SBCC Graphic Design Course Sequencing
To be successful, it is important to take the courses in the correct sequence.

Certificate Program (33 Units)
Semester 1
GDP 110 Media Design *(core course-best to be taken FIRST)*
GDP 111 Graphic Design Basics *(core course - and prequisite for GDP114)*
MAT 131 Digital Imaging I *(Photoshop)*
GDP 112 Digital Literacy for Media Artists & Designers *(1st or 2nd semester)*

Semester 2
GDP 113 Typography
GDP 114 Graphic Design I *(GDP111 is a prerequisite)*
GDP 118 Creative Thinking

Semester 3
PHOT 109 Photo I
GDP 212 Graphic Design II
GDP 215 Publication Design

Semester 4
GDP 230 Portfolio

Choose One of the Following: *(All are strongly recommended)*
MAT 153 Web Design I
PHOT 285 Color Management
PHOT 180 Digital Darkroom

Strongly recommended:
GDP 290 Graphic Design & Photography Work Experience
ART 120 Fundamentals of Drawing
ART 102A Early 20th Century Art
MAT 116 Flash
MKT 101 Intro to Marketing
MAT 164 Online and Mobile Marketing
FP 177 Motion Graphics

AA degree in Graphic Design - All above courses plus General Education required courses. *(Please see catalog)*

Skills Competency Awards (SCA)

Information Design *(15 units)*
GDP 110 Media Design (3)
GDP 112 Digital Literacy for Media Artists and Designers (3)
GDP 115 Information Visualization (3)
GDP 217 Dynamic Information (3)
MAT 153 Web Design I (3)

Graphic Design Entrepreneur I *(15 units)*
GDP 111 Graphic Design Basics (3)
GDP 113 Typography (3)
GDP 114 Graphic Design I (3)
GDP 118 Creative Thinking (3)
ENT 202 Start-Up to Expansion: Analysis and Assessment (2
ENT 203 Marketing Plan Development (2)

Graphic Design Entrepreneur II *(16 units)*
GDP 212 Graphic Design II (3)
GDP 215 Publication Design (3)
GDP 230 Portfolio (3)
ENT 205 Entrepreneurial Accounting (2)
ENT 208 Business Plan Development (2)
Choose one:
MKT 203 Marketing Communications (3)
MKT 164 Online and Mobile Marketing (3)

Course Descriptions

GDP 110 Media Design (3) - *Online and Face-2-Face*
No knowledge of software required. Adobe InDesign, Illustrator, Photoshop
Recommended starting point for students interested in careers in the media arts. Introduction to basic design principles, using digital tools within various software programs.

GDP 111 Graphic Design Basics (3) *Online and F2F*
No knowledge of software required. Adobe InDesign, Illustrator, Photoshop
Students are introduced to graphic design, prepress skills and learn the applications used in creating basic layouts for a variety of printed pieces.

GDP 112 Digital Literacy for Media Artists and Designers (3) *Online only*
No knowledge of software required.
Introduction to theory, history and practice of interaction design, visualization and software art through current software and introductory programming languages.

GDP 113 Typography (3) - *Online and F2F*
No knowledge of software required. Adobe InDesign, Illustrator, Photoshop
An introductory course providing a basic understanding of the effective use of type as a design element in graphic design.

GDP 114 Graphic Design I (3) - *Online and F2F*
Knowledge of InDesign required. Knowledge of Illustrator, Photoshop helpful.
Students learn and apply basic elements and principles of graphic design to a variety of print-related projects. *Prerequisite: GDP 111*

GDP 115 Information Visualization (3) *Online only*
Knowledge of software from GDP 112 required.
Introduction to the display of data, graphical model choices, data types and mapping, basic data acquisition and analysis. Use of software and basic programming tools will be introduced. *Prerequisite: GDP 112*

GDP 118 Creative Thinking (3) - *Online only*
Lecture only-no software required.
Students learn creative problem-solving techniques which enable them to enhance their own innate creative abilities.

GDP 212 Graphic Design II (3)
Knowledge of software required. Adobe InDesign, Illustrator, Photoshop
Advanced projects in graphic design and advertising in which the creative process is stressed. *GDP 114 Course Advisory*

GDP 215 Publication Design (3)
Knowledge of software required. Adobe InDesign, Illustrator, Photoshop
Production issues and skills essential for offset printing and electronic publications are covered in this course.
GDP 111 strongly recommended or equivalent experience, or instructor permission.
GDP 111 and GDP 114 Course Advisory

GDP 217 Dynamic Information (3) *Online only*
Knowledge of software from GDP 112 and GDP 115 required.
Continuation of visualization practices towards user interactivity for web, mobile+ other media choices. Areas explored include dynamic and large data sets, embedded sensors and the internet of things.

GDP 230 Graphic Design Portfolio (3)
Knowledge of software required. Adobe InDesign, Illustrator, Photoshop
Development of a professional graphic design portfolio.

click to view video

For more information contact:
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