

Minnesota State University Moorhead

GCOM 150: Survey of Graphic Communications Industry

A. COURSE DESCRIPTION

Credits: 1

Lecture Hours/Week: 1

Lab Hours/Week: *.*

OJT Hours/Week: *.*

Prerequisites: None

Corequisites: None

MnTC Goals: None

A survey of various graphic communication production processes and careers. The survey topics include, but are not limited to, computer graphics, desktop publishing, web design, multimedia, animation, virtual reality, commercial printing, photography, and television.

B. COURSE EFFECTIVE DATES: 04/09/2004 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. Provides an overview of the major computer tools used in the graphics industry (print, multimedia and 3D graphics) as well as career exploration. GCOM 150 also looks at the future of graphics.

D. LEARNING OUTCOMES (General)

1. Communicate with people working in the graphic communications field.
2. Demonstrate an understanding of the differences between the roles of a graphic communicator.
3. Demonstrate familiarity with the variety of career possibilities.
4. Understand where the communications field is heading.
5. Develop a creative way of solving problems.
6. Understand the computer different tools used by a graphic communicator.

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted