KINGSBOROUGH COMMUNITY COLLEGE. The City University of New York

CURRICULUM TRANSMITTAL COVER PAGE

	Date: 4/18/2017
f Course Or Degree: A.S. in Graphi	ic Design and Illustration
Change(s) Initiated: (Please check	3)
☐ Closing of Degree	Change in Degree or Certificate Requirements
Closing of Certificate	Change in Degree Requirements (adding concentration
☐ New Certificate Proposal	☐ Change in Pre/Co-Requisite
☐ New Degree Proposal	☐ Change in Course Designation
☐ New Course	☐ Change in Course Description
☐ New 82 Course	☐ Change in Course Title, Numbers Credit and/or Hour
Deletion of Course	Change in Academic Policy
	☐ Pathways Submission:
	☐ Life and Physical Science
	Math and Quantitative Reasoning
	A. World Cultures and Global Issues
	B. U.S. Experience in its Diversity
	C. Creative Expression
	D. Individual and Society
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Revised/Dec.2015/AK



TO: Spring 2017 Curriculum Committee

FROM: Department of Art

DATE: 04/18/17

RE: Change of Program Learning Outcomes for Graphic Design and Illustration A.S.

The Department of Arts is proposing to change the Program Learning Outcomes Graphic Design and Illustration (A.S.):

FROM:

Learning Outcomes:

Upon successful completion of the Graphic Design and Illustration degree program requirements, graduates will:

- 1. gain an understanding of the array of career paths available to this and related industries (overview)
- 2. be able to conceive a visual solution to a communications problem (concept)
- 3. discern between a resolved, well-designed, illustrated, etc., piece from a poorly designed one (aesthetics)
- 4. be able to employ a skill set to transition from an idea into print or digital media (execution)
- 5. create effective visual communications that are responsive to the needs of clients and their target audiences (commercial applications)
- 6. create and maintain a professionally presented body of work (portfolio)
- 7. be able to critique work using an informed visual vocabulary (presentation)

TO:

Learning Outcomes:

Upon successful completion of the Graphic Design and Illustration degree program requirements, graduates will:

- 1. to identify the array of career paths available to this and related industries (**Overview**)
- 2. be able to conceive a visual solution to a communications problem (Concept)
- 3. discern between a resolved, well-designed, illustrated, etc., piece from a poorly designed one (Aesthetics)
- 4. be able to employ a skill set to transition from an idea into print or digital media (**Execution**)

- 5. create effective visual communications that are responsive to the needs of clients and their target audiences (**Commercial Applications**)
- 6. create and maintain a professionally presented body of work (Portfolio)
- 7. critique work using an informed visual vocabulary (**Presentation**)

RATIONALE FOR CHANGE:

The edited Program Learning Outcomes for the A.S. in Graphic Design and Illustration were modified to facilitate effective assessment by utilizing concrete verbs and focusing on skills and/or activities that can be more easily identified in class assignments and projects.