Major Topics:

- Interactive design concepts, principles and communication methods
- Project planning and production
- Learn industry standard software to create an interactive design project
- Develop a strategy for interactive design projects that addresses basic user experience needs and human interaction
- Create and test interactive design projects across platforms.

**DIG 2500C Fundamentals of Interactive Design**

Minimum grades of C in DIG 2284C or GRA 2160, or department approval.

Students will study the fundamental concepts and techniques needed for the creation of three-dimensional computer graphics. This course will cover topics including user interface design concepts, optimization/performance issues, resources, and tools. Students will use industry-standard software and interactive media to create an interactive project using industry-standard software and techniques.

**GRA 2156C Adobe Illustrator**

Minimum grades of C in ART 1300C and DIG 2000C or GRA 2160, or department approval.

An introduction to the principles of using storyboarding with an emphasis on visual media. Students will work on practical projects that will familiarize them with the basic hardware and software used in the field. Students will develop interactive design concepts, principles and communication methods.

**DIG 2343C - Advanced Motion Graphics**

Minimum grades of C in GRA 1206C or GRA 1413, or department approval.

This course will cover the concepts of electronic publishing and the ability to create and manipulate full color images using industry-standard software. Students will learn basic concepts of motion graphics for the creation of three-dimensional computer graphics. This course will cover topics including user interface design concepts, optimization/performance issues, resources, and tools. Students will use industry-standard software and interactive media to create an interactive project using industry-standard software and techniques.

**GRA 2310C Digital Storytelling**

Minimum grades of C in ART 1300C and GRA 1206C or GRA 1413 or department approval.

A course covering the concepts of electronic publishing and the ability to create and manipulate full-color images using industry-standard software. Students will be introduced to basic techniques for creating animated graphics and video with the use of industry-standard software. Students will learn the basics of creating digital video and sound files and how to incorporate these elements into a cohesive project.

**GRA 2291C Advanced Audio Visual Technology**

Minimum grades of C in GRA 2291C and GRA 2310C or department approval.

This course will cover the concepts of electronic publishing and the ability to create and manipulate full-color images using industry-standard software. Students will learn basic concepts of motion graphics for the creation of three-dimensional computer graphics. This course will cover topics including user interface design concepts, optimization/performance issues, resources, and tools. Students will use industry-standard software and interactive media to create an interactive project using industry-standard software and techniques.

**GRA 2342C - Advanced Motion Graphics**

Minimum grades of C in GRA 1206C or GRA 1413, or department approval.

This course will cover the concepts of electronic publishing and the ability to create and manipulate full-color images using industry-standard software. Students will learn basic concepts of motion graphics for the creation of three-dimensional computer graphics. This course will cover topics including user interface design concepts, optimization/performance issues, resources, and tools. Students will use industry-standard software and interactive media to create an interactive project using industry-standard software and techniques.

**GRA 2433C Digital Imaging Fundamentals**

Minimum grades of C in GRA 2310C and GRA 2343C, or department approval.

This course will cover the concepts of electronic publishing and the ability to create and manipulate full-color images using industry-standard software. Students will learn basic concepts of motion graphics for the creation of three-dimensional computer graphics. This course will cover topics including user interface design concepts, optimization/performance issues, resources, and tools. Students will use industry-standard software and interactive media to create an interactive project using industry-standard software and techniques.

**GRA 2291C Advanced Audio Visual Technology**

Minimum grades of C in GRA 2291C and GRA 2310C or department approval.

This course will cover the concepts of electronic publishing and the ability to create and manipulate full-color images using industry-standard software. Students will learn basic concepts of motion graphics for the creation of three-dimensional computer graphics. This course will cover topics including user interface design concepts, optimization/performance issues, resources, and tools. Students will use industry-standard software and interactive media to create an interactive project using industry-standard software and techniques.

**GRA 2310C Digital Storytelling**

Minimum grades of C in GRA 2291C and GRA 2310C or department approval.

This course will cover the concepts of electronic publishing and the ability to create and manipulate full-color images using industry-standard software. Students will learn basic concepts of motion graphics for the creation of three-dimensional computer graphics. This course will cover topics including user interface design concepts, optimization/performance issues, resources, and tools. Students will use industry-standard software and interactive media to create an interactive project using industry-standard software and techniques.