GRAPHIC ARTS TECHNOLOGY

Program Description
The Graphic Arts Technology Program at Clinton Community College provides training for students with an interest in the field of Graphic Arts. Our two-year program has a proven track record in providing students the advanced, real-world skills needed to be successful. Our classes and curriculum provide the core skills necessary for employment in the Graphic Arts Industry. Throughout the program a strong emphasis is placed upon detail-oriented, on-time work. From day one students are placed into a team atmosphere where they learn constructive problem-solving techniques that can be applied to the every day problems they will face in the industry.

In addition our curriculum is flexible enough so that students can further develop their skills in specific area(s) by choosing a minimum of two technical electives while in the program. These electives allow students to gain advanced or varied skills in website development, graphic design, prepress, press, photography, Photoshop and/or 3D Modeling and Animation. Finally, students entering their fourth semester register for a cooperative work experience that offers them an opportunity to demonstrate their skills and get real world experience.

Award Options
Graphic Arts Technology Associate in Applied Science
Graphic Arts Technology Diploma

Career Options
Jobs are available in advertising agencies, commercial printing companies, quick-print shops, publishing companies, newspapers, sign companies, companies with in-house graphics departments, etc. These jobs include:

- Animators
- Authors/Programmers
- Bindery Personnel
- CD-ROM Development
- Customer Service Representative
- Desktop Publisher/Graphic
- Electronic Prepress Technician
- Information Designer
- On-Demand Printing Specialist
- Photographer
- Preflight Technician
- Press Helper
- Game Designer
- Sales Representative
- Web Page Designer

Award Options
Graphic Arts Technology Associate in Applied Science
Graphic Arts Technology Diploma

Job Outlook
Employment of graphic designers is expected to grow 7 percent, as fast as the average for all occupations from 2010 to 2020, as demand for graphic design continues to increase from advertisers and computer design firms. Median annual wages for graphic designers are $44,150. The lowest 10 percent earned less than $26,200, and the top 10 percent earned more than $76,910.

For details, please visit this link http://www.bls.gov/oco/
# Graphic Arts Technology

## A.A.S. Degree

### TERM 1

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
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<tbody>
<tr>
<td>ART:120</td>
<td>2-D Design</td>
<td>3.00</td>
</tr>
<tr>
<td>GRA:103</td>
<td>Introduction to Macintosh</td>
<td>1.00</td>
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<td>GRA:173</td>
<td>Typography</td>
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<tr>
<td>GRD:463</td>
<td>Photoshop</td>
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<td>GRT:107</td>
<td>Introduction to Graphic Arts Technology</td>
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<tr>
<td>GRT:169</td>
<td>Color Theory</td>
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<td>GRA:134</td>
<td>Digital Photography (Optional)</td>
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**Total Credits:** 15.00

### TERM 2

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<tr>
<td>ART:161</td>
<td>Digital Art \ OR</td>
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<tr>
<td>CIS:140</td>
<td>Introduction to Game Design \ OR</td>
<td>3.00</td>
</tr>
<tr>
<td>CSC:110</td>
<td>Introduction to Computers \ OR</td>
<td>3.00</td>
</tr>
<tr>
<td>JOU:172</td>
<td>Intermediate Photography \ OR</td>
<td>3.00</td>
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<tr>
<td>JOU:941</td>
<td>Practicum in Communication \ OR</td>
<td>3.00</td>
</tr>
<tr>
<td>NET:303</td>
<td>Windows Workstation Operating Systems \ OR</td>
<td>3.00</td>
</tr>
<tr>
<td>WDV:155</td>
<td>Web Prototyping</td>
<td>3.00</td>
</tr>
<tr>
<td>ENG:105</td>
<td>Composition I \ OR</td>
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<tr>
<td>ENG:107</td>
<td>Composition I: Technical Writing</td>
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<td>GRD:415</td>
<td>InDesign I</td>
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<td>GRD:459</td>
<td>Illustrator</td>
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<td>GRT:110</td>
<td>Calculations and Measurements for Graphic Arts</td>
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<tr>
<td>WDV:101</td>
<td>Introduction to HTML and CSS</td>
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**Total Credits:** 18.00

**Diploma Total:** 33.00
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<tr>
<th>Course</th>
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<tbody>
<tr>
<td>BUS:102</td>
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<tr>
<td>MKT:110</td>
<td>Principles of Marketing OR</td>
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<tr>
<td>MKT:150</td>
<td>Principles of Advertising</td>
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<td>CIS:140</td>
<td>Introduction to Game Design OR</td>
<td>3.00</td>
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<td>CSC:110</td>
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<tr>
<td>NET:303</td>
<td>Windows Workstation Operating Systems OR</td>
<td>3.00</td>
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<tr>
<td>WDV:155</td>
<td>Web Prototyping</td>
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<td>GRA:900</td>
<td>Special Projects in Graphic Arts Technology</td>
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<td>GRT:266</td>
<td>Technology Changes in the Graphic Arts</td>
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<td>GRT:805</td>
<td>Graphic Arts Process Production Co-op</td>
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**A.A.S. Total** ................................................................. 64.00

Gainful employment information for the Graphic Arts Technology program is located at [www.eicc.edu/gainfulemployment](http://www.eicc.edu/gainfulemployment)