

# Digital Arts Associate of Applied Science Design Concentration

Full-Time, Fall Start

[www.pima.edu/digital-arts-aas](http://www.pima.edu/digital-arts-aas)

Learn workplace computer skills using industry standard print design and production software to effectively communicate in various digital media for work in television, movies, video gaming and other media. Students produce a complete digital or printed portfolio demonstrating their design, typography and technical skills.

**Title IV Financial Aid eligible:** Yes

## What can I do with this degree?

**Career options:** Become a print designer, illustrator or multimedia artist working for specialized design services, publishing or advertising/public relations companies and related services

**Academic options:** This program may apply toward a Bachelor of Applied Science (BAS). See an advisor.

### CHOOSE YOUR COURSES WITH YOUR COLLEGE ADVISOR

## Placement

Students must meet prerequisite standards before taking WRT 101 and to meet the Math Competency, required in the pathway below. If you are not prepared for these courses based on placement results you will need to take courses to build your skills prior to taking them. The sequence of courses follows.

Math: ICS 081 > MAT 092

Reading: ACL 080 > REA 091

Writing: ACL 080 > WRT 090 > WRT 101 (or WRT 101S can replace both WRT 090 and WRT 101)

If BUS 151, GTM 105, or a MAT course higher than MAT 106 is chosen additional coursework may be needed.

## Semester Pathway

This pathway is a suggested sequence of courses for your program of study. Work with an advisor to develop a unique pathway for you based on your placement recommendations, any prior college courses and your specific situation.

**General Education Note:** When General Education (Gen. Ed.) credits are listed below, select from the appropriate General Education course list linked from the program website. Some programs recommend specific courses.

For this pathway, ensure that one Gen. Ed. course fulfills the C or G requirement.

### Semester 1 - Fall (Semester Total: 16 credits)

**DAR 101:** Color Rendering & Theory (4 credits)

**DAR 102:** Fundamentals of Digital Design (4 credits)

**DAR 120:** Applied Computer Graphics I (4 credits)

**GTW 101:** Writing for Trades and Technical Operations (3 credits)

or **WRT 101:** English Composition I (3 credits)

**STU 100:** College Success and Career Planning (1 credit)

**Semester 2 - Spring (Semester Total: 15 credits)**

**ART 105:** Exploring Art and Visual Studies (3 credits)

or **ART 115:** Color and Composition (3 credits)

or **DAR 250:** Computer 2D Animation: Adobe After Effects (4 credits)

**DAR 111:** Typography (4 credits)

**DAR 112:** Graphic Design (4 credits)

**DAR 122:** Desktop Graphics: Adobe Illustrator (4 credits)

**Semester 3 - Fall (Semester Total: 15-16 credits)**

**Gen. Ed.:** CTE Other Requirement List. Recommend **ANT/GWS 202:** Sexuality, Gender and Culture (3 credits)

or **CMN 120:** Business and Professional Communications (3 credits)

or **ECN 150:** An Economic Perspective (3 credits)

or **DAR 250:** Computer 2D Animation: Adobe After Effects (4 credits)

**DAR 210:** Digital Arts Design Studio: Advertising Design (4 credits)

**DAR 221:** Photo Image Editing: Adobe Photoshop (4 credits)

**DAR 226:** Desktop Publishing for Digital Arts: Adobe InDesign (4 credits)

**Semester 4 - Spring (Semester Total: 16-17 credits)**

**Gen Ed.:** CTE Mathematics and Sciences List. Recommend **BUS 151:** Mathematics of Business (3-4 credits)

**DAR 212:** Digital Arts Design Studio: Collateral Design (4 credits)

**DAR 230:** Production Techniques for Print (4 credits)

**DAR 288:** Digital Arts Business and Portfolio Capstone (2 credits)

**Gen. Ed.:** CTE Social & Behavioral Sciences List. Recommend **PSY 132:** Psychology and Culture (3 credits)

**PROGRAM TOTAL: 62-64 credits**

Program/Major/Concentration Codes: **AASCOMMGRAPH/DAR1/DARD**

---

**Find more information about this program at:  
[www.pima.edu/digital-arts-aas](http://www.pima.edu/digital-arts-aas)**