

Graphics Technology

The Graphics Technology program at Pierpont Community and Technical College has an informational program specification page on the institutional website, which properly elaborates the program description, program goals and types of career opportunities.

Moreover, the following data will be made available on the institutional website, based on continuous data collection and improvement efforts:

- Student graduation data
- Institutional and program scholarship availability data
- Student employment and employer satisfaction data based on periodic surveys
- Student awards data:
- Student performance in national assessment exam data:

1. Spring 2012 test results data:

Course Average:	71.56 (6)
Organization Average:	71.72 (12)
State Average:	71.72 (12)
National Average:	64.35 (1763)

2. Summer 2012 test results data:

Course Average:	71.89 (6)
Organization Average:	71.72 (12)
State Average:	71.72 (12)
National Average:	64.35 (1763)

OVERVIEW OF THE ASSOCIATE OF APPLIED SCIENCE PROGRAM IN GRAPHICS TECHNOLOGY

The Graphics Technology program at Pierpont Community and Technical College is a program that prepares students for careers in the graphics industry.

Program Purpose:

The A. A. S. Graphics Technology Degree provides training in visual communications, where students will learn to plan, analyze, and create visual solutions to communications problems. This program focuses on the technical aspects of graphic design, preparing students for entry-level positions in areas of print, multimedia, and web design.

Program Goals:

Upon successful completion of the AS degree in Graphics Technology, Students will be able to:

- Operate a Macintosh Computer.
- Define, analyze, plan, and Produce an original multimedia CD or DVD.
- Design, implement, and maintain original websites.
- Use basic photography for graphic design solutions.
- Create original digital artwork for graphic design solutions.
- Shoot and digitally alter original digital photographs.
- Plan, create, refine, and produce an original Flash animation.
- Create designs and computer layouts for original printed graphics such as a posters, billboards, letterheads, and business cards.
- Create, by hand or through computer software, original illustration art for graphic design solutions.

- Students who choose to pursue the Internet publishing option (an additional 9 credits) will be able to generate design solutions for inter-active media.
- Students who choose to pursue the Electronic publishing option (an additional 9 credits) will be able to perform graphic design services in the print environment.

Employment:

Graduates with the Associate of Applied Science degree in Graphics Technology are qualified for entry level positions to work as Layout Artists, Graphic Design Assistants, Web Design Technicians and Free-lance Graphic Artists.

Many students continue their education towards a Bachelors degree in Graphics Technology, Graphic Design or related fields.

1. Job Placement from Graduate student survey

Are you currently employed in your field of study?

Yes	77.8%
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No	22.2%
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2. Average Salary from the most recent data collected

\$24,000 - \$26,999 (\$11.55 - \$12.98)	33.3%
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\$30,000 - \$32,999 (\$14.43 - \$15.86)	33.3%
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\$33,000 - \$35,999 (\$15.87 - \$17.31)	0.0%
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\$36,000 - \$38,999 (\$17.32 - \$18.75)	0.0%
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\$39,000 - \$41,999 (\$18.76 - \$20.19) 0.0%

More than \$41,999 (\$20.20 or more per hour) 33.3%

3. Assessment of the program from student graduates.

I am able to solve mathematical problems encountered in postsecondary curricula and everyday life 70.0% 30.0% 0.0% 0.0% 0.0% 0.0%
(7) (3) (0) (0) (0) (0)

I am able to gather, evaluate, and use information that is empirical and logical to solve a problem or support an assertion 70.0% 30.0% 0.0% 0.0% 0.0% 0.0%
(7) (3) (0) (0) (0) (0)

I am able to demonstrate knowledge of ethical standards and practices and apply their knowledge of ethical standards to analyze, explain, and resolve ethical conflict 80.0% 10.0% 10.0% 0.0% 0.0% 0.0%
(8) (1) (1) (0) (0) (0)

I am able to work in a team environment and demonstrate an understanding of the diverse 90.0% 10.0% 0.0% 0.0% 0.0% 0.0%
(9) (1) (0) (0) (0) (0)

cultures in American society

Majors, Graduates and GPA Raw Data

Graphics Technology program

Graphics Technology	Fall Semester 2009	60	2	2.99
Graphics Technology	Spring Semester 2010	57	11	3.36
Graphics Technology	Summer Semester 2010	23	2	3.28
Graphics Technology	Fall Semester 2010	59	6	2.63
Graphics Technology	Spring Semester 2011	55	10	3.41
Graphics Technology	Summer Semester 2011	21	4	2.97
Graphics Technology	Fall Semester 2011	58	8	3.41
Graphics Technology	Spring Semester 2012	44	6	3.19
Graphics Technology	Summer Semester 2012	22	3	2.77