Program comparison

		GRAPHIC DESIGN PRODUCTION (GRDP)	GRAPHIC DESIGN (GRDE)
1	PROGRAM TYPE	**Two years (four academic semesters)**	**Three years (six academic semesters and 160 hours of field placement)**
2	PROGRAM FOCUS IS ON...	• Design basics, including design process, research, problem-solving, the communication process, logo and icon design, advertising, and infographics, as well as typography and industry-standard software skills (first year) • Advanced conceptual design, including branding, infographics, editorials, briefs, and justifications, as well as professional practices, web and print production studio techniques, and research techniques (second year) • Hands-on projects and experiential learning	• Design basics, including design process, research, problem-solving, the communication process, logo and icon design, advertising, and infographics, as well as typography and industry-standard software skills (first year) • Advanced conceptual design, including branding, infographics, editorials, briefs, and justifications, as well as professional practices, web and print production studio techniques, and research techniques (second year) • Advanced portfolio development opportunities, professional practices, web and print production techniques, advanced software skills, trends and issues, and experiential graphics (third year) • Field placement (practice skills and develop confidence in a work setting)
3	PROGRAM WORKLOAD AND EXPECTATIONS ARE...	• 18 hours of classes per week • Six courses per semester • Learn to communicate and present ideas, design concepts and opinions clearly and persuasively • Develop and practice computer skills	• 18 hours of classes per week • Six courses per semester • Learn progressive design, advanced production and computer skills based on first- and second-year courses • Develop project management skills and keep current with visual media design trends
4	TO BE A SUCCESSFUL STUDENT OR EMPLOYEE, YOU WILL...	• Be job-specific focused • Work with minimum supervision • Be reliable, dependable and respectful • Have good communication skills • Be a strong team player and a self-starter • Have the ability to prioritize, meet deadlines, and work independently • Demonstrate personal responsibility	• Be career-focused • Have the ability to lead a team • Have strong communication skills and attention to detail • Be professional and have good decision-making skills • Be able to prioritize, meet deadlines, and work independently
5	AFTER GRADUATION, YOU WOULD LIKE TO BE...	• An entry-level/junior production designer • Working under the direction of a team lead • Self-directed with some administrative reporting • Performing assigned tasks and duties	• Considered for future art directing roles • Self-directed with administrative reporting • Developing and managing projects; troubleshooting problems • Creative and and use innovative thinking
6	YOU MIGHT WORK FOR...	• Graphic design studios, advertising agencies, or web-based design houses • Government agencies and in-house art departments (e.g., municipal/provincial/federal) • Corporate in-house art departments (e.g., retail and service companies, hospitals) • Publishing (e.g., newspapers/magazines), marketing companies, and printing companies	

Georgian