

Degree Pathway

A.S. in Digital Art and Design – Catalog Year 2024-25

The number of credits you take each year will determine when you graduate. To graduate on time, you are strongly encouraged to enroll in at least 30 credits toward your degree during the calendar year, including fall and spring semesters and winter and summer sessions. This Degree Pathway is designed for students who place into **developmental English and math**. An additional pathway is available for students who place into ENGL-101 and MA-321. Please see the degree website or your advisor for more information.

Courses in **Bold Text** are prerequisites for later courses and should be taken where indicated in the sequence.

Fall Semester #1

Courses	Credits	Prerequisites and Corequisites ¹
ENGL-101 English Composition I (ALP section)	3	Pre/corequisite: Must satisfy developmental requirement in English
(Required Core 1A - English Composition)		or be co-enrolled in ENGL-99
ENGL-99 Developing Competence in College Reading, Writing, & Study Skills	0 (4 eq.)	Corequisite: ENGL-101
MA-321 Mathematics in Contemporary Society	3	Pre/corequisite: Must satisfy developmental requirement in Math or
(Required Core 1B - Mathematical & Quantitative Reasoning)		be co-enrolled in MA-321 ALP
MA-321 ALP Mathematics in Contemporary Society	0 (2 eq.)	Corequisite: MA-321
ARTS-121 Two-Dimensional Design	3	None
Total credits for the term	9 + 6 eq.	

Spring Semester #1

Courses	Credits	Prerequisites and Corequisites ¹
ENGL-102 English Composition II (Required Core 1A: English Composition)	3	Prerequisite: ENGL-101 or placement
One course from Flexible Core 2C ² – Recommended: ARTH-100, ARTH-101, ARTH-115, ARTH-116, ARTH-117, ARTH-120, ARTH-202. ARTH-225	3	Check individual courses for prerequisites and corequisites
ARTS-290 Digital Design I	3	Corequisite: ARTS-121
ARTS-291 Digital Imaging	3	Corequisite: ARTS-121
One course from Flexible Core 2A, 2B, 2C, 2D, or 2E ²	3	Check individual courses for prerequisites and corequisites
Total credits for the term	15	



Summer Session

Courses	Credits	Prerequisites and Corequisites ¹
One course from Flexible Core 2A, 2B, 2C, 2D, or 2E ²	3	Check individual courses for prerequisites and corequisites
One course from Flexible Core 2A, 2B, 2C, 2D, or 2E ²	3	Check individual courses for prerequisites and corequisites
Total credits for session	6	

Fall Semester #2

Courses	Credits	Prerequisites and Corequisites ¹
ARTS-151 Drawing	3	None
ARTS-192 Digital Animation	3	Prerequisite: ARTS-290 or ARTS-291
ARTS-292 Digital Design II	3	Prerequisite: ARTS-290
One course from Flexible Core 2A, 2B, 2C, 2D, or 2E ²	3	Check individual courses for prerequisites and corequisites
One course from Flexible Core 2A, 2B, 2C, 2D, or 2E ²	3	Check individual courses for prerequisites and corequisites
Total credits for the term	15	

Spring Semester #2

Courses	Credits	Prerequisites and Corequisites ¹
Free Electives: See suggestions in the table below	5	Check individual courses for prerequisites and corequisites
ARTS-191 Introduction to Video	3	None
ARTS-293 Motion Graphics	3	Prerequisite: ARTS-192
CH-106 Chemistry and the Arts (Required Core 1C: Life & Physical Sciences)	4	None
Total credits for the term	15	
Total credits required for the A.S.	60	

Notes:

1. Prerequisites for a course must be passed before taking the course. Corequisites must be passed before taking the course or taken in the same term as the course.

2. Students must complete one course from each of the Flexible Core categories (2A, 2B, 2C, 2D, and 2E) and one additional course from any one of the categories. Art students are recommended to select two courses from Area 2C.

All students must complete two Writing Intensive (WI designated) classes to fulfill degree requirements.



Recommended Free Electives

Take 5 Credits From:

ARTH-225 History of Graphic Design	ARTS-380 Artist Apprentice Internship I
ARTH-380 Gallery Internship I	ARTS-382 Special Problems in Studio Art
ARTS-122 Three-dimensional Design	ARTS-390 Portfolio Project in Studio Art
ARTS-141 Introduction to Photography	ARTS-392 Introduction to 3D Animation
ARTS-221 Color Theory	ET-570 Creating Smartphone Apps
ARTS-243 Digital Photography	ET-710 Front-End UI/UX Web Development
ARTS-253 Illustration	