

COMMUNITY COLLEGE

## NEW STUDENT ADVISING PACKET

2020-2021

# Art, Media, & Design





## **First Semester Advising Overview**

Welcome to Columbus State! An essential part of New Student Orientation is getting an introduction to your academic department and scheduling suggestions for your first semester. We are excited you have chosen to be a part of our academic community and want to make your transition to college as seamless as possible. This booklet is designed to provide you an overview of academic advising at Columbus State, a timeline for the start of your first semester, and basic information about our program tracks.

#### WHAT IS ACADEMIC ADVISING?

Academic advising is a collaboration between students and advisors to help students identify their strengths, skills, and abilities. An advisor will help students:

- Create an academic map that will assist with course selection and degree completion.
- Encourage students to make responsible decisions about their academic program.
- Help students connect with campus resources to ensure academic success.
- Connect students with faculty members for the most up-to-date information in their field.

#### **STUDENT COMMITMENT TO SUCCESS**

- Be an active participant in the advising process by being on time and prepared for an advising appointment.
- Create an Advising Folder to keep your important academic documents and bring it with you to every advising appointment.
- Be familiar with Columbus State policies, campus resources, and academic requirements for your program.
- Regularly check and read your Columbus State student email.
- Print a copy of the academic calendar each semester so you can be aware of important dates and deadlines.
- Contact your advisor as soon as possible if you experience personal or academic difficulties.
- Accept responsibility for your decisions and actions that effect your education and goals.

## GETTING READY FOR THE FIRST DAY OF CLASSES

Below is our suggested timeline to assure that you are prepared for your first day classes. We always recommend planning ahead, as waiting until the last minute may cause unneeded stress!

#### **Register for Classes Early**

Waiting to register only increases the chance of your courses filling up.

REGISTRATION IS NOT PERMITTED AFTER THE FIRST DAY OF THE SEMESTER.

## Apply for Financial Aid and Scholarships at www.cscc.edu/financialaid

#### **Purchase Your Books and Parking Pass**

For more information about buying books and materials, hours of operation, financial aid allowances, and other FAQs visit: www.cscc.edu/bookstore.

Parking can be a challenge during our peak hours. CSCC's Parking Services posts lot updates on their Twitter feed @cscc\_parking.

#### **Pay Your Student Fees**

#### Deadline is 5 days prior to the start of the semester.

Check your CougarWeb account at least 1 week prior to the fee payment deadline to make sure payment has been made or financial aid has processed.

Students who do not pay their fees or set up a payment deferral by the published deadline will be dropped from courses.

#### **Get To Know Your Campus Location**

Don't know where to go? Get a campus map and directions: www.cscc.edu/about/locations.



# Art, Media, & Design 2019-2020

### **ADVISOR CONTACT INFORMATION**

**ADVISORS:** 

Jennifer Miller Sheri Harrington **OPEN ADVISING HOURS:** 

Monday – Thursday 9:00 a.m. – 4:00 p.m.

EMAIL: amdadvising@cscc.edu

**LOCATION:** Eibling Hall 307

Join **Remind 101** to receive advising updates via text! Text **@AMDadvisor** to **81010** to join.

#### To learn more about Columbus State Community College's transfer agreements:

Visit our Transfer website at www.cscc.edu/academics/transfer.

#### For more career related information:

Visit Career Services to explore various career tools such as *Career Coach* and *Ohio Means Jobs* at www.cscc.edu/services/careers

or see the Bureau of Labor Statistic's Occupational Outlook Handbook at www.bls.gov/ooh.

## Digital Design & Graphics

Digital Design and Graphics is the interaction of advertising, graphic design, publishing, package design, marketing, interactive media, and photography. This program will prepare the student for various positions in the expanding field of visual communications or for transfer to a four-year institution. Students will prepare a portfolio that will show the work they created in this program, develop a strong visual and verbal resume, and practice the skills needed to effectively present their portfolio to prospective employers.

**Certificate Options:** Adobe Illustrator, Adobe InDesign Advanced, Adobe Photoshop Advanced, Digital Design, and Digital Painting

**Transfer Options:** This program will transfer to CCAD (Advertising & Graphic Design), Ohio Dominican University (Graphic Design), Franklin University (Applied Management), and Ohio University (Applied Communications and Applied Management degrees only).

#### FIRST SEMESTER SCHEDULING SUGGESTIONS

- COLS 1100 or COLS 1101 First Year Experience Seminar (1)
- 2. ESL coursework and/or Developmental Education courses (if needed)
- 3. **ENGL 1100 or 1101** Composition I or IW(3) (by placement)
- 4. **STAT 1350** Elementary Statistics (3) (completion of MATH 1025 or 1099 with a "C" or higher or by placement)
- 5. **DDG 1100** Introduction to Computer Design (3) *(no prerequisite)*
- 6. **DDG 1101** Survey of Digital Design (3) *(no prerequisite)*
- 7. **DDG 1525** Storyboarding (3) (no prerequisite)
- 8. **DDG 1200** Color Management/Business of Design (3) *(no prerequisite)*
- FOTO 1140 Introduction to Digital Photography
  (3). A digital camera (point and shoot or DSLR) is required.
  (no prerequisite)
- 10. **MKTG 1120** Branding (3) (no prerequisite)
- 11. **IMM 1120** Fundamentals of Interactive Media (3) (no prerequisite)
- 12. **HART 1201** History of Art I (3) (Placement into ENGL 1100)

## **Digital Photography**

Graduates of this program will be prepared for careers in a variety of digital photography, digital services and imaging-related fields, be able to pursue self-employment options, or be prepared to continue their education at a four-year institution. The majority of the digital photography curriculum will revolve around digital capture, digital workflow, and digital image management. Students will develop a balance of technical and aesthetic skills that relate to digital photography, equipment, and related software that is complemented by coursework in digital design, website design, interactive video/audio, and marketing/branding on the Web.

**Certificate Options:** Basic Digital Photography, Intermediate Digital Photography, Advanced Digital Photography, Black & White Film, Business of Photography, Basic Photoshop for Photographers, Intermediate Photoshop for Photographers, Advanced Photoshop for Photographers

**Transfer Options:** This program will transfer to CCAD (Photography), Ohio Dominican University (Graphic Design), Franklin University (Applied Management), and Ohio University (Applied Communications and Applied Management degrees only).

#### FIRST SEMESTER SCHEDULING SUGGESTIONS

- 1. **COLS 1100 or COLS 1101** First Year Experience Seminar (1)
- 2. ESL coursework and/or Developmental Education courses (if needed)
- 3. **ENGL 1100 or 1101** Composition I or IW (3) *(by placement)*
- 4. **MATH 1104** Mathematics for Business (3) (completion of MATH 1025 or 1099 with a "C" or higher or by placement)
- 5. **FOTO 1140** Introduction to Digital Photography (3). A digital camera (point and shoot or DSLR) is required. (no prerequisite)
- 6. **FOTO 1120** Photoshop for Photographers (3) *(no prerequisite)*
- 7. **DDG 1100** Introduction to Computer Design (3) *(no prerequisite)*
- 8. **Humanities Requirement (3)** Select one from list: HIST 1111, HIST 1112, HIST 1151, HIST 1152, HIST 1181, HIST 1182, HIST 2223, HIST 2224, HUM 1100, HUM 1270, MUS 1270, PHIL 1101, PHIL 1130, ARCH 2100, HART 1201, HART 1202 (placement into ENGL 1100)
- Social Behavioral Science Requirement (3) Select one from list: ANTH 2202, GEOG 2400, POLS 1100, SOC 1101, PSY 1100, ECON 2200 (placement into ENGL 1100)

### **Interactive Media**

The Interactive Media program provides the community and industry with professionals who can creatively develop and create media and services in integrated and interactive communications, advertising, marketing, web design development, social media, and Web 2.0 trends. Students will develop skills in four major areas: design and aesthetic sensibility; scripting (source code and applications such as HTMS, CSS, Actionscript, etc.); design orientation application programs (Adobe Muse, Dreamweaver, Animate, etc.); and Macintosh and Windows platforms.

Certificate Options: Digital Video and Sound

**Transfer Options:** This program will transfer to Ohio Dominican University (Graphic Design and Public Relations), Franklin University (Applied Management), and Ohio University (Applied Communications and Applied Management degrees only.

#### FIRST SEMESTER SCHEDULING SUGGESTIONS

- 1. **COLS 1100 or COLS 1101** First Year Experience Seminar (1)
- 2. ESL coursework and/or Developmental Education courses (if needed)
- 3. **ENGL 1100 or 1101** Composition I or IW (3) (by placement)
- 4. **MATH 1104** Mathematics for Business (3) (completion of MATH 1025 or 1099 with a "C" or higher or by placement)
- 5. **IMM 1100** Principles of Interactive Design (3) (no prerequisite)
- 6. **IMM 1500** Basics of Video and Sound (3) (no prerequisite)
- 7. **DDG 1525** Storyboarding (3) (no prerequisite)
- 8. **CSCI 1103** Intro to Programming Logic (3) (completion of MATH 1050)
- 9. **Humanities Requirement** Select one from list: HIST 1111, HIST 1112, HIST 1151, HIST 1152, HIST 1181, HIST 1182, HIST 2223, HIST 2224, HUM 1100, HUM 1270, MUS 1270, PHIL 1101, PHIL 1130, ARCH 2100, HART 1201, HART 1202 (3) (placement into ENGL 1100)
- 10. Social Behavioral Science Requirement Select one from list: ANTH 2202, GEOG 2400, POLS 1100, SOC 1101, PSY 1100, ECON 2200 (3) (placement into ENGL 1100)

## Video Game Art & **Animation**

The Video Game Art and Animation track covers the core disciplines for video game art production. Students are provided the foundation in key areas that impact this field, including: time-based production, storytelling, a survey of the video game industry, traditional animation, etc. With this foundation, the remainder of the program focuses on 3D character and environment production, audio integration and game development skills, conducted through 2D and 3D software, as well as various scripting and programming languages. Students will ultimately work on team-based game projects that expose them to the video game production process.

**Transfer Options:** This program will transfer to Franklin University (Applied Management), and Ohio University (Applied Communications and Applied Management degrees only).

#### FIRST SEMESTER SCHEDULING SUGGESTIONS

- 1. **COLS 1100 or COLS 1101** First Year Experience Seminar (1)
- 2. ESL coursework and/or Developmental Education courses (if needed)
- 3. **ENGL 1100 or 1101** Composition I or IW (3) (by placement)
- 4. MATH 1104 Mathematics for Business (3) (completion of MATH 1025 or 1099 with a "C" or higher or by placement)
- 5. IMM 1115 Survey of Gaming Industry (3) (no prerequisite)
- 6. IMM 1116 Storytelling for Games (3) (no prerequisite)
- 7. **IMM 1201** 3D Modeling I (4) (no prerequisite)
- 8. **DDG 1525** Storyboarding (3) (no prerequisite)
- 9. Humanities Requirement Select one from list: HIST 1111, HIST 1112, HIST 1151, HIST 1152, HIST 1181, HIST 1182, HIST 2223, HIST 2224, HUM 1100, HUM 1270, MUS 1270, PHIL 1101, PHIL 1130, ARCH 2100, HART 1201, HART 1202 (3) (placement into ENGL 1100)
- 10. Social Behavioral Science Requirement Select one from list: ANTH 2202, GEOG 2400, POLS 1100, SOC 1101, PSY 1100, ECON 2200 (3) (placement into ENGL 1100)

#### **ART, MEDIA, & DESIGN ADVISING**

## Academic Advising for the following majors:

- Art, Media, & Design
  - Digital Design & Graphics
  - Digital Photography
  - Interactive Media
  - Video Game Art & Animation

#### **Academic Advisors:**

Jennifer Miller Monday – Friday

EB 307D

Sheri Harrington Mondays & Wednesdays

EB 307E

Email: amdadvising@cscc.edu

#### Academic Advising Hours & Location:

Location: Eibling Hall 307

**Open Advising Hours:** 

Monday – Thursday 9:00a.m. – 4:00p.m.

Text @AMDadvisor to 81010 to receive advising updates throughout the year.

## Why should you set up an appointment with your Academic Advisor?

#### Your Advisor can:

- Help you develop a semesterby-semester plan to successfully complete your degree requirements
- Discuss your academic progress and set up an action plan for success
- Help you identify campus resources to assist with career planning
- Assist with transfer planning

## **Tips for Success**

- Meet with your academic advisor 1-2 times per academic year to develop an academic plan
- Keep an "Advising Folder" with all of your advising materials and bring it with you to your advising session.
   Your folder should include:
  - a copy of your semester plan
  - a copy of your plan of study
  - a copy of your degree audit
  - questions you may have
- Connect with faculty within your program to learn about job market trends

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