

MEDIA, COMMUNICATION, AND DESIGN, ASSOCIATE IN SCIENCE

Program Description

The **Associate in Science (A.S.) in Media, Communication, and Design** is designed for students who plan to transfer to a four-year institution to pursue a bachelor's degree in communication, media studies, film, graphic design, digital media, or a related field.

This program explores how ideas are communicated through visual media, storytelling, and digital technologies. Students develop skills in writing, media analysis, visual communication, and digital content creation while examining how media shapes culture, public discourse, and creative expression. Coursework emphasizes critical thinking, communication strategy, and hands-on media production.

Students are encouraged to choose a concentration to guide their studies and align their coursework with their intended transfer major. Concentrations in **Communication Studies**, **Film Studies**, **Graphic Design**, and **Media Production** allow students to focus their academic pathway while completing the appropriate prerequisites for upper-level study.

Transfer Information

The A.S. in Media, Communication, and Design is structured to align with bachelor's degree programs in communication, media studies, film, graphic design, digital media, and related disciplines.

Students are encouraged to work closely with faculty and Advising & Transfer Services to ensure coursework aligns with the requirements of their intended transfer institution. Students planning to transfer within New Jersey should explore the "Transfer Programs" feature on NJ Transfer (www.njtransfer.org (<http://www.njtransfer.org>)) to review articulation agreements and institutional requirements.

Because many media and design programs require portfolios or project-based experience, students are encouraged to begin developing creative work early in their academic studies.

Career Information

The A.S. in Media, Communication, and Design is designed primarily for transfer. A bachelor's degree is typically required for professional roles in media, communications, and creative industries.

With further education, graduates may pursue careers such as:

- Media or Communications Specialist
- Digital Content Creator
- Film or Video Producer
- Graphic Designer
- Marketing or Social Media Manager
- Broadcast or Media Production Professional

Students are encouraged to consult with faculty and Career Services early in their academic journey to explore transfer pathways, internships, and career opportunities in media and creative industries.

First Semester		Credit Hours
ENGL 151	English I	3
ARTS 182 or ARTS 205	Art From Renaissance to Modern World or Modern Art	3
PHOT 181	Basic Digital Photography	3
GRPH 151	Graphic Design I	3
Any STSC - Student Success Seminar course (https://catalog.ocean.edu/course-descriptions/stsc/) ¹		2
Credit Hours		14
Second Semester		Credit Hours
ENGL 152	English II	3
ARTS 183	Basic Drawing	3
GRPH 152	Graphic Design II	3
Mathematics Gen. Ed. Requirement (https://catalog.ocean.edu/academic-information/general-education/#math)		3
Any Gen. Ed. Requirement (https://catalog.ocean.edu/academic-information/general-education/#general-education)		3
Credit Hours		15
Third Semester		Credit Hours
GRPH 251	InDesign and Typography	3
ARTS 184	Two-Dimensional Design	3
Social Science Gen. Ed. Requirement (https://catalog.ocean.edu/academic-information/general-education/#social)		3
Technology Gen. Ed. Requirement (https://catalog.ocean.edu/academic-information/general-education/#tech) ²		3
Graphic Arts, Design, and Media Elective (p. 1) ³		3
Credit Hours		15
Fourth Semester		Credit Hours
GRPH 281	Graphics Portfolio	3
Humanities or Social Science Gen. Ed. Requirement (https://catalog.ocean.edu/academic-information/general-education/#humanities)		3
Lab Science Gen. Ed. Requirement (https://catalog.ocean.edu/academic-information/general-education/#lab)		4
Any Gen. Ed. Requirement (https://catalog.ocean.edu/academic-information/general-education/#general-education)		3
Graphic Arts, Design, and Media Elective (p. 1) ³		3
Credit Hours		16
Total Credit Hours		60

¹ A variety of STSC -Student Success Seminar courses are available. Please speak to your academic advisor for assistance when selecting.

² Students may attempt to "test out" of the technology requirement. If they succeed, they must take an additional course(s) in math or science from the List of Approved General Education Courses.

³ Selection of electives should be based on the requirements of the four-year institution.

Graphic Arts, Design, and Media Electives

Code	Title	Credit Hours
ARTS 186	Three-Dimensional Design	3
ARTS 286	Painting I	3
COEM 220	Video Location Production	3
COEM 224	Video Editing and Post Production	3
COEM 230	Audio Recording for Electronic Media	3
GRPH 101	History of Media and Design	3
PHOT 187	Experimental Digital Photography	3

PHOT 188	Intermediate Digital Photography	3
PHOT 207	Photojournalism	3

The A.S degree in Graphic Arts, Design, and Media offers students the first two years of coursework in various design avenues. The program provides the foundation courses that allow students to transfer into baccalaureate programs in design, which will prepare them for design fields in print, multimedia, and the web. Students gain a comprehensive understanding of the discipline and the ability to create a portfolio of work necessary for a career in the industry.

Learning Outcomes

1. Demonstrate an understanding of the fundamental principles, concepts, and terminology within Media, Communication, and Design
2. Apply creative, aesthetic, and technical skills to produce original work in visual, performing, or digital media that communicates ideas effectively.
3. Use written, oral, and visual communication skills to convey ideas clearly and appropriately for diverse audiences and purposes.
4. Analyze, interpret, and evaluate artistic and media works using critical thinking and creative problem-solving strategies.
5. Utilize relevant tools, technologies, and software to support creative expression, design, and communication in multimedia fields.
6. Recognize and reflect upon the cultural, social, and ethical contexts that shape artistic and communicative practices.
7. Work effectively in collaborative and interdisciplinary settings, demonstrating professional conduct, respect, and teamwork.
8. Develop a portfolio or body of work that demonstrates readiness to transfer into a baccalaureate program or pursue entry-level opportunities in media, communication, or design.