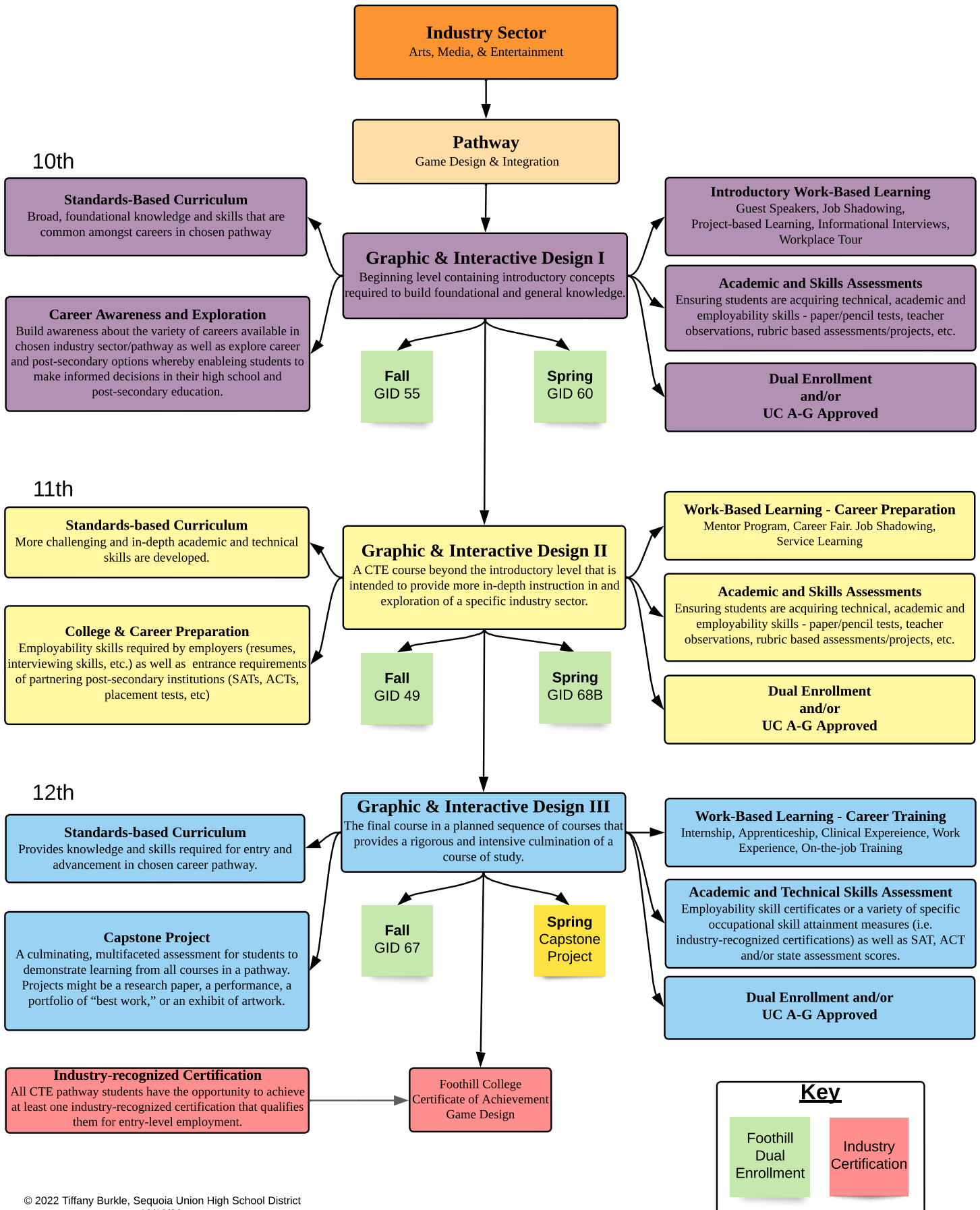




Graphic & Interactive Design



Dual Enrollment Courses

10th Grade

Fall: GID 55 User Experience (UI/UX) Design, 4 units

Description: Design and develop successful user experiences (UI/UX) for mobile devices. Identify users and analyze their needs and behaviors. Organize content, create pathways, design media, and produce reusable elements. Appreciate the significance of branding. Conduct usability testing and collect data. Design iterations based on data findings. Explore issues in mobile design for multiple devices. Develop proficiency with professional software for mobile development.

Spring: GID 60 Careers in Visual Arts, 2 units

Description: Exploring the field of visual arts including commercial arts, graphic design, photography, video arts, website design, and illustration. Survey of career paths including art studios, company art departments, advertising agencies, freelance, and other job opportunities for creative services professionals.

11th Grade

Fall: GID 49 Game Art & Design, 4 units

Description: Exploring the field of visual arts including commercial arts, graphic design, photography, video arts, website design, and illustration. Survey of career paths including art studios, company art departments, advertising agencies, freelance, and other job opportunities for creative services professionals.

Fall: GID 68B Virtual Reality Game Design, 4 units

Description: Learn how to design virtual reality (VR) games and immersive experiences. Students will be introduced to conceptual theory, design techniques, and project management skills for building successful VR games and immersive experiences. Topics include ideation, concept development, character design, environment design, 3-D animation, and sound and lighting design for VR games and immersive experiences. Students will complete hands-on projects that progress through the phases of designing VR games and immersive experiences, from ideation through to final production while developing proficiency with professional software for VR game and immersive experience design.

12th Grade

Spring - GID 67 Mobile Game Design, 4 units

Description: Learn how to design games for smart phones and mobile devices. This course explores the design and development processes for mobile games. The course introduces the concepts of character design, scene design, and asset creation for mobile games. Students will use mobile game design tools and techniques, including animation, game mechanics, scalable vector graphics, and sound effects, to build interactive game experiences. Professional techniques for game design planning and rapid prototyping, distribution and promotion of mobile games will be presented. Students will develop proficiency with professional software for mobile game design.

For More Detailed Information:

<https://foothill.edu/schedule/outlines.html>