



**2009-2010
Suggested Course
of Study**

**Arts Division
(541) 463-5409**

Web Design

This suggested course of study is for students considering entry-level positions in web design and production, new media design, or positions with a focus on designing for the web. A suggested course of study is not the same as a state-approved vocational program in which a student earns a degree or certificate with a vocational major issued by the Lane Board of Education, nor is it an Associate of Arts degree. The guide below includes recommended art, multimedia, and computer technology courses, as well as recommended general education courses.

Transfer institutions require additional coursework for a degree, and may change requirements from year-to-year. Any student interested in transfer must accept responsibility to work very closely with a Lane academic advisor, and also to be aware of changes in prerequisites for programs at potential transfer institutions.

Courses numbered below 100 generally do not transfer, and career technical courses may only have limited transferability to four-year institutions. See a Lane arts counselor or advisor for assistance in course selection and transfer policies.

Learning Outcomes Students completing this suggested course of study will:

- develop proficiency in multiple forms of media design which includes writing for the web, graphic and web design, working with visual imagery, video, sound and animation.
- understand the concept, potential and implications of communicating ideas using computer-based interactive media technology.
- become proficient in developing and applying effective visual design strategies for creating web sites, interactive multimedia, animation, games, and computer-based training for deliver over the Internet, DVD's and CD-Rom. Develop additional skills in one or more elective area: software, design, or media.
- understand the concepts of media and its effect on society, and how to use media ethically.
- learn to use appropriate library and information resources to research media topics and issues, concepts and tools, and support lifelong technical and aesthetic learning.
- manipulate variables using computer software applications.

Program Counselor Timothy Blood, Bldg. 1,
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Program Coordinator Rick Simms, Bldg. 17,
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Web Design

First Year

CIS 125H Software Tools 1: XHTML ^{D,G}	3
ART 115 Basic Design Fundamentals ^{D,G}	3
(New Course ¹) Web 2.0 CIT Social Networks, Blogs ^{D,G}	4
MUL 212 Digital Imaging ^{D,G}	3
WR 121 English Composition: Exploration and Introduction to Argument.....	4
Total Credits	17

Fall

CS 133JS Beginning Programming: JavaScript ^{D,G}	4
ART 245 Drawing for Media ^G	3
ART 289 Web Production Tools ^{D,G}	3
MTH 060 Beginning Algebra or higher math ^{*,G,M}	4
Total Credits	14

Winter

CS 295 Web Development 1 ^{*,D,G}	4
(New Course ¹) Multimedia for the Web.....	4
ART 290 Design Concepts for the Web ^{*,D,G}	4
ART 151A Media Graphics ^{*,D,G}	3
CG 203 Human Relations at Work ^{G,H}	3
Total Credits	18

Spring

Media

ART 210 The Photographic Vision
ART 262 Photography 2
FA 221 Computer Animation
FA 222 Computer Animation 2
FA 254 Lighting: Video
J 134 Photojournalism
J 234 Photojournalism 2
MDP 248 Multimedia Production 3
MUL 214 Digital Photography
MUS 119 Music Technology MIDI/Audio 2
MUS 298 IS: Music Technology

*Prerequisite required

1 See Art department or advisors for new course information

A Arts/Letters general education course

B Must be passed with grade of "B-" or better to use as a prerequisite

G Must be taken for a grade, not P/NP

H Human Relations/Social Science general education course

M Mathematics general education course

P PE/Health

R Use AAS degree lists

S Science/Math/Computer Science general education course

W Written Communications / English Composition course

Suggested Electives

Contact the Art and Applied Design Department for additional choices.

Computer Science

- CS 120 Concepts of Computing
- CS 125G SWTools 1: Game Development
- CS 133G Beginning C++ Programming for Games
- CS 133JS Beginning Programming: JavaScript
- CS 295 Web Development 1

Design

- ART 116 Basic Design: Color
- ART 119 Typography
- ART 216 Digital Design Tools
- ART 225 Digital Illustration
- ART 231 Drawing: Intermediate
- ART 234 Drawing: Figure
- ART 288 Introduction to Web Design
- ART 290 Design Concepts for the Web