writing. |
| ENGL201 | Composition and Research Skills | 3 | This course focuses on the development of writing skills appropriate to specific academic and professional purposes; the analysis and practice of various methods of organization and rhetorical patterns used in formal expository and persuasive writing; the refinement of critical reading strategies and library research techniques; and the completion of an academically acceptable library research paper. Prerequisites: ENGL150, ENGL151. |
| CULT200 | Introduction to Arab - Islamic Civilization | 3 | The purpose of this course is to acquaint students with the history and achievements of the Islamic civilization. Themes will include patterns of the political and spiritual leadership; cultural, artistic, and intellectual accomplishments Prerequisites: ENGL051, ENGL101, ENGL151. |
| CSCI200 | Introduction to Computers | 3 | The course aims at making students competent in computer-related skills. It is supposed to develop basic computer knowledge by providing an overview of the computer hardware and basic components as well as hands-on practice on common software applications such as Word, Excel, Power Point, Internet and Email. The student will learn how to use the new features of Microsoft Office 2010 mainly Word documents, Excel spreadsheets and PowerPoint presentations. On the surface, MS Office 2010 looks a lot different than previous versions (no more menus_toolbars!), but by learning to understand the dramatically changed, Ribbon-based interface, you'll quickly get back on the road to productivity. |
| ARAB200 | Arabic Language and Literature | 3 | This course is a comprehensive review of Arabic Grammar, Syntax, major literature and poetry styles, formal and business letters. |