

ASSOCIATE IN ARTS

**Liberal Arts and Science:
Computer Graphics Option**

CGR.AA

CODE	COURSE	CREDITS	CODE	COURSE	CREDITS
First Year/First Semester			Second Year/First Semester		
ENG-101	English Composition I	3	CGR-113	Web Page Design I	3
HIS-111	Western Civilization I or		CIS-191	Internet Tools & Techniques	3
HIS-101	World Civilization I	3	MTH....	Mathematics General Education Elective	3/4
CGR-104	Elements and Principles of Graphic Design	3	Social Science General Education Elective	3
CGR-111	Computer Graphics I	3	Humanities General Education Elective	3
.....	Language General Education Elective ¹	3		(not a History or Language course)	15/16
		15			
Second Semester			Second Semester		
ENG-102	English Composition II	3	CGR-253	Digital Illustration	3
HIS-112	Western Civilization II or		SPE-102	Public Speaking	3
HIS-102	World Civilization II or		Laboratory Science General Education Elective ²	4
HIS-103	World Civilization III	3	Diversity General Education Elective	3
CGR-112	Computer Graphic Design II	3	Social Science General Education Elective	3
.....	Language General Education Elective ¹	3			16
MTH....	Mathematics General Education Elective or			Total Minimum Credits	61
.....	Science General Education Elective	3/4			
		15/16			

¹ Students must take six credits of one language. See Course Descriptions for requisites on placement.

² The following Lab Science courses are recommended for non-science majors: BIO-106, BIO-140, CHM-140, PHY-103

PROGRAM DESCRIPTION

This career-oriented program can transfer to baccalaureate programs in computer-related fields. It uses state-of-the-art hardware and software.

PROGRAM GOALS

- To prepare and guide the student to use his/her well-rounded portfolio to qualify for entry into a four-year college or university and transfer to a baccalaureate program in a computer graphics related field.
- To provide students with a General Education foundation.

PROGRAM STUDENT LEARNING OUTCOMES

At the end of the program, the graduate will be able to:

1. Apply information design skills used in the fields of computer graphics, multimedia design, animation and interactive video.
2. Analyze client needs and create effective design solutions.
3. Utilize fundamental principles and practices required by computer graphic professionals.
4. Use a variety of specialized computer graphic software, hardware and peripherals.

POST-BACCALAUREATE EMPLOYMENT OPPORTUNITIES

- Computer animation
- Computer graphics
- Electronic publishing
- Multimedia

TRANSFER OPPORTUNITIES

Students in this program transfer to many institutions including:

- Rowan University
- Rutgers University
- Wilmington University
- Drexel University
- University of the Arts
- Stockton University

CONTACT PERSONS

Richard Dolan, Director
(856) 227-7200, ext. 4518
email: rdolan@camdencc.edu

Professor Phyllis Owens
(856) 227-7200, ext. 4682
email: powens@camdencc.edu

Highlights

There are cooperative education opportunities with local employers.

This course transfers to baccalaureate programs in computer-related fields.