

تكنولوجيا التصميم الجرافيكي والوسائط المتعددة

Graphic Design and Multimedia program study Plan

The Graphic Design and Multimedia program is composed of 133 Credit Hours that are distributed as follow:

Requirements	Mandatory (Credit Hours)	Electives (Credit Hours)	Total Credit Hours
University	19	6	25
Faculty	16	6	22
Program	77	9	86
Totals	112	21	133

A. Mandatory University Requirements (19 CH)

Course Code	Course Name	Credit Hours	Equivalent	Pre-requisite
GR119	Community Service	1		
GR118	Life Skills and Coexistence	3	GR101	
GT101	Learning and Information Technology	3	TU170	
AR113, AFL113	Arabic Communication Skills	3	AR111	
GB102	Entrepreneurship principles for non-specialists.	3	AR112	
EL111	English Communication Skills (I)	3		EL099
EL112	English Communication Skills (II)	3		EL111

* By adding two courses from Faculty Requirements (G102, G212) , the total credit hours will be 93, which yields a percentage of : 70% & the faculty requirements will be :11.3%

B. Elective University Requirements (6 CH)

Course Code	Course Name	Credit Hours	Pre-requisite
GR111	Arabic Islamic Civilization	3	
GR112	Arab World Development Issues and Problems	3	
GR131	Palestine Studies	3	
GR132	Jerusalem Studies	3	

EL118	Reading	4	
CH101	Introduction to Chinese I	3	
CH102	Introduction to Chinese II	3	CH101
FR101	Introduction to French I	3	
FR102	Introduction to French II	3	FR101
SL101	Introduction to Spanish I	3	
SL102	Introduction to Spanish II	3	SL101
HL101	Introduction to Hebrew I	3	
HL102	Introduction to Hebrew II	3	HL101

C. Mandatory Faculty Requirements (16 CH)

Course Code	Course Name	Credit Hours	Pre-requisite
JM132	Linear Algebra	3	
G102	Introduction to Information and Communication Technologies	3	GT101
G103	Principles of University Mathematics	3	
G121	Fundamentals of Design	4	EL111
G212	Introduction to Computer Aided Design	3	G121

D. Elective Faculty Requirements (6 CH)

Course Code	Course Name	Credit Hours	Pre-Requisite
G101	History of Graphic Design	3	EL111
G111	Design Literacy	3	EL111
G113	Statistics	3	EL111
G123	Instructional Materials' Design	3	EL111
JM131	Discrete Mathematics	4	EL111
JM133	Numerical Analysis	3	JM132, G103
JT103	Computer Organization and Architecture	3	EL111, G103

E. Mandatory Major Requirements (77 CH)

The 133-Credit Hour program has 25 Credit Hours as University requirement, 22 Credit Hours as Faculty Requirements and 86 Credit Hours as Major Requirements.

The program major mandatory courses are listed below:

Course Code	Course Name	Credit Hours		Pre-requisite
		Theo.	Pract.	
JM105	Introduction to Computer Programming in Java	2	1	EL111
G131	Digital Fundamentals	3		EL111
G141	Elements and Compositions	4		EL111, GT101
G151	Introduction to Interactivity and Media arts	2	1	EL111

G161	Introduction to Media Production	3	1	EL111, G102
G171	Typography I	3		EL111
G181	Digital Photography	2	1	G121, G141, G171
G191	Introduction to Advertising	2	1	EL1111
G201	Digital Visualization Studio	2	1	G121, G141, G171
G202	Computer Graphics and Imaging	3	1	G103, JM132
G211	Visual Communication Design	3	1	G121, G141, G171
G221	Digital and Emerging Media Design I	3	1	G102, G121, G151
G231	Illustration	3	1	G151, G171
G241	Applied Media Aesthetics	3	1	G141, G151
G301	Typography II	3		G171
G311	3D Modeling and Animation Techniques	2	1	G202, G231
G321	Digital and Emerging Media Design II	2	1	G202, G221
G331	Visual effects and Composing	2	1	G202, G231, G241
G341	Sound Production for Mixed Media	3		G102, G241
G351	Packaging Design	3		G131, G161
G352	Virtual, Augmented and Mixed Realities	2	1	G321
G361	Graduation Projects		8	Dept. Consent
Totals		54	23	
Percentage of the Mandatory Program Courses		70%	30%	

F. Elective Major Requirements (9 CH)

Course Code	Course Name	Credit Hours	Pre-requisite
JM180	Data Structures and Algorithms	3	JM105, JM131
GE101	Storyboarding	3	EL111
GE201	Design Practice	3	G141, G151, G171
GEP202	Introduction to relational databases	3	JM105, JM131
GE212	Programming for Digital Media	4	JM105, G161
GE203	Critical Thinking and Creativity	3	G121, G141, G151
GE221	Comics	3	G121, G131, G141
GE302	Web Application Development – Server Side	3	M105, M131
GEP301	Interactive Media Design for Mobile Devices	3	G221, G231, G241
GE312	Image Processing	3	G103, JM132, G181
GE311	Graphics Identity and Branding	3	G201, G231
GE303	E-Commerce	3	G102, G131, G221
GE321	Design Management	3	G201, G221, G231
GE331	Artistic Direction	3	G201, G211, G231