ASSOCIATE - COMPUTER GRAPHICS (ASCG)

ASCG-100 Digital Media - (3 Credits)
The course focuses on using computers and devices as tools for personal and professional art expression. Students will cultivate a rich hands-on understanding of tools and learning terminology while building eye-hand coordination through the creation of basic digital art and time-based media. This course is a prerequisite for all digital design and interactive media courses.

ASCG-101 UI/UX Interactive Media I - (3 Credits)
User experience design is the process of enhancing customer satisfaction and loyalty by improving the usability, ease of use, and pleasure provided in the interaction between the customer and the product. This course provides students with a general overview of User Experience Design(\"UX\") and User Interface Design (\"UI\"), paying special attention to mobile usage contexts and building a career in the field.

ASCG-201 UI/UX Interactive Media II - (3 Credits)
This course will focus on responsive web and app design, utilizing user experience principles. Students will build upon previous knowledge of UI/UX to develop a deeper understanding of coding and user-centered design.

ASCG-212 Pre-Press and Print Production - (3 Credits)
This course explores the aspects of successful digital pre-production, focusing on the fundamental principles and techniques involved in taking a print idea or digital idea from conceptual stage through to the successful production of the finished piece across both digital and print media. Dye-cutting, digital mechanics, 4-color separations, paper stocks, RGB, CMYK, Pantone color systems, coatings, embossing, thermography, foil stamping, and various types of printing presses and digital outputs are covered.