



CLASSES TAKEN AT AAU					
F08	canm 606	Principles of Usability Building portfolio; project management, iterative project development (design/implement/test), paper prototyping, competitive analysis, requirements analysis	This course addresses the principles of usable design such as listening to users, understanding the medium and the ability to bridge the two with a well-designed user interface. Objectively evaluate the usability of products, design from user requirements, and test designs to verify successes or uncover flaws.	A-	3
	canm 611	Sound Specific learn logic software for composition and synthesis, build soundscapes, sound effects for video and web	This class covers modern techniques used in designing sound for various types of media. Students gain a basic grounding in audio theory, MIDI, and digital audio recording/editing. Activities include creating sonic landscapes without visuals and telling vivid stories with sound effects.	B+	3
	canm 619	Advanced Digital Imaging Photoshop CS4	This course furthers the student's digital imaging skills with practice in advanced techniques in photo editing and photo illustration, as well as its application in the digital film and game industries. Discovery in texture, color correction, motion graphics, backgrounds for composites, blue screen replacement, and image optimization for the web will be explored.	A	3
S09	gs 601	Renaissance Art World and Its Classical Origins Philosophy (Plato, Aristotle, religious thought, Enlightenment) and art history	Using the traditional notion of aesthetics, this course will consider works of Renaissance art from the basis of classical concepts of beauty. Various Greek and Roman thinkers as well as the ideas of philosophers, humanists and specific artists who influenced the Renaissance will be explored.	A	3
	canm 643	Interactive Design and Concepts Building portfolio; brainstorming ideas; selecting a concept, generating presentation materials re principles of usability	This class provides training in the preproduction process required during directed study that will lead to final project development. Students will examine, explore, evaluate and define their purpose in the program to present a meaningful Final Project proposal that will be presented at midpoint. Required components for midpoint will be developed here.	A-	3
	gs 615	History of Graphic Design Printing consistent color-managed images; studying, analyzing and reporting on the history of graphic design	This course provides an in-depth survey of the historical, cultural, social and political movements that have influenced the evolution of graphic design.	A-	3

	canm 612	Scripting for Time-Based Media ActionScript 3	This course adds breadth and depth to the student's interactive skill set and portfolio. More advanced applications and techniques will be introduced and exercised to tailor interactive functionality for a more meaningful and memorable user experience.	B+	3
I09	gs 903	Graduate seminar in Europe. Studying examples and movements in art history by visiting museums and attractions in Paris, Brussels, and Amsterdam	In this three-week course, students will be exposed to the art of a particular city or region of Europe. Lectures will accompany visits to the architecture of the chosen locality and visits to the city's museums. The seminar destination will vary each year; please consult the class schedule for location specifics.	A	3
CLASSES WAIVED AT AAU					
	canm 605	typography for digital masters			
	canm 608	web tech 1			
	canm 622	digital capture			
	canm 642	time based media			