

Report of study plans

Academic year: 2017 Semester: Summer
 College: Faculty of Computing Studies Section: Information Technology
 Grade: Bachelors Specialization: BSc Graphic and Multimedia Design Technology
 The number of: 108

Type of require: University Requirements/ Mandatory Hours: 9

| Course: | Course Description | No. of Par | Credit hou | Equivalents | Prerequisite | Requirement | Relation |
|---------|-----------------------------------|------------|------------|-------------|--------------|-------------|----------|
| EL111 | English Communication Skills (I) | 1 | 3 | | | | |
| EL112 | English Communication Skills (II) | 1 | 3 | | EL111 | Previous | - |
| GR101 | Self-Learning Skills | 1 | 3 | | | | |

Type of require: Mandatory Specialization Requirements Hours: 96

| Course: | Course Description | No. of Par | Credit hou | Equivalents | Prerequisite | Requirement | Relation |
|---------|--|------------|------------|-------------|--------------|-------------|----------|
| GD111 | Introduction to visual perception | 1 | 4 | 4AD010 | EL111 | Concurrent | - |
| GD112 | Design methodologies and creative process | 1 | 4 | 4VC012 | GD111 | Previous | - |
| GD113 | Fundamentals of design studio practices | 1 | 4 | 4VC013 | GD111 | Previous | - |
| GD124 | Digital photography I | 1 | 4 | 4VC015 | GD113 | Previous | - |
| GD125 | Typography-I | 1 | 4 | 4VC016 | MT110 | Previous | - |
| GD126 | Introduction to Multimedia Design | 1 | 4 | | GD124 | Concurrent | - |
| GD211 | Digital photography II | 1 | 4 | | GD124 | Previous | - |
| GD212 | Design: critical and contextual issues | 1 | 4 | 5AD008 | GD112 | Previous | - |
| GD213 | Typography-II | 1 | 4 | 5VC013 | GD125 | Previous | - |
| GD224 | Branding | 1 | 4 | 5VC012 | MT120 | Previous | And |
| | | | | | GD213 | Previous | And |
| GD225 | Digital Media Design for web and mobile device | 1 | 4 | | MT120 | Previous | - |
| GD311 | Art direction | 1 | 4 | | MT210 | Previous | And |
| | | | | | GD224 | Previous | And |
| GD322 | Open design studies | 1 | 4 | | GD311 | Previous | And |
| | | | | | GD212 | Previous | And |
| GD323 | Design innovation and entrepreneurship | 1 | 4 | | GD311 | Previous | - |
| GM471A | Graduation project – Part I | 1 | 4 | | GD322 | Concurrent | - |
| GM471B | Graduation project – Part II | 1 | 4 | | GM471A | Previous | - |
| MT110 | Software print design | 1 | 4 | 4VC014 | EL111 | Concurrent | - |
| MT120 | Software screen design | 1 | 4 | | MT110 | Previous | - |
| MT210 | Mixed media production | 1 | 4 | | MT120 | Previous | And |
| | | | | | GD126 | Previous | And |
| MT221 | Cinema 4D | 1 | 4 | | MT120 | Previous | - |

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|---------|---|------------|------------|-------------|--------------|-------------|----------|
| MT222 | Web & mobile application programming I | 1 | 4 | | GD225 | Concurrent | - |
| MT310 | Web & Mobile Application Programming II | 1 | 4 | | MT222 | Previous | - |
| MT311 | 3D modeling and animation techniques | 1 | 4 | | MT221 | Previous | - |
| MT323 | Design fabrication and materials | 1 | 4 | | GD311 | Previous | - |

Type of requir: Faculty Requirements/ Mandatory Hours: 3

| Course: | Course Description | No. of Par | Credit hou | Equivalents | Prerequisite | Requirement | Relation |
|---------|--------------------------------|------------|------------|-------------|--------------|-------------|----------|
| LM102 | Mathematics For Graphic Design | 1 | 3 | | EL111 | Previous | - |