

Major Bachelor of Arts in Graphic Design			
Major Requirements			
Code	Title	Credits	Description
GDES340	Software II for Graphic Designers	3	Graphic Design Software 2 covers the advanced tools of the aiding software for Graphic Design like Adobe Illustrator, Adobe Photoshop and Adobe InDesign. It also introduces Adobe Dimension. Having the essentials attained during Graphic Design Software 1 of Illustrator, Photoshop and InDesign, Graphic Design Software 2 moves further on with more advanced techniques for additional uses. Adobe Dimension will be introduced as a gateway to the world including working with models, building scenes, applying and editing surface materials, customizing lighting, rendering, etc. Students will have the opportunity to learn to visualize branding, packaging, and logo designs in 3D with photorealistic renderings. Animation while integrating Illustrator and Photoshop within the workflow.
GDES350	Typography II & Art of Calligraphy	3	Typography II and Art of Calligraphy introduces students to the traditional and computer means in an advanced manner that explores more complex design problems such as poster design and brochures. Students will have the opportunity to learn the discipline, function and tradition of typography as it relates to visual and verbal communications. Topics include historical revolution of typography, communication, legibility, languages sequence and information hierarchy. Students will learn the study of problem solving as well as the methodology of design thinking.
GDES450	Advanced Animation	3	There are so many tools and methods for creating animations. While the story and characters are the most important elements, there are some fun and effective alternate methods and goals of animation. In advanced Animation, students will have the opportunity to look at and work with several animation techniques to expand their creative skills in image editing, animation, custom layout, 3D rendering, Kinetic typographic techniques of animation and expressions within camera movements, students learn the process of drawing, shapes, shading and perspectives. Students will also have the opportunity to develop a concept / narrative for a graphic component, to its script and guiding lines, create a storyboard with an animatic before moving into actually animation.
GDES470	Professional Practice	3	Professional Practice introduces students to the “Real World” scenarios (etiquette, interviews, business deals, business contract, billing etc.). Students will have the opportunity to prepare and develop a personal corporate identity (stationery suite, paper catalog and promotional item) along with a professional portfolio, which are essential keys to launch a professional career in the graphic design field.
GDES380	History and Evolution of Graphic Design	3	History of Graphic Design is a study of the impact of international cultural history on the development of Graphic Design and the power that design has in capturing the flux of the last century. Students will develop an awareness and appreciation for the elements shaping their time, and the responsibility that they will one day assume as ethical graphic designers. The course will also provide resourceful background on most 20th century design movements as well as an opportunity to express opinions, observations, and concerns in discussions, shorts essays, and interactive projects. By the end of the course students will have acquired lasting observational skills needed for rich and innovative designs.
GDES435	Illustration II - Story Board	3	This is a course that prepares students to develop their illustration skills, and learn which mediums suit them and their project best. Students will utilize their developed illustration skills to tell a story through a sequence of visual images, incorporating film techniques to result in professional grade storyboards. Projects will help students create, develop, and perfect concept development, script interpretation, and hand-rendered key-frames in a professional-level media work.

GDES270	Design Software I	3	Design software 1 introduces students to aiding software for Graphic Design. Using the Adobe suite, Adobe Illustrator plays a significant role in graphic design. As a vector oriented software, illustrator opens a gateway of opportunities for a graphic designer to work with ease in implementing the essential work for print, web and other media. Adobe InDesign complements Illustrator at producing multiple page content instead of art boards and by that, playing an essential role at strengthening sense of layout and identity. Adobe Photoshop plays a major role in photo editing. Accompanied by Adobe illustrator, these 2 software manage to create most demanding projects especially that of print. The student will have the opportunity to learn and practice the essentials in these software. Keeping the sketchbook to bring up ideas to life, the designated software shall add ease and speed rather than the long timed labor of manual work.
GDES300	Typography I	3	Typography I introduces the history, principles and techniques of typography in the graphic design field. Students will have the opportunity to explore typography as a form of visual communication. The study areas include typeface classifications and sizes, letter spacing, line spacing, column, structures, and grid systems. Students begin manipulating type forms using traditional materials and computer technology.
GDES495	Graphic Design Senior Project	4	As an ending course in the graphic design, the senior project gives students the opportunity to apply what they learned in all previous courses and combine them in a fully realized work. Students will have the opportunity to develop their work into a comprehensive holistic project. The course enhances student's research skills, critical thinking, unruly identification into planning and execution of a final multi-faceted project of visual information and signification. Students have the choice between two emphases, print design or digital design. The concentration of each emphasis is conveyed in the final senior project.
GDES445	Graphic Design Studio III	4	Graphic Design Studio III is a highly advanced graphic design studio course where students have the opportunity to conduct a full campaign of a real-life project using all the techniques, methods, and media to present their ideas. This campaign should include web page, animation, brochures, printed materials, posters, etc. All presentations should be computer generated. The student should present this project in a portfolio setup. The course will be a goal directed graphic design problem solving with emphasis on methods of thinking and research; it stresses the integration of theory and practice approaches in addition to practical applications while sharpening both conceptual and technical computer skills.
GDES394	Graphic Design Studio II	4	In Graphic Design Studio II, students will have the opportunity to utilize both traditional and computer means in an advanced manner that explores more complex design problems such as corporate identity, poster design, info graphics and magazine designs. Students will also learn the discipline, function and tradition of typography as it relates to visual/ verbal communication. Topics include communication, legibility/readability, language sequence and information hierarchy. Students will learn the study of problem-solving as well as the methodology of design thinking.
GDES345	Graphic Design Studio I	4	Graphic Design Studio I is introduced in a traditional way. It introduces the visual elements, principles and problem solving methodology, as well as techniques of illustration by learning and developing skills and techniques of different illustration styles for advertising and products in various mediums for graphic design. Students have the opportunity to apply a wide range of techniques including color use, typography, composition and layout of a logo whether single or multi-page design in two-dimensional form. The course covers the identification, understanding and employment of visuals as controllable communication tools. Students will be introduced to methodological and research practices for designers.

GDES405	Web Page Design	4	Web page Design introduces students to the digital world of web design theory and web page architecture, structure and design. Emphasis is placed on web conceptualization and interactivity in addition to an exploration of new advances in web technologies and development for a user experience end product of a digital platform. The course empowers students to produce websites and applications in a user-friendly and professional format using the latest technologies available.
GDES400	Packaging	4	Packaging provides an advanced exploration of typography as an expressive and functional technique. Students will have the opportunity to analyze and develop relationships between image, typography, sequence and hierarchy in the completion of graphic design projects and how to achieve it in three-dimensional projects such as packaging. Content also includes basic concept rendering, developing die-cut patterns and model making techniques in both visual and verbal presentation skills. Visits to package design and printing facilities to learn the printing techniques will also be conducted.

General Education Requirements

Code	Title	Credits	Description
ENGL251	Communication Skills	3	Workplace Occupational Writing is an advanced interdisciplinary writing course emphasizing workplace and technical communication and editing appropriate to diverse professions. It incorporates practice and study of selected types of discourse employed in professional writing situations, preparing students for different systems of writing in their professional lives. Examples from the writing of workplace professionals are analyzed and used as models to demonstrate the transition from academic to professional writing.
ENGL201	Composition and Research Skills	3	This course builds upon the skills acquired in pre-requisite courses mainly ENGL 151 to further develop students' critical thinking and academic writing competencies. Students will read and respond to a variety of texts from different disciplines and produce a research paper using analytical and critical skills in response to texts.
CULT200	Introduction to Arab - Islamic Civilization	3	The purpose of this course is to provide students with a general understanding of the history, culture, religion, politics, and society of the Arab world. The course covers the historical development of the Arab civilization, its geographical spread, and its impact on the modern world. Key topics include the rise of Islam, the Golden Age of Islam, the Ottoman Empire, and the contemporary challenges facing the Arab world. The course also explores the cultural heritage of the Arab world, including literature, art, architecture, and music. Through lectures, readings, and discussions, students will gain a comprehensive overview of the Arab-Islamic civilization and its significance in the global context.
CSCI200	Introduction to Computers	3	The course aims at making students competent in computer-related skills. It is supposed to develop basic computer interface knowledge by providing an overview of managing folders and files, opening a start menu, and hands-on practice on typical software applications such as Word, Excel, and PowerPoint. The student will learn how to use the new features of Microsoft Office 2017, mainly Word documents, Excel spreadsheets, and PowerPoint presentations. Moreover, the course aligns with the Cisco Networking Academy's Get Connected course, which helps students understand how to connect to the Internet.

ARAB200	Arabic Language and Literature	3	ØªØªØ£ÙÙÙÙ ÙÙØ§Ø¬Ø© Ø§ÙÙÙÙØ²Ø© Ø§ÙÙØ¹Ø±Ø¬ÙÙØ© ÙÙØ¢Ø¬Ø§Ø¬ÙÙØ§ ÙÙØ²ÙÙØ± Ø§ÙÙÙÙØªØ©ØµØµÙÙÙÙ ÙÙÙÙ Ø«ÙÙØ§Ø«Ø© Ø£ÙÙØ³Ø§ÙÙÙÙ Ø£ØØ¬ÙÙØ§ ÙÙØªÙÙØ§ÙÙÙÙ Ø¬Ø±ÙÙØ³Ø§ÙÙ Ø£Ø³Ø§Ø³ÙÙØ© ÙÙÙÙ Ø§ÙÙÙÙØÙÙ ÙÙØ§ÙÙØµØ±ÙÙ ÙÙØ§ÙÙØ¬ÙÙØ§Ø©. ÙÙØ§ÙÙØ«Ø§ÙÙÙÙ ÙÙØªÙÙØ§ÙÙÙÙ ÙÙØ¬Ø§ØØ«ÙÙÙÙ Ø§ÙÙØ£Ø¬Ø¬ ÙÙØ§ÙÙØªØÙÙÙÙÙÙ. Ø£ÙÙØ§ Ø§ÙÙÙÙØ³ÙÙ Ø§ÙÙØ«Ø§ÙÙØ« ÙÙÙÙØ¹Ø§ÙÙØ¬Ø¬ Ø¬¹Ø¶ ØªÙÙÙÙÙÙØ§Øª Ø§ÙÙØªØ¹Ø¬ÙÙØ± ÙÙØ§ÙÙØªÙÙØ§ØµÙÙ.
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Core Requirements			
Code	Title	Credits	Description
ARTS290	Perspective Drawing & Rendering Techniques	3	Rendering and perspective introduces students to the systems of perspective developed during the Renaissance as a means of creating the illusion of 3-dimensional space on a 2-dimensional surface. Using the parallel and the oblique perspective on different levels and views, with an explanation at an introductory level related to the ariel perspective in both mentioned cases including shadow studies based on natural and artificial light, students will learn to render the illusion of space. Students will have the opportunity to learn a variety of creative drawing techniques using volumes and geometrical shapes. Emphasis will be based on using both freehand sketching and technical rendering methods.
ARTS270	Design Fundamentals - 3D	3	Design Fundamentals 3D is a continuation of Design Fundamentals 2D, and focuses on the three-dimensional aspect of design, where students are taught to better understand and perceive form and space starting from the production of reliefs (low and high) as a transaction from 2D, to eventually three-dimensional compositions of 3D elements following the principles of design. Students will have the opportunity to use various materials and techniques of production and will learn leveling, carving, modeling and assemblage.
ARTS230	Fundamentals & Principles of 2D Design	3	Design Fundamentals 2D introduces students to the basic elements of design, and the different principles of two-dimensional design and composition, as well as tools used in design. This studio course covers the study of lines, shapes, textures, patterns and principles of composition.
ARTS250	Foundation Drawing II	3	Foundation Drawing II is a continuation of drawing I, it concentrates on the techniques of the human body, including the refinement of skills and methods of graphic representation. It will also cover the drawing of objects in 3-D. Students will use traditional and non-traditional media; the course stresses figure, portraiture and composition.
ARTS210	Color Theory - Painting	3	Color Theory, Painting is an introduction to the optical phenomena of color and their application in visual communication. It is an overview of the theories and procedures of painting and its techniques, it is a study of hues, values, and saturations, and their implications in color activity, legibility, and spatial illusion in a traditional studio setting in relevance to Graphic and Interior design.
ARTS200	Foundation Drawing I	3	Foundation Drawing I is an introduction to drawing through various techniques and media, students examine the basic elements of form and design as applied to drawing. It is an introduction to the basic perceptual skills that are deeply involved in the early stages of the creative process, learning to look is an essential method to the drawing skill. This basic course assumes that there has been no prior artistic or technical experience and begins on an introductory level.
ARTS305	Introduction to Art History	3	History of art guides students learning to place any work of art in its proper chronological context. This course will present the History of Art in its major forms and cultural contexts from the prehistoric world until the current times.

COMM285	Theories of Perception	3	Theories of Perception is an introductory course on communication languages and perception modes in relation to the technology of image production. It is an investigation of the semiotics of representation and perception throughout different medium usage and major art and media movements. It also covers the development of image theories and representation toward the various elements of communication and throughout history in relation to technology as a major variable for the image production.
ARTS315	Photography	3	Photography is addressed to all students who wish to learn about digital photography basics, eventually, how to use a digital camera and lenses. Students will learn terms and theory using manual techniques in a digital single lens reflex camera. This course involves the power of images through image language, composition and philosophy. It covers as well the use of the digital dark room for the enhancement of ideas, products and /or creative necessity. It leads students towards a deeper understanding of light, key value, equipment and camera controls