

PROGRAM MODEL

Graphic Design for Marketing April 2021

FALL	TD	ID	MT	МВ	SC
FALL	Typographic Design 1	Image Development	Graphic Design Software Applications 1	Introduction to University Writing	Graphic Design and Society 1
	GDMA 1100	GDMA 1110	GDMA 1121	ENGL 1100	GDMA 1140
ט ק	TD	ID	MT	MB	SC
SPRING	Typographic Design 2	Concept Development	Graphic Design Software Applications 2	Introduction to Marketing	Graphic Design and Society 2
	GDMA 1200	GDMA 1215	GDMA 1220	MRKT 1199	GDMA 1240
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FALL	TD	ID	MT		SC
FΑ	Editorial Design 1	Introduction to Advertising Design	Print Technologies	GDMA Liberal Education Elective	Communication Design and Popular Culture
	GDMA 2100	GDMA 2110	GDMA 2120	XXXX XXXX (LIB ED)	GDMA 2140
U N	TD	MT	MT	MB	
SPRING	Editorial Design 2	Web Design	Video and Animation	Introduction to Marketing Communications	GDMA Liberal Education Elective
	GDMA 2200	GDMA 2210	GDMA 2222	GDMA 2230	XXXX XXXX (LIB ED)
FALL	SP	UI/UX	UI/UX	MB	SC
ΕA	Information Design	UI/UX Design 1	Interactive Technologies: Design and Development	Marketing Communications Design 1	Interactive Technologies and Society
	GDMA 3100	GDMA 3110	GDMA 3122	GDMA 3130	GDMA 3140
PRING	TD	UI/UX	TD	MB	SP
R	Typographic Design 3	UI/UX Design 2	Branding 1	Marketing Communications Design 2	Packaging Design
SP					

YEAR FOUR FALL	SP Capstone Project	GDMA Liberal Education Elective	SP Branding 2	MB Small Business Essentials	MB Contemporary Issues in Marketing
	GDMA 4120	XXX XXXX (LIB ED)	GDMA 4100	GDMA 4130	MRKT 4177 (LIB ED)
	SP Advertising Design	UI/UX Special Topics in Interactive Technologies	_{SP} Strategic Portfolio Development	MB Mentorship for Professional Practice	SC Contemporary Issues in Graphic Design
	GDMA 4200	GDMA 4222	GDMA 4221	GDMA 4230	GDMA 4240

ΚEY	COLOUR CODES: COURSE LEARNING AREA EMPHASIS					
	TD DESIGN PRINCIPLES AND TYPOGRAPHIC DESIGN	ID IMAGE AND CONCEPT DEVELOPMENT	MT MEDIA, TECHNOLOGY AND PRODUCTION	MB MARKETING AND BUSINESS	SC SOCIAL CONTEXTS	
	SP LEARNING AREAS SYNTHESIZED IN CONTEXT TO SPECIALIST AREAS OF EMPLOYMENT		UI/UX USER INTERFACE, USER EXPERIENCE AND DESIGN FOR SCREEN			