



SESSIONS COLLEGE
2021 - 2022
CATALOG
DEGREE AND CERTIFICATE PROGRAMS

Sessions College inspires current and future art and design professionals to achieve excellence through industry relevant, project-based online education. Our talented, passionate experts teach the artistic, digital, and critical thinking skills required by dynamic creative fields.

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ABOUT US

INSPIRING CREATIVITY, ANYWHERE

Since 1997, Sessions College for Professional Design has been a leader in online education. From our days as a New York City startup through our recognition as a degree-granting Arizona college we've focused on providing the highest quality online education and preparing students to be design professionals.

In our fully online programs we serve a diverse, international student body of adult learners. We've graduated thousands of students from more than 90 countries around the world. Whatever your creative goals, we offer an accessible, affordable, and excellent online program that advances your career on your schedule.

Sessions College is accredited by the Distance Education Accrediting Commission (DEAC) and accredited at the certificate level by the Middle States Commission on Secondary Schools. We are licensed by the Arizona State Board for Private Postsecondary Education. Sessions College is the honored

recipient of several awards and recognitions for quality in online education. Sessions College has won United States Distance Learning Association (USDLA) awards four times. We have received recognitions for excellence in design education, online education, and educational value.

Students at Work: Matthew Hahn, Lynne Adams, Allen Cook, Jacqueline Sarver.



CREATIVITY STARTS HERE

What's your dream job? At Sessions College, we prepare students for a wide selection of visual arts careers.

Degree Programs include an exciting selection of majors: Graphic Design, Web Design, Digital Media, Illustration, Advertising Design, and Digital Photography. Classes start January, April, and August. Program options include our premier BFA program, our Associate of Occupational Studies program, and our Undergraduate Certificate.

Vocational Programs provide a flexible, customizable career training designed for adult learners, with areas of study ranging from Graphic Design and Web Design to Fine Arts, Marketing Design, Digital Arts, and Multimedia. Classes start monthly and program options include Professional and Advanced Certificates.

GRAPHIC DESIGN PHOTOSHOP
PACKAGING DESIGN LOGO DESIGN DESIGN AND
COMPOSITION TYPOGRAPHY **WEB DESIGN**
DREAMWEAVER HTML AND CSS JAVASCRIPT FOR
DESIGNERS WORDPRESS DEVELOPMENT
DIGITAL ARTS INTRO TO DRAWING
DIGITAL ILLUSTRATION ILLUSTRATOR HISTORY OF ART
FINE ARTS FIGURE DRAWING PAINTING
WATERCOLOR DRAWING I
ADVERTISING DESIGN
CREATIVE CONCEPT DEVELOPMENT COPYWRITING
ADVERTISING ACCOUNT MANAGEMENT ADVERTISING
DESIGN **ILLUSTRATION** COMMERCIAL
ILLUSTRATION TECHNICAL ILLUSTRATION AND
INFOGRAPHICS CARTOONING AND SEQUENTIAL ART
LIFE DRAWING **MARKETING DESIGN**
INDESIGN MARKETING DESIGN LAYOUT DESIGN
BRANDING AND IDENTITY **DIGITAL MEDIA**
DIGITAL VIDEO PRODUCTION AFTER EFFECTS
TIME BASED MEDIA HISTORY OF PHOTOGRAPHY
DIGITAL PHOTOGRAPHY
COMMERCIAL PHOTOGRAPHY II DIGITAL PHOTOGRAPHY
WITH LIGHTROOM NARRATIVE PHOTOGRAPHY

NOW IT'S YOUR TURN

Confidence, communication, and creativity. That's what design clients and employers are looking for when they hire. They will look at your work. They will ask you to explain your process. Having a credential is great, but you will primarily be judged on the quality of your portfolio.

At Sessions College, you'll prepare for the challenge in a rigorous curriculum. In each class, you will learn by doing, and discover new creative, technical, and communications skills. Through faculty feedback, you'll learn how to critique and improve your work. You will find out your strengths and develop a body of work.



For busy creative adults, finding the time to pursue an education—or your dream career—can be a challenge. At Sessions College, you'll discover the optimal balance of structure and flexibility to help you fulfill your learning goals.

Our accredited programs will put you through your paces as you develop confidence in your creative skills. Weekly assignment deadlines help you learn, create, and interact on your own time, wherever you are.

With 24/7 access to the learning environment, and with expert instructors, and knowledgeable advisors, students complete their programs while continuing to meet their work, family, and life commitments.

EDUCATION YOU CAN AFFORD

At Sessions College, we understand that education is an investment in your future, and we're committed to helping you get there. With our industry-leading low tuition and no textbook policy, Sessions College programs are among the best value available online.

Federal Student Aid is available for eligible Bachelor's Degree, Associate Degree, and Undergraduate Certificate students. Depending on your financial need, Federal Pell grants and Stafford loans can help you finance your education.

Eligible military service members and veterans can access active service member tuition assistance (TA) or post 9-11 GI Bill® funding for specific programs. You've served your country, now it's time to apply your education benefits.

We can help too. Degree candidates can apply for one of six different adult learner scholarships. Sessions College payment plans can make paying for college as easy as one low monthly payment.

GI Bill® is a registered trademark of the U.S. Department of Veterans Affairs (VA). More information about education benefits offered by VA is available at the official U.S. government Web site at <http://www.benefits.va.gov/gibill>.



EMPLOYMENT OUTCOMES

Sessions College graduates are prepared for entry-level positions in creative art and design fields. As a fully online school, Sessions College does not offer job placement. We train tomorrow's designers with a focus on skill and portfolio development and career readiness.

"While pursuing the AOS in Advertising Design at Sessions I was promoted from one of several graphic designers to the Creative Director for the local publication I work for. I now oversee a design team and other important areas of three publications in the West Georgia area. My goal is to continue to grow as I lead this team and company by partnering with others in the industry to stay on the forefront."

- **Cynthia Keith**
Associate Degree in
Advertising Design



Careers

Our recent graduates report employment in the following positions: video designer, marketing coordinator, graphic designer, UX/UI designer, associate graphic designer, Web application manager, advertising specialist, Web designer and developer, creative director.*

Degree Program Graduate Employment

79% Are employed

53% Are employed in a field related to their program of study (includes verified freelance work) *

Satisfaction

98% Achieved their learning goals

98% Would recommend Sessions College to a friend

98% Were satisfied with their studies

Data from March 2021 graduate employment surveys and LinkedIn alumni page*.

[Click here](#) for general consumer information.



DEGREE PROGRAMS

- BACHELOR'S DEGREE**
- ASSOCIATE DEGREE**
- UNDERGRADUATE CERTIFICATE**

GRAPHIC DESIGN

BACHELOR OF FINE ARTS (BFA) IN GRAPHIC DESIGN

The online Bachelor of Fine Arts (BFA) in Graphic Design program prepares creative individuals for careers in communication design. This BFA program is designed to produce graduates with the skills and attributes for tomorrow's challenges: resourceful, adaptive critical thinkers who are prepared to excel in a professional environment, and whose work is based on effective research, problem-solving, and design methodology.

The Bachelor of Fine Arts (BFA) in Graphic Design program is a 120-credit program completed in 10 semesters by a student on a full-time schedule. The program is suitable for both aspiring high school graduates and adult learners looking to advance their skills or earn a qualification.

Customizing Your Creative Path. This BFA program inspires students to advance their creative careers by developing work that is aligned with their future career goals. During the first two years of the program, students establish a firm foundation in the technical, design, and critical thinking/problem solving skills required by employers in creative industries. In year three, working closely with a faculty advisor, students develop a customized educational plan that will enable them to build a portfolio of work geared to help them achieve their personal or professional creative goals.

Upper level courses provide a highly structured context for students to deepen their research, design, and presentation skills as they pursue their goals mentored by our experienced faculty. Throughout the program, the general education curriculum provides students with industry-relevant opportunities to develop and advance their proficiency in critical thinking, problem solving, and communication.

“Our BFA students focus on designing with the “big picture” in mind by developing design systems, solving problems, and thinking creatively about how to engage global audiences.”

- Dr. Meryl P. Epstein
Dean of Academic Affairs

CURRICULUM

The Bachelor of Fine Arts in Graphic Design program is designed to be completed in 10 semesters. Classes start in January, April, and August. Students must complete 120 credits in order to graduate, including 30 general education credits. Part-time schedules are available.

YEAR ONE

SEMESTER 1

DES 104 Color Theory	1.5
DES 101 Typography I	1.5
DES 111 Drawing I	3
DES 121 Photoshop I	3
GEN 104 English Composition*	3
	12 credits

SEMESTER 2

DES 105 Design & Composition	1.5
DES 131 Logo Design I	1.5
DES 141 Illustrator I	3
DES 151 Digital Photography I	3
GEN 105 Computer Technology*	3
	12 credits

SEMESTER 3

DES 201 InDesign I	3
DES 102 Typography II	3
GEN 106 History of Art*	3
GEN 107 General Psychology*	3
	12 credits

YEAR TWO

SEMESTER 4

DES 207 Layout Design	1.5
DES 211 Graphic Design I	3
DES 204 The Study of Graphic Design	1.5
DES 206 Branding and Identity	3
GEN 205 Business & Technical Writing*	3
	12 credits

SEMESTER 5

WEB 101 HTML and CSS I	3
DES 205 Print Production	3
DES 212 Graphic Design II	3
GEN 204 Intro to Marketing	1.5
GEN 206 Creative Businesses	1.5
	12 credits

SEMESTER 6

WEB 222 UX/UI Design	3
DES 208 Packaging Design	3
DES 232 Logo Design II**	3
DES 259 Capstone Project	2
DEG 260 Portfolio Review	1
	12 credits

YEAR THREE

SEMESTER 7

DES 360 Design Systems & Planning	3
DES 301 Typography III	3
DES 302 Beyond Branding	3
GEN 409 Cultural Anthropology*	3
	12 credits

SEMESTER 8

DEG 304 Special Topics I	3
DES 333 Design Deconstruction	3
DEG 344 Professional Practices	3
GEN 402 Communication*	3
	12 credits

SEMESTER 9

DEG 404 Special Topics II	3
DES 411 Interactive Marketing	3
DEG 410 Internship & Entrepreneurship	3
GEN 401 Accounting for Creatives*	3
	12 credits

FINAL SEMESTER

SEMESTER 10

DES 422 Global Design	3
DEG 460 BFA Portfolio	3
BFA Elective***	3
GEN 410 Science of Light, Color & Motion*3	3
	12 credits

* General education course

** Elective course requirement may be fulfilled by any lower level 3-credit course, subject to availability and prerequisites.

*** BFA Elective course requirement may be fulfilled by any 3-credit course in the degree program, subject to availability and prerequisites.

PROGRAM OUTCOMES

By completing the program, BFA in Graphic Design students develop the following competencies:

1. **Art/Design Principles:** Demonstrate the ability to produce quality work by applying knowledge of color, visual hierarchy/organization, concept development, typography, and composition.
2. **Technology:** Create images and design layouts by effectively and efficiently using design software including Adobe Photoshop, Illustrator, and InDesign and other industry technologies.
3. **Research, History, Criticism:** Analyze, evaluate, and synthesize historical concepts and artistic styles, effectively communicate and defend aesthetic ideas based upon research, and critically evaluate the work of multiple artists and designers.
4. **Design Process:** Demonstrate the ability to work independently and collaborate with others; develop strategic and compelling designs/design systems based upon contemporary communication theories while considering social and cultural concerns for diverse audiences, in alignment with ethical business practices.
5. **Portfolio:** Successfully conceive, produce, and present a coherent body of work by applying technical expertise, effective creative problem solving, constructive feedback. Your work will demonstrate a professional aesthetic based upon your individual goals.

6. **Critical Thinking, Communication, and Writing:** Effectively generate, convey, and support ideas by employing critical thinking and communication skills while considering divergent perspectives, cultural framing, historical context, research, and ethical concerns.
7. **Professional Readiness:** Develop a professional perspective by exploring the impact of culture and organizational behavior, practice timely production of well-conceived work, cultivate an elevated attention to detail, fulfill creative briefs, accept constructive feedback, demonstrate adaptability, actively listen, and strive to exceed expectations.
8. **Design Planning & Systems:** Demonstrate the ability to conceive, develop, and produce effective communication design systems and implementation strategies based upon sound marketing, project management, and design principles while considering research, history, culture, context, human behavior, and psychology.

"During the BFA program, students develop a deep understanding of the culture of design, its history and function. They explore design process, theory, and aesthetics, in order to develop practices that can equip you for almost any area of design."

- Graphic Design Department
Head Andrew Shalat



ANDREW'S MESSAGE →

ILLUSTRATION

BACHELOR OF FINE ARTS (BFA) IN ILLUSTRATION

The online Bachelor of Fine Arts (BFA) in Illustration program prepares new and current illustrators for their careers as professional creatives. This BFA program is designed to produce graduates with the skills and attributes for tomorrow's challenges: resourceful, adaptive critical thinkers who are prepared to excel in a professional environment, and whose work is based on effective research, problem-solving, and design methodology.

The Bachelor of Fine Arts (BFA) in Illustration program is a 120-credit program completed in 10 semesters by a student on a full-time schedule. The program is suitable for both aspiring high school graduates and adult learners looking to advance their skills or earn a qualification.

Customizing Your Creative Path. This BFA program inspires students to advance their creative careers by developing work that is aligned with their future career goals. During the first two years of the program, students establish a firm foundation in the technical, drawing, and critical thinking/problem solving skills required by employers and clients in creative industries. In year three, working closely with a faculty advisor, students develop a customized educational plan that will enable them to build a portfolio of work geared to help them achieve their personal or professional creative goals.

Upper level courses provide a highly structured context for students to deepen their research, design, and presentation skills as they pursue their goals mentored by our experienced faculty. Throughout the program, the general education curriculum provides students with industry-relevant opportunities to develop and advance their proficiency in critical thinking, problem solving, and communication.

"Our BFA students enhance their creative voice by conceptualizing, producing, and presenting compelling artwork aligned with their career goals."

- Dr. Meryl P. Epstein
Dean of Academic Affairs

CURRICULUM

The Bachelor of Fine Arts in Illustration program is designed to be completed in 10 semesters. Classes start in January, April, and August. Students must complete 120 credits in order to graduate, including 30 general education credits. Part-time schedules are available.

YEAR ONE

SEMESTER 1

DES 104	Color Theory	1.5
ILL 104	Intro to Drawing	1.5
DES 141	Illustrator I	3
DES 121	Photoshop I	3
GEN 104	English Composition*	3
		12 credits

SEMESTER 2

DES 105	Design and Composition	1.5
DES 111	Drawing I	3
ILL 101	Digital Illustration I	1.5
DES 151	Digital Photography I	3
GEN 105	Computer Technology*	3
		12 credits

SEMESTER 3

DES 101	Typography I	1.5
ILL 111	Life Drawing I	3
ILL 142	Illustrator II	3
GEN 204	Intro to Marketing*	1.5
GEN 106	History of Art*	3
		12 credits

YEAR TWO

SEMESTER 4

ILL 204	Painting I	3
ILL 212	Life Drawing II	1.5
ILL 208	Watercolor	1.5
ILL 206	Cartooning and Sequential Art	3
GEN 107	General Psychology*	3
		12 credits

SEMESTER 5

ILL 207	Portrait Painting	1.5
ILL 209	Commercial Illustration	3
ILL 202	Digital Illustration II	3
GEN 206	Creative Businesses*	1.5
GEN 205	Business and Technical Writing*	3
		12 credits

SEMESTER 6

DES 222	Photoshop II	3
ILL 210	Technical Illustration and Infographics	3
DES 102	Typography II**	3
ILL 259	Capstone Project - Illustration	2
DEG 260	Portfolio Review	1
		12 credits

YEAR THREE

SEMESTER 7

ILL 360	Project Planning and Creative Workflow	3
ILL 301	Drawing and Visualization	3
ILL 302	Visual Storytelling and Storyboarding	3
GEN 409	Cultural Anthropology*	3
		12 credits

SEMESTER 8

ILL 304	Special Topics	3
ILL 322	Figures and Environments	3
ILL 333	Mixed Media Exploration	3
GEN 402	Communication*	3
		12 credits

SEMESTER 9

ILL 404	Senior Project	3
ILL 412	Global View of Illustration	3
DEG 410	Internship and Entrepreneurship	3
GEN 401	Accounting for Creatives*	3
		12 credits

FINAL SEMESTER

SEMESTER 10

DEG 344	Professional Practices	3
DEG 460	BFA Portfolio	3
BFA Elective***		3
GEN 410	Science of Light, Color & Motion*3	
		12 credits

* General education course

** Elective course requirement may be fulfilled by any lower level 3-credit course, subject to availability and prerequisites.

*** BFA Elective course requirement may be fulfilled by any 3-credit course in the degree program, subject to availability and prerequisites.

PROGRAM OUTCOMES

By completing the program, BFA in Illustration students develop the following competencies:

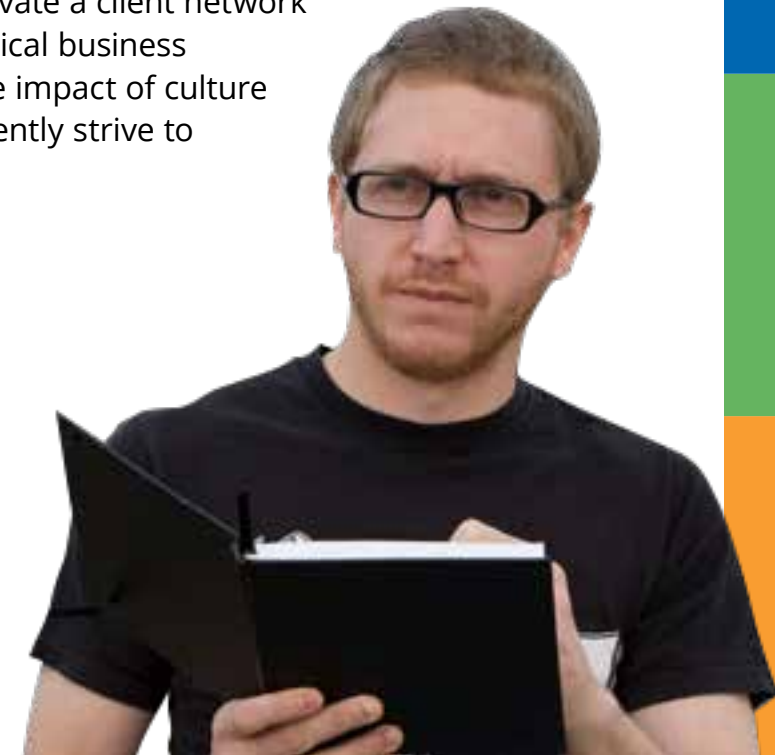
- 1. Drawing and Painting:** Draw and paint utilizing traditional media and classic techniques, demonstrating a command of proportion, perspective, value contrast, and the human figure. Effectively combine media and image-making techniques in order to produce professional pieces of creative work.
- 2. Illustration:** Conceptualize, create and finalize illustrations for a range of commercial applications in traditional or digital media in alignment with creative briefs. Demonstrate knowledge of illustration history, visual storytelling, typography, industry trends, and other means of visual communication.
- 3. Technology:** Create images and graphics by effectively and efficiently using creative software including Adobe Photoshop, Illustrator, as well as other industry and web-based technologies.
- 4. Art/Design Principles:** Demonstrate the ability to produce visually compelling artwork by effectively applying knowledge of color theory, art/design principles including pattern, rhythm, typography, and composition, as well as an advanced attention to detail.
- 5. Research, History, Criticism.** Analyze, evaluate, and synthesize historical concepts and artistic styles, effectively communicate and defend aesthetic ideas based upon research, critically evaluate the work of multiple illustrators and fine artists as well as consideration of the influence of illustration on art, design, and culture. Consider research as well as context when producing your innovative work.

- 6. Portfolio:** Successfully conceive, produce, and present a coherent body of compelling and effectively produced illustrations and creative work by applying technical expertise, visual storytelling, creative problem solving and presentation in response to constructive feedback that showcases your skills and unique artistic voice to potential clients and employers. Through your work demonstrate a professional aesthetic based upon your individual focus as an illustrator and visual artist.
- 7. Critical Thinking, Communication, and Writing:** Effectively generate, clearly convey, and support ideas by employing critical thinking, communication, and writing skills while considering divergent perspectives, cultural framing, historical context, research, and ethical concerns.
- 8. Professional Practice and Readiness:** Demonstrate the ability to fulfill creative briefs, accept constructive feedback, develop and implement a professional branding, file management and workflow system, cultivate a client network and entrepreneurial strategies, apply ethical business practices and accountability, consider the impact of culture and organizational behavior, and consistently strive to exceed expectations.

"During the BFA program, students focus on advancing their artistic aesthetic, technical and conceptual skills, expanding their view of visual languages and storytelling, and history and global impact of illustration and imagemaking.

Illustration Department Head
Jordon Schranz

JORDON'S MESSAGE →



DIGITAL PHOTOGRAPHY

BACHELOR OF FINE ARTS (BFA) IN DIGITAL PHOTOGRAPHY

The field of photography continues to evolve as technology advances and industry trends shift. With this in mind, we developed a flexible, creative, customizable Digital Photography, Bachelor of Fine Arts (BFA) program for new and current professionals in photography. This BFA program provides opportunities for students to concentrate on these areas of photography: Commercial, Documentary/Editorial and Fine Art. This online Bachelor degree program can be completed by a full-time student (completing at least 12 credits per semester) within 10 semesters (3.33 years).

Customize Your Creative Path.

An important aspect of this BFA program is to inspire and prepare students to advance their creative career by developing work that is aligned with their future career goals. During the first two years of the program, students follow a delineated academic path aligned with their major and focusing on the skills required by employers and clients in creative industries.

During the 6th semester, each student finalizes their portfolio of creative work in preparation for interviewing with potential employers/clients, and/or for internship opportunities. From the 7th semester forward, students take open-ended courses that provide structure and at the same time, the freedom to research and customize design projects in preparation for entering dynamic creative industries.

“Our BFA students expand their point of view and depth of their photographic and image-making work with an emphasis upon conceptualizing, producing, and presenting artwork aligned with their career goals.”

- Dr Meryl P. Epstein
Dean of Academic Affairs

CURRICULUM

The Bachelor of Fine Arts in Digital Photography program is designed to be completed in 10 semesters. Classes start in January, April, and August. Students must complete 120 credits in order to graduate, including 30 general education credits. Part-time schedules are available.

YEAR ONE

SEMESTER 1

DES 151 Digital Photography I	3
DES 111 Drawing I	3
PHO 205 Lightroom	3
GEN 104 English Composition*	3
	12 credits

SEMESTER 2

DES 104 Color Theory	1.5
PHO 104 History of Photography	1.5
DES 121 Photoshop I	3
PHO 105 Photo Lighting and Planning	3
GEN 105 Computer Technology*	3
	12 credits

SEMESTER 3

DES 105 Design and Composition	1.5
PHO 152 Digital Photography II	3
PHO 106 Photo Retouching	1.5
GEN 106 History of Art*	3
GEN 107 General Psychology*	3
	12 credits

YEAR TWO

SEMESTER 4

PHO 204 Commercial Photography I	3
PHO 208 Color Correction	3
DES 222 Photoshop II	3
GEN 205 Business and Technical Writing*3	
	12 credits

SEMESTER 5

ADV 207 Creative Concept Development	3
PHO 207 Commercial Photography II	3
DIG 201 Digital Video Editing	3
GEN 204 Intro to Marketing*	1.5
GEN 206 Creative Businesses*	1.5
	12 credits

SEMESTER 6

WEB 101 HTML and CSS I**	3
PHO 214 Narrative Photography	3
DIG 204 Digital Video Production	3
PHO 259 Capstone Project-Digital Workflow	3
DEG 260 Portfolio Review	1
	12 credits

Total credits: 72

YEAR THREE

SEMESTER 7

PHO 360 Project Management and Workflow	3
PHO 301 Photographic Genres	3
PHO 302 Late 20th Century Photography to Today	3
GEN 409 Cultural Anthropology*	3
	12 credits

SEMESTER 8

DEG 344 Professional Practices	3
PHO 333 Creative Exploration	3
PHO 304 Special Topics	3
GEN 402 Communication*	3
	12 credits

SEMESTER 9

DES 411 Interactive Marketing	3
DEG 410 Internship and Entrepreneurship	3
PHO 404 Senior Project	3
GEN 401 Accounting for Creatives*	3
	12 credits

FINAL SEMESTER

SEMESTER 10

PHO 422 Global View of Photography	3
DEG 460 BFA Portfolio	3
BFA Elective***	3
GEN 410 Science of Light, Color & Motion*3	
	12 credits

* General education course

** Elective course requirement may be fulfilled by any lower level 3-credit course, subject to availability and prerequisites.

*** BFA Elective course requirement may be fulfilled by any 3-credit course in the degree program, subject to availability and prerequisites.

PROGRAM OUTCOMES

By completing the program, BFA in Digital Photography students develop the following competencies:

1. **Photography:** Demonstrate effective and efficient use of a digital camera to create photographs with careful consideration of lighting, color, exposure, composition, and point of view. Effectively conceptualize and post-process (cull, edit/enhance, and retouching), and manage files for publication, exhibition, and commercial distribution, explore multiple image making techniques, and produce compelling, innovative, and professional images.
2. **Lighting:** Plan, stage, and execute photo shoots by adapting for a variety of settings and lighting situations (studio and on-location), in fulfillment of project goals.
3. **Art/Design Principles:** Demonstrate the ability to effectively apply knowledge of color theory, art/design principles including pattern, rhythm, detail, and composition, and advanced attention to detail.
4. **Technology and Image Enhancement.** Apply and demonstrate technically proficient retouching, careful consideration of contrast, cropping, exposure, and color correction techniques to improve or enhance photographic images to a professional level utilizing software including Adobe Lightroom and Photoshop, as well as other industry and web-based technologies.
5. **Research, History, Criticism:** Analyze, evaluate, and synthesize historical photographic/artistic concepts and styles, effectively communicate and defend aesthetic ideas based upon research, critically evaluate the work of multiple artists and photographers, consider the influence of photography on art and culture and consider research as well as context when producing your innovative work.
6. **Portfolio:** Successfully conceive, produce, and present a coherent body of compelling and effectively produced photographic work by applying technical expertise, visual storytelling, creative problem solving and presentation in response to constructive feedback that showcases your skills and unique artistic voice to potential clients and employers. Through your work demonstrate a professional aesthetic based upon your professional goals and creative voice.
7. **Critical Thinking, Communication, and Writing:** Effectively generate, clearly and professionally convey, and support ideas by employing critical thinking, communication, and writing skills while considering divergent perspectives, cultural framing, historical context, research, and ethical concerns.
8. **Professional Practice and Readiness:** Demonstrate the ability to fulfill creative briefs, accept constructive feedback, develop and implement a professional branding, file management and workflow system, cultivate a client network and entrepreneurial strategies, apply ethical business practices and accountability, consider the impact of culture and organizational behavior, and consistently strive to exceed expectations.

"During the BFA program, students enhance their artistic point of view while expanding their photographic experience with an emphasis upon strengthening their own creative voice."

- Digital Photography Department Head
Felicia Kieselhorst

FELICIA'S MESSAGE →



BFA PROGRAM AT A GLANCE

GETTING STARTED

1

ADMISSIONS

Bachelor's Degree program classes start in January, April, and August. Students entering the program are expected to have earned a high school diploma, GED, or state-approved home school equivalent. Any students under 18 years of age will need to provide the signed permission of a parent or guardian. Applicants must:

- Complete an online application form. The application fee is \$75.
- Provide a 500-word essay explaining their interest pursuing their chosen major at Bachelor's level.
- Submit 10 samples of their art and design work.
- Provide transcripts from high school and any colleges attended.
- If English is not your native language, submit official TOEFL or IELTS scores or acceptable equivalent.

TUITION AND FEES

Sessions College programs are among the most affordable available. We believe in helping students earn their degrees and graduate with a minimum of debt. There are no textbooks required; tuition costs include all digital materials.

Net tuition Costs for Full-Time, First Time Students

\$510 per credit	\$6,120 per semester
\$18,360 per year	\$61,200 program tuition

Part-time schedules are available. Tuition is charged at the same rate for full-time and part-time students.

A \$200 registration fee is required to process your enrollment in the program. Registration fees are nonrefundable after 5 days from the scheduled beginning of program orientation.

2

PAYING FOR YOUR EDUCATION

Many financial options are available to help you afford your education. Your out of pocket expenses will be lower if you are eligible for credit transfer, Federal Student Aid, or other type of funding:

- Credit Transfer. Do you have some college credits? Students can transfer a maximum of 36 credits into the Sessions College Bachelor's degree program.
- Financial Aid. United States Federal Student Aid is available to eligible students in all degree programs.
- Military Benefits. Are you an eligible U.S. military service member, veteran, or family member? You may be able to fund your education using your TA, GI Bill(R), or MyCAA benefits.
- Bridge Program. Vocational program graduates (Professional or Advanced Certificate) can transfer up to 24 credits into the AOS program.
- Scholarships. Sessions College awards scholarships up to \$2,000 to new degree program students in seven different adult learner categories.
- Payment Plans. College costs are easier to budget on a manageable schedule. Ask an advisor about simplifying your tuition using a monthly, low-interest institutional payment plan.

3

SOFTWARE AND HARDWARE

To begin your online program, you'll need a Windows or Macintosh computer installed with required Adobe Creative Cloud software, a word-processing program, and some basic art supplies.

Sample BFA in Digital Photography program requirements:

- Computer with an Internet connection that meets operating system requirements for Adobe Creative Cloud, Mac OS X 10.12 and Windows 10, or later.
- Adobe Creative Cloud software or Adobe Photoshop and Lightroom, Illustrator, InDesign, and Premiere software.
- Digital camera with manual control over aperture, shutter speed, ISO, and white balance, and the ability to shoot in RAW image format.
- MS word or equivalent word-processing program.
- Basic drawing supplies including pencils, charcoal, newsprint, and sketch paper.
- Webcam, headphones or speaker, VPN connection, and microphone connected to the computer for live proctored exams.

SEE PROGRAM REQUIREMENTS:

[Graphic Design](#)
[Illustration](#)
[Digital Photography](#)

4

COURSE MATERIALS AND LIBRARY

Sessions College programs are delivered entirely online. Students have 24/7 access to the school learning environment. No textbooks are required. The programs are built around award-winning online curriculum developed by Sessions College for Professional Design faculty. All coursework and materials required to complete each course are provided in an online learning environment, including orientation materials, lectures, exercises, critique and discussion forums, videos, multimedia tools, and an online library.

The Sessions online LIRN library provides all students access to 50,000 titles in humanities, art, design, software, and technology. Library research is a particular focus in general education courses, and students are expected to research a wide range of topics for their design coursework.

DEGREE PROGRAMS

ASSOCIATE OF OCCUPATIONAL STUDIES (AOS) PROGRAMS

The Sessions College Associate of Occupational Studies (AOS) program is an intensive two-year online degree for students seeking to enter a career in design and digital media. Majors include Graphic Design, Web Design, Digital Media, Illustration, Advertising Design, and Digital Photography.

Designed for high school graduates and adult learners, the program offers a strong foundation in visual design and a working knowledge of contemporary software and production techniques. Throughout the program, emphasis is placed on a professional workflow that involves research, practice, and critique.

A general education curriculum develops students' proficiency in critical thinking and written communication and a foundation in psychology, marketing, business, computer technology, writing, and art history. Students are expected to apply the approaches and ideas acquired in the general education program in their art/design coursework.

The program will focus on helping students build a body of work through expert faculty mentoring and critique. Small classes combine personal attention with peer-to-peer interaction, and second-year students gain essential career preparation training in a capstone project and portfolio review.

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GRAPHIC DESIGN

ASSOCIATE OF OCCUPATIONAL STUDIES (AOS) IN GRAPHIC DESIGN

The Associate of Occupational Studies in Graphic Design program offers an intensive two-year degree for students seeking to enter careers as graphic designers with a focus on print design. Designed for high school graduates and adult learners, the program offers a powerful foundation in visual design and a working knowledge of contemporary design practices and media.

Foundation studies develop proficiency in the traditional elements of art and design. Software and coding classes build skills in contemporary design tools and technologies for digital imaging, illustration, layout, and Web publishing. Second year classes help students develop a professional design process as they explore a range of media including advanced graphic design and layout projects, print production, and branding and marketing concepts.

“It was a privilege to collaborate with so many talented classmates over the last couple years as well. Having the opportunity to share our thoughts, goals, and inspirations with one another kept the creativity flowing.”

- **Chris Telford**
Associate Degree in Graphic Design

CURRICULUM

The Associate of Occupational Studies in Graphic Design program is designed to be completed in two years. Classes start in January, April, and August. Students must complete 72 credits in order to graduate, including 18 general education credits. Part-time schedules are available.

YEAR ONE

SEMESTER 1

DES 104 Color Theory	1.5
DES 101 Typography I	1.5
DES 111 Drawing I	3
DES 121 Photoshop I	3
GEN 104 English Composition*	3
12 credits	

SEMESTER 2

DES 105 Design and Composition	1.5
DES 131 Logo Design I	1.5
DES 141 Illustrator I	3
DES 151 Digital Photography I	3
GEN 105 Computer Technology*	3
12 credits	

SEMESTER 3

DES 201 InDesign I	3
DES 102 Typography II	3
GEN 106 History of Art*	3
GEN 107 General Psychology*	3
12 credits	

YEAR TWO

SEMESTER 4

DES 207 Layout Design	1.5
DES 211 Graphic Design I	3
DES 204 The Study of Graphic Design	1.5
DES 206 Branding and Identity	3
GEN 205 Business & Technical Writing*	3
12 credits	

SEMESTER 5

WEB 101 HTML and CSS I	3
DES 205 Print Production	3
DES 212 Graphic Design II	3
GEN 204 Intro to Marketing	1.5
GEN 206 Creative Businesses*	1.5
12 credits	

SEMESTER 6

WEB 222 UX/UI Design	3
DES 208 Packaging Design	3
DES 232 Logo Design II**	3
DES 259 Capstone Project	2
DEG 260 Portfolio Review	1
12 credits	

Total credits:	72
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* General education course
 ** Elective course may be replaced by any other 3-credit course in the AOS program, subject to availability and prerequisites.

COURSE DESCRIPTIONS

Below are program highlights for Graphic Design majors. For information on an all program courses, visit the [AOS in Graphic Design program page](#).

DES 121 PHOTOSHOP I 3 credits

Get a thorough grounding in Adobe Photoshop, the premiere image manipulation tool for print design, Web design, and photography. You'll learn to choose and use the best techniques for common Photoshop jobs including selecting and isolating objects, creating image composites, masking and vignetting images, setting typography, and improving images with retouching and effects. Every designer must tame this creative powerhouse of a program.

DES 141 ILLUSTRATOR I 3 credits

Build a working knowledge of Adobe Illustrator, the graphic designer's vector program of choice. Course projects explore selection tools, drawing tools, layers, the Pen tool, transformations/distortions, type tools, and modifying paths and shapes. Tapping the power of vector software allows you to produce detailed and scalable art for almost any application.

DES 201 INDESIGN I 3 credits

Explore fundamental techniques for Adobe InDesign and develop an efficient workflow for both print and digital publishing. The course will impart a working knowledge of InDesign's main capabilities, everything from basic features to using master pages, importing and manipulating objects, controlling text flow and style, and organizing content with tables, layers, links, and conveyor tools. Valuable methods for cutting-edge digital publishing techniques are explored, and projects give you give you training in a range of real world print/digital publishing projects: brochures, catalogs, magazines, ePubs, and even an interactive folio for the iPad.

DES 102 TYPOGRAPHY II 3 credits

Learn advanced concepts in typography including type fusion, information hierarchy, expressive type, and 3D type applications. Assignments include advertising, product packaging, civic branding, and currency design. The focus of the course is on improving your design by learning to see type differently.

DES 205 PRINT PRODUCTION 3 credits

Learn the technical fundamentals of producing professional-looking print publications. Areas of focus include managing a print job effectively, communicating with printers, and identifying the best solution within a budget. Course projects build skills in choosing papers and inks, modifying your materials and processes based on a budget, using Adobe InDesign to prepare designs for print, managing the phases of the production workflow, and most importantly producing high-quality work.

DES 207 LAYOUT DESIGN 1.5 credits

Take your layout skills to the next level by studying advanced concepts in page design. Students explore how to use esoteric composition and typography and color to create layout designs that attract attention and challenge the viewer. Open-ended projects provide maximum opportunity for portfolio development.

DES 208 PACKAGING DESIGN 3 credits

Explore the exciting medium of packaging design by creating branded products for retail display. How do you make a product stand out from the shelves? What makes the targeted consumer want to buy it? Students address these questions via course projects including champagne packaging, pizza box, perfume bottle, and mass versus prestige applications.

DES 232 LOGO DESIGN II 3 credits

Build your portfolio by tackling professional logo and branding design projects. Lessons cover such important concepts as corporate identity, image, branding, and repositioning, with reference to intriguing real-world case studies. Course projects offer a range of challenges from a record company logo to an airline branding system, allowing you to build your personal style within constraints of realistic project briefs.

PROGRAM OUTCOMES

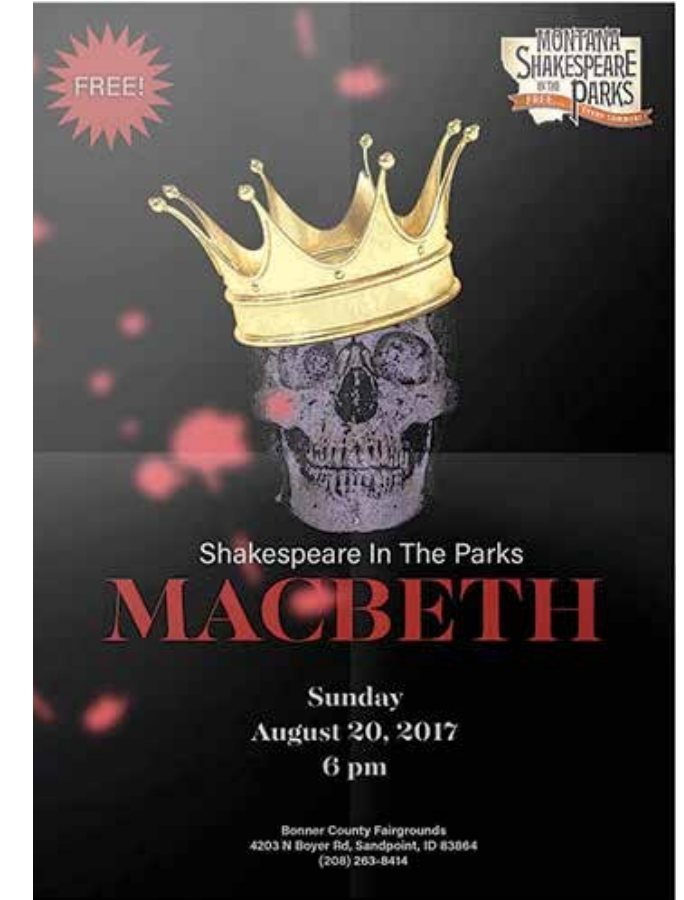
By completing the program, Graphic Design majors develop the following competencies:

- 1. Art/Design Principles.** Demonstrate the ability to produce visually compelling work by applying knowledge of color, typography, and composition.
- 2. Technology.** Create images and design layouts by effectively and efficiently using design software including Adobe Photoshop, Illustrator, and InDesign, and other industry technologies.
- 3. Research/History.** Analyze, evaluate, and synthesize concepts and artistic styles, and effectively communicate concepts based upon research.
- 4. Design Process.** Develop strategic and compelling designs for a variety of audiences and social contexts.
- 5. Projects.** Confidently handle a range of standard professional graphic design projects including graphics, posters, ads, logos, page layouts, and packaging.
- 6. Critical Thinking and Writing.** Employ critical thinking to generate, support, and convey ideas through writing for academic or professional contexts.
- 7. Portfolio.** Apply creative problem solving and constructive feedback to conceive, produce, and present an impactful body of work that showcases your skills to employers and potential clients.



GRAPHIC DESIGN STUDENT WORK BY:

Krista Wiebe
Mariela Abreu
Zahra Rhodes
Robin Imse
Chris Telford



"The Graphic Design program at Sessions gives you entry to digital art, print, and Web design. What we delightfully call distance learning lets you work with a freedom and focus that is a training in the professional discipline of meeting deadlines and finding design solutions. Our program will hone your visual vocabulary and help develop a fluency that in turn will help you to become an articulate designer, one who not only knows how to read the language of design, but how to create it."

- Graphic Design Department
Head Andrew Shalat



ANDREW'S MESSAGE →

WEB DESIGN

ASSOCIATE OF OCCUPATIONAL STUDIES (AOS) IN WEB DESIGN

The Sessions College Associate of Occupational Studies in Web Design program offers an intensive two-year degree for students seeking to enter careers as Web designers with a focus on visual and interactive design. Designed for high school graduates and adult learners, the program offers a strong foundation in visual design and a working knowledge of HTML, CSS, and JavaScript.

Strong graphic design is the foundation of the Web design program. First year studies include type, color theory, composition, digital photography, as well as Adobe Photoshop and Illustrator. Second year classes place an emphasis on responsive design, with training in Bootstrap, flexbox, Wordpress, and UX/UI design.

“I needed to be in a field where I could fully express myself, which is why I chose Web Design. The problem solving skills I learned in engineering have greatly helped me in the back end coding of web design. I am used to coming up with and executing every possible solution until something sticks.”

- **Nicole Porata**
Associate Degree in Web Design

CURRICULUM

The Associate of Occupational Studies in Web Design program is designed to be completed in two years. Classes start in January, April, and August. Students must complete 72 credits in order to graduate, including 18 general education credits. Part-time schedules are available.

YEAR ONE

Semester 1

DES 104 Color Theory	1.5
DES 101 Typography I	1.5
DES 121 Photoshop I	3
WEB 101 HTML and CSS I	3
GEN 104 English Composition*	3
	12 credits

Semester 2

DES 105 Design and Composition	1.5
DES 131 Logo Design I	1.5
DES 141 Illustrator I	3
WEB 213 Bootstrap Using Dreamweaver I	3
GEN 105 Computer Technology*	3
	12 credits

Semester 3

DES 102 Typography II	3
DES 151 Digital Photography I	3
WEB 214 Bootstrap Using Dreamweaver II	3
GEN 106 History of Art*	3
	12 credits

YEAR TWO

Semester 4

WEB 209 Advanced CSS	1.5
DES 222 Photoshop II	3
WEB 205 JavaScript for Designers I	3
WEB 232 Web Typography	1.5
GEN 107 General Psychology*	3
	12 credits

Semester 5

WEB 231 Web Design I	3
WEB 222 UX/UI Design	3
WEB 207 Internet Marketing	3
GEN 205 Business & Technical Writing*	3
	12 credits

Semester 6

DES 201 InDesign I**	3
WEB 241 Wordpress for Designers	3
WEB 259 Capstone Project	2
GEN 204 Intro to Marketing*	1.5
GEN 206 Creative Businesses*	1.5
DEG 260 Portfolio Review	1
	12 credits

Total credits:	72
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* General education course

** Elective course may be replaced by any other 3-credit course in the AOS program, subject to availability and prerequisites.

COURSE DESCRIPTIONS

Below are program highlights for Web Design majors. For information on an all program courses, visit the [AOS in Web Design program page](#).

WEB 101 HTML AND CSS I

3 credits

To create Web pages, a Web designer must have a foundation in HTML and CSS. This course begins with the basics of HTML markup and specifications for standards-compliant Web pages. CSS scripting is examined as a method for positioning page elements and styling typography. Cutting-edge features of HTML5 and CSS3 are also introduced. The emphasis is on the contemporary use of markup and scripting to create effective and attractive Web sites.

WEB 213 BOOTSTRAP / DREAMWEAVER I

3 credits

Bootstrap provides a framework of HTML, CSS, and JavaScript to speed up your site development. Working with an expert instructor, you'll learn how to build responsive, mobile-first web sites using Bootstrap 4 and Dreamweaver, Adobe's HTML editor. This course will show you how to design web sites by using CSS to structure and design layouts, ensuring that your designs work on a range of platforms and devices.

WEB 209 ADVANCED CSS

1.5 credits

Take your coding to the next level with flexbox, a new set of CSS properties that swoop in where floats leave off. Flexbox easily adapts to different screen sizes and different sizes of content, providing limitless, robust ways to structure page content, designing navigation, create column based layouts, and add sticky footers. The course also focuses on using scalable vector graphics (SVG). Using SVG, you can create (and animate) images that scale to fit any screensize without loss of image quality. Combined with CSS3 animation, SVG provides performance, consistency, and interactive/creative potential for your Web graphics.

WEB 214 BOOTSTRAP / DREAMWEAVER II

3 credits

In this course, Web design students will further their exploration of Bootstrap using Adobe Dreamweaver, focusing on the use of CSS, templates, and library items to design responsive sites. Topics includes using image effects, animated content areas, and interactive navigation, and creating mobile and tablet layouts with CSS3 media queries..

WEB 205 JAVASCRIPT FOR DESIGNERS

3 credits

Learn the fundamentals of JavaScript, the programming language that allows you to make things happen when a user interacts with your website. You will learn how to create clean, valid code as you create programs that respond to various kinds of user interaction. Assignments include a range of projects: interactive dialogue boxes, a trivia quiz, a rainbow color picker, a sortable database, and more.

WEB 232 WEB TYPOGRAPHY

1.5 credits

Learn how to enhance your Web designs with the latest techniques for styling, typesetting, and embellishing text. Get up to speed on the latest in Web font options and how to use CSS font stacks. You'll take your fonts into the grid, studying a mix of classic and cutting edge techniques to ensure on-screen readability and effective vertical rhythm, and learn how to retain viewer attention by embellishing text with CSS3 effects and building typography-driven information graphics.

WEB 231 WEB DESIGN I

3 credits

Learn a systematic professional approach to Web design. You'll use site maps, wireframes, HTML and CSS layouts, comps, color palettes, usability tests, and other tools and concepts to make sure your designs hit the mark. Students entering this class are expected to have a basic competence in HTML and CSS design, Photoshop or Fireworks, and Dreamweaver. Building upon those skills, students will complete four portfolio projects that challenge their Web design skills and build an understanding of how to manage Web design projects in a professional context.

WEB 241 WORDPRESS FOR DESIGNERS

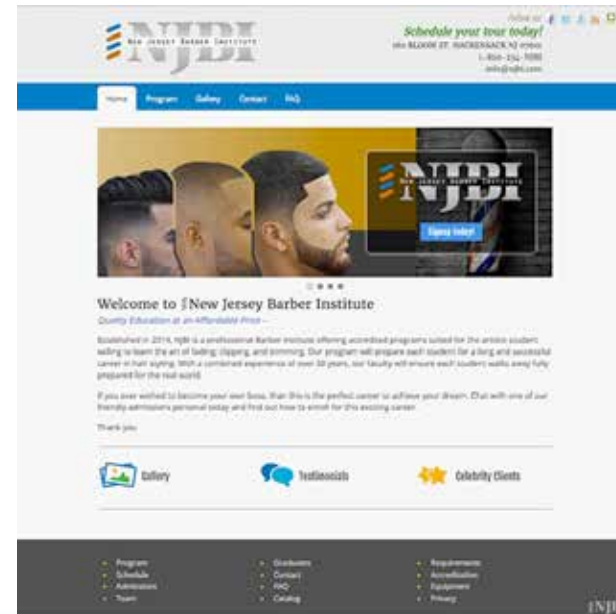
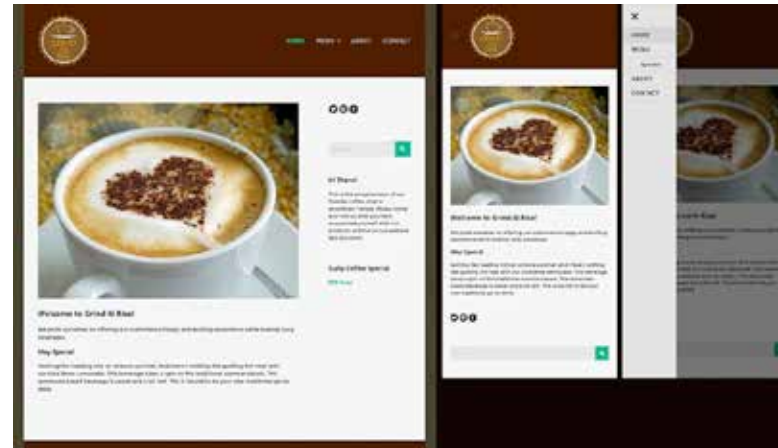
3 credits

Explore the world of WordPress and learn how to develop sites that take advantage of the power, versatility, and community of WordPress. You'll start with the basics of WordPress navigation and interface, then you'll open the hood, learning the anatomy of WordPress themes and how to make your own. From there, you'll explore the basics of child themes, functions, hooks, filters, plugins, widgets, learning the techniques and tools essential to developing excellent WordPress sites.

PROGRAM OUTCOMES

By completing the program, Web Design majors develop the following competencies:

- 1. Web Coding/Design.** Layout and design responsive websites using standards-compliant HTML, CSS, and JavaScript code, adapting modern frameworks such as Bootstrap and focusing on WordPress.
- 2. Technology.** Create images and design layouts by effectively and efficiently using design software including Adobe Photoshop, Illustrator, and other industry technologies.
- 3. Art/Design Principles.** Demonstrate the ability to produce visually compelling work by applying knowledge of color, typography, and composition.
- 4. Web Publishing.** Publish sites to the Web, validating and troubleshooting sites to fix errors or cross-browser issues, with a knowledge of accessibility best practices.
- 5. Marketing.** Implement basic techniques for marketing web sites, including SEO, search advertising, and email marketing
- 6. Critical Thinking and Writing.** Employ critical thinking to generate, support, and convey ideas through writing for academic or professional contexts.
- 7. Portfolio.** Apply creative problem solving and constructive feedback to conceive, produce, and present an impactful body of work that showcases your skills to employers and potential clients.



WEB DESIGN STUDENT WORK BY:

Daniel Bardits
William Vatcher
Carlos Montalvo
Nicole Porata
Scott Warren



"In the Web design program, you'll gain a foundation for creating rich interactive experiences. A focus on visual design will make your work stand out from the crowd. We'll help you to add more value to the sites you design—aesthetically, conceptually, semantically."

- Web Design Department Head
Piper Nilsson

PIPER'S MESSAGE ➔



DIGITAL MEDIA

ASSOCIATE OF OCCUPATIONAL STUDIES (AOS) IN DIGITAL MEDIA

The Sessions College Associate of Occupational Studies (AOS) in Digital Media is an intensive two-year degree program for students seeking to enter careers in video production and editing, animation, or motion graphics. Designed for high school graduates and adult learners, the program offers a strong foundation in visual design and a working knowledge of software and production techniques essential for contemporary digital media.

Digital Media students begin their program with first year studies focused on art and design fundamentals. Second-year classes place an emphasis on techniques for time based media. Students gain a training in Adobe Premiere, Animate, and Autodesk Maya and foundation in video making and motion graphics.

“My favorite part about working as a digital media artist for a media company is that I am able to continue to be creative through many different mediums, whether it’s motion graphics in post production, graphic design, or photography. We manage multiple social media platforms in which all are key to providing great content.”

- Janel Damiani
Associate Degree in Digital Media

CURRICULUM

The Associate of Occupational Studies in Digital Media program is designed to be completed in two years. Classes start in January, April, and August. Students must complete 72 credits in order to graduate, including 18 general education credits. Part-time schedules are available.

YEAR ONE

Semester 1

DES 104 Color Theory	1.5
DIG 205 Intro to Motion	1.5
DES 111 Drawing I	3
DES 121 Photoshop I	3
GEN 104 English Composition*	3
	12 credits

Semester 2

DES 105 Design and Composition	1.5
DES 101 Typography I	1.5
DES 141 Illustrator I	3
DES 151 Digital Photography I	3
GEN 105 Computer Technology*	3
	12 credits

Semester 3

DIG 201 Digital Video Editing I	3
DIG 210 Animate I	3
GEN 106 History of Art*	3
GEN 107 General Psychology*	3
	12 credits

YEAR TWO

Semester 4

DIG 204 Digital Video Production	3
DIG 207 Maya I	3
WEB 101 HTML and CSS I	3
GEN 205 Business and Technical Writing	3
	12 credits

Semester 5

DIG 209 Time-Based Media	3
DES 102 Typography II	3
DIG 208 After Effects I	3
DIG 214 Character Animation I	1.5
GEN 204 Intro to Marketing	1.5
	12 credits

Semester 6

DES 222 Photoshop II	3
WEB 222 UX/UI Design**	3
DIG 222 Creative Process	1.5
DIG 259 Capstone Project	2
GEN 206 Creative Businesses*	1.5
DEG 260 Portfolio Review	1
	12 credits

Total credits:	72
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* General education course

** Elective course may be replaced by any other 3-credit course in the AOS program, subject to availability and prerequisites.

COURSE DESCRIPTIONS

Below are program highlights for Digital Media majors. For information on an all program courses, visit the [AOS in Digital Media program page](#).

DIG 201 DIGITAL VIDEO EDITING I

3 credits

Learn the art and craft of editing videos from two award-winning filmmakers. The course explores techniques that can be applied in a range of non-linear editing programs, including Adobe Premiere Pro. Yet the main focus is not just on developing software skills; it's on exploring the magic behind video editing. Challenging projects including editing a commercial, an interview, a narrative scene, a music video, a video diary, and a text title sequence.

DIG 210 ANIMATE I

3 credits

In this course you'll get a thorough, hands-on introduction to Adobe Animate, learning how to draw and import artwork, organize it using symbols and layers, and animate it using a range of techniques from basic tweening to frame-by-frame animation. Animation techniques you'll cover will include motion tweening, scaling and rotating objects, nested animations, shape tweens, masks, frame by frame animation, and lip syncing.

DIG 204 DIGITAL VIDEO PRODUCTION

3 credits

Learn how to control white balance, aperture, and shutter speed, to get high quality images from your digital video camera. You'll explore the different types of shots and camera motion techniques used by the pros and learn how to do location scouting, plan props, wardrobe, and sets, and work with talent. Course lectures challenge you to think about different storytelling conventions in narrative and documentary movie-making and address the fundamentals of sound recording. You'll script and storyboard short movie sequences and develop an understanding of the various roles in the video post-production process.

DIG 205 INTRO TO MOTION

1.5 credits

This course introduces topics of motion in animation and video through research and observation of real-life movement and movement in animation. Students learn basic principles of visible motion—including physics principles—and apply these principles to written analysis and practical explorations including flipbook-style animation. Topics include movement of objects and characters.

DIG 211 MAYA I

3 credits

Autodesk Maya combines powerful tools for the major areas in 3D content creation: modeling, animation, texturing, and rendering. Many of today's top video games are created in Maya, from characters, to models, levels, and more. You'll develop a thorough understanding of the Maya toolset, learning how to create, edit, and refine polygon models, add textures and apply UV maps, develop basic animations, and export scenes for team or client preview. Class projects include working with primitives, complex inorganic models, character modeling, texturing, animation studies, and exporting a scene.

DIG 209 TIME-BASED MEDIA

3 credits

This course teaches students how to apply their digital media skills to narrative contexts and build their portfolio with high concept work. Students will explore narrative theory, visual development, pipeline testing, iteration, and creative direction for digital media projects. They will also study conventions of time based media genres, including movie trailers, PSAs, commercials, and music videos.

DIG 214 CHARACTER ANIMATION I

1.5 credits

Learn how to apply the classic principles of character animation to 3D models using Autodesk Maya. Learn major principles of animation including squash and stretch and anticipated movement. Using Maya's high-level animation tools, you'll gain insight into the professional animator's approach, learning to work with hierarchical characters, create effective poses, and properly time your shots.

DIG 221 AFTER EFFECTS I

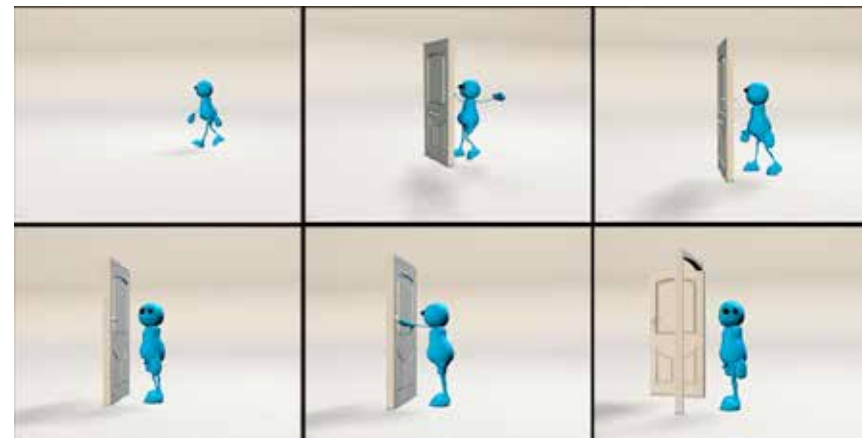
3 credits

Adobe After Effects is a powerful application used to create motion graphics and visual effects for film and video. After Effects is used in a variety of contexts, including broadcast graphics, music videos, feature films, video rotoscoping, corporate presentations, and conferences. In this 6-lesson course, you'll learn how to use After Effects to create sophisticated motion graphics—using text and object animations, compositing videos and images, and adding audio and effects. You'll learn how to set keyframes on a timeline and work with transform properties, motion paths, masks, and effects, developing a solid foundation in this increasingly popular and versatile program.

PROGRAM OUTCOMES

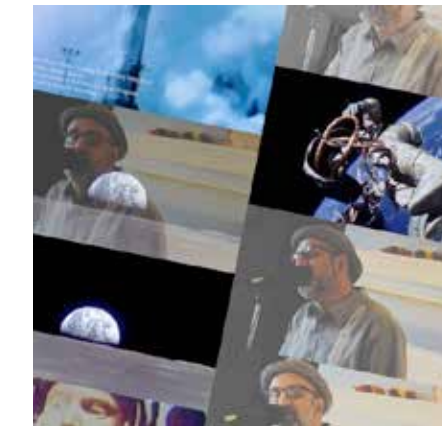
By completing the program, Digital Media majors develop the following competencies:

- 1. Video.** Shoot and edit engaging videos utilizing skillful production, camera, audio, and non-linear editing techniques.
- 2. Technology.** Create images, animations, and movies by effectively and efficiently using creative software including Adobe Photoshop, Illustrator, Animate, After Effects, and Premiere, Autodesk Maya, and other industry technologies.
- 3. Animation.** Prepare and present short animations employing basic animation techniques using 2D and 3D artwork.
- 4. Art/Design Principles.** Demonstrate the ability to produce visually compelling work by applying knowledge of color, pattern, detail, and composition.
- 5. Storytelling.** Conceptualize, compose, and deliver images, animations, and movies demonstrating an effective use of visual communication and storytelling.
- 6. Critical Thinking and Writing.** Employ critical thinking to generate, support, and convey ideas through writing for academic or professional contexts.
- 7. Portfolio.** Apply creative problem solving and constructive feedback to conceive, produce, and present an impactful body of work that showcases your skills to employers and potential clients.



DIGITAL MEDIA STUDENT WORK BY:

Logan Barlow
Kevin Korenthal
Jerry Douglass



"Learning the facets of media production by producing portfolio driven projects gives you knowledge you can translate into an array of marketable skills."

- Digital Media Department
Natalie La Scala



ILLUSTRATION

ASSOCIATE OF OCCUPATIONAL STUDIES (AOS) IN ILLUSTRATION

The Sessions College Associate of Occupational Studies (AOS) in Illustration is an intensive two-year degree program for students seeking to enter careers in traditional and digital illustration. Developed for high school graduates and adult learners, the program offers a strong foundation in traditional drawing and painting and vector illustration, as well as a working knowledge of software and production techniques used by contemporary illustrators.

Illustration students begin their program with first year studies focused on visual arts skills using traditional drawing and digital drawing media. Classes provide training in Adobe Photoshop and Adobe Illustrator. Second-year classes place an emphasis on storytelling and developing illustration concepts.

“With online classes I can work from the convenience of home instead of running off to a campus class. There are plenty of opportunities to ask instructors questions and interact with classmates. I love the structure of having a weekly deadline but working at my own pace”

- Lynne Adams
Associate Degree in Illustration

CURRICULUM

The Associate of Occupational Studies in Illustration program is designed to be completed in two years. Classes start in January, April, and August. Students must complete 72 credits in order to graduate, including 18 general education credits. Part-time schedules are available.

YEAR ONE

Semester 1

DES 111 Drawing I	3
DES 141 Illustrator I	3
DES 121 Photoshop I	3
GEN 104 English Composition*	3
	12 credits

Semester 2

DES 104 Color Theory	1.5
ILL 121 Drawing II	3
DES 105 Design and Composition	1.5
DES 151 Digital Photography I	3
GEN 105 Computer Technology*	3
	12 credits

Semester 3

DES 101 Typography I	1.5
ILL 111 Life Drawing I	3
DES 142 Illustrator II	3
GEN 204 Intro to Marketing*	1.5
GEN 106 History of Art*	3
	12 credits

YEAR TWO

Semester 4

ILL 204 Painting I	3
ILL 212 Life Drawing II	1.5
ILL 208 Watercolor	1.5
ILL 206 Cartooning and Sequential Art	3
GEN 107 General Psychology*	3
	12 credits

Semester 5

ILL 207 Portrait Painting	1.5
ILL 209 Commercial Illustration	3
ILL 202 Digital Illustration II	3
GEN 206 Creative Businesses*	1.5
GEN 205 Business and Technical Writing*	3
	12 credits

Semester 6

DES 222 Photoshop II	3
ILL 210 Technical Illustration and Infographics	3
DES 102 Typography II**	3
ILL 259 Capstone Project	2
DEG 260 Portfolio Review	1
	12 credits

Total credits:	72
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* General education course

** Elective course may be replaced by any other 3-credit course in the AOS program, subject to availability and prerequisites.

COURSE DESCRIPTIONS

Below are program highlights for Illustration majors. For information on an all program courses, visit the [AOS in Illustration program page](#).

DES 111 DRAWING I

3 credits

Learn how to analyze what you see in the world around you and communicate it on paper. Through hands-on projects, and guided by a professional artist, you will explore the critical concepts of line, mass, form, perspective, value, and composition, building a solid foundation for all your art and design work. And most importantly, you'll also discover that drawing can be fun. Did you know that spheres have inner edges? Or why artists measure with their thumbs? Grab your charcoal and chalk pastels... this course is your first step to developing your craft as an artist.

DES 141 ILLUSTRATOR I

3 credits

Build a working knowledge of Adobe Illustrator, the graphic designer's vector program of choice. Course projects explore selection tools, drawing tools, layers, the Pen tool, transformations/distortions, type tools, and modifying paths and shapes. Tapping the power of vector software allows you to produce detailed and scalable art for almost any application.

ILL 142 ILLUSTRATOR II

3 credits

Create photo-realistic illustrations, complex patterns, rich designs, and learn how to speed your efforts with helpful workflow features. You'll build on your existing Illustrator skills to tackle high-end projects with depth, dimension, and wow-power.

ILL 111 LIFE DRAWING I

3 credits

Follow traditional method to learn the standard measures and proportions artists use to achieve naturalistic and expressive figure drawings. Illustrations and activities guide students through the structure of the human skeleton and help them understand how the body's anatomy shapes its external form. The course builds progressively from the fundamentals to the challenges of portraiture, three-dimensional form, composition, and expression.

ILL 206 CARTOONING AND SEQUENTIAL ART

3 credits

Explore storytelling through cartoons and sequential art. Learn how to create a narrative by developing a story or character in a series of scenes. Fundamental concepts in comic art are used as the springboard for projects, which may be completed in traditional or digital media.

ILL 209 COMMERCIAL ILLUSTRATION

3 credits

Explore business applications for your illustration work, from editorial and commercial to advertising and marketing. In this survey course, you will explore different genres of project work, learning how contracts and copyright work and how to represent yourself professionally and effectively.

ILL 210 TECHNICAL ILLUSTRATION AND INFOGRAPHICS

3 credits

This course explores approaches and concepts in technical illustration and infographics. Students learn methods for creating instructional illustrations that communicate clearly and effectively. Information design theories will be discussed and put into practice.

ILL 212 LIFE DRAWING II

1.5 credits

Tackle advanced techniques for life drawing. Learn how to observe and capture the clothed human figure and explore basic techniques for animal drawing. Form, structure, and motion will be essential concepts as you find ways to address subjects that interest and engage you.

ILL 208 WATERCOLOR

1.5 credits

Watercolor painting has a rich tradition dating back centuries, and is still enjoyed by today's artists for its unique color effects and wide range of techniques. Explore traditional watercolor techniques including washes, glazes, scumbles, resists, and more, and learn how to make the techniques part of your personal painting style.

PROGRAM OUTCOMES

By completing the program, Illustration majors develop the following competencies:

- 1. Drawing.** Draw and paint utilizing traditional media and classic techniques, demonstrating a command of proportion, perspective, value contrast, and the human figure.
- 2. Technology.** Create images and graphics by effectively and efficiently using creative software including Adobe Photoshop, Illustrator, and other industry technologies.
- 3. Illustration.** Conceptualize, create and provide illustrations for a range of commercial applications in traditional or digital media.
- 4. Art/Design Principles.** Demonstrate the ability to produce visually compelling artwork by applying knowledge of color, typography, and composition.
- 5. Projects.** Produce and present a variety of illustration projects including editorial illustration, sequential art, infographics, and portraits.
- 6. Critical Thinking and Writing.** Employ critical thinking to generate, support, and convey ideas through writing for academic or professional contexts.
- 7. Portfolio.** Apply creative problem solving and constructive feedback to conceive, produce, and present an impactful body of work that showcases your skills to employers and potential clients.



ILLUSTRATION STUDENT WORK BY:

Jared Matthews
Alicia Hernandez
Eladia Laines
Gina Welzel



"The AOS program focuses on the tools and techniques used in contemporary illustration. Detailed lectures introduce students to the fundamentals of design and complex pictorial concepts while hands on exercises give students the opportunity to practice skills required of a professional illustrator."

- Illustration Department
Head Jordon Schranz

JORDON'S MESSAGE ➔

ADVERTISING

ASSOCIATE OF OCCUPATIONAL STUDIES (AOS) IN ADVERTISING DESIGN

The Sessions College Associate of Occupational Studies (AOS) in Advertising Design is an intensive two-year degree program for students seeking to enter careers in advertising design, marketing design, and print design. Designed for high school graduates and adult learners, the program will offer a strong foundation in visual design and a working knowledge of software and production techniques essential for print and digital advertising campaigns.

Advertising Design students begin their program with first year studies focused on developing strong visual design skills and proficiency in creating graphics and illustrations. Second-year classes place emphasis on best practices for developing strong concepts for advertising campaigns. Classes provide training in print production, copywriting, concept development, and advertising account management.

"I absolutely loved the benefits of studying online at Sessions as I was able to study at my convenience. My daily schedule is busy with a full time job and taking care of a family; having the ability to study at night, while sitting in car rider lines or before sporting events for the kids, etc was a huge benefit."

- Cynthia Keith

Associate Degree in Advertising Design

CURRICULUM

The Associate of Occupational Studies in Advertising Design program is designed to be completed in two years. Classes start in January, April, and August. Students must complete 72 credits in order to graduate, including 18 general education credits. Part-time schedules are available.

YEAR ONE

Semester 1

DES 104 Color Theory	1.5
DES 101 Typography I	1.5
DES 111 Drawing I	3
DES 121 Photoshop I	3
GEN 104 English Composition*	3
	12 credits

Semester 2

DES 105 Design and Composition	1.5
DES 131 Logo Design I	1.5
DES 141 Illustrator I	3
DES 206 Branding and Identity	3
GEN 105 Computer Technology*	3
	12 credits

Semester 3

DES 151 Digital Photography I	3
DES 201 InDesign I	3
ADV 206 Copywriting	3
GEN 205 Business and Technical Writing*	3
	12 credits

YEAR TWO

Semester 4

DES 102 Typography II	3
DES 207 Layout Design	1.5
ADV 201 Advertising Design I	3
GEN 204 Intro to Marketing*	1.5
GEN 107 General Psychology*	3
	12 credits

Semester 5

ADV 205 Marketing Design	3
ADV 202 Advertising Design II	3
ADV 207 Creative Concept Development	3
GEN 106 History of Art*	3
	12 credits

Semester 6

ADV 204 Advertising Account Management	1.5
DES 205 Print Production**	3
WEB 207 Internet Marketing	3
ADV 259 Capstone Project	2
GEN 206 Creative Businesses*	1.5
DEG 260 Portfolio Review	1
	12 credits

Total credits:	72
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* General education course

** Elective course may be replaced by any other 3-credit course in the AOS program, subject to availability and prerequisites.

COURSE DESCRIPTIONS

Below are program highlights for Advertising Design majors. For information on an all program courses, visit the [AOS in Advertising Design program page](#).

ADV 201 ADVERTISING DESIGN I

3 credits

Learn creative approaches to persuading with visuals in our introduction to the history and business of advertising. Case studies from print, Web, and TV showcase advertising concepts at work: persuasion, color psychology and composition, copywriting and typography, and brand communication. Class projects include ads for a wide range of media and a final project in which you create an entire ad campaign.

ADV 202 ADVERTISING DESIGN II

3 credits

Now you are ready to learn how to manage advertising campaigns at a higher level. You are ready to develop campaign concepts working from market research. You are able to develop multiple creative concepts and present them to clients. Working with the client's marketing plan, you take your campaign ideas forward and develop creative concepts and samples for a broad, multimedia campaign.

ADV 204 ADVERTISING ACCOUNT MANAGEMENT

1.5 credits

Dealing with advertising clients is a business. Do you understand how ads are sold and evaluated? In this course, you will discover how ad campaigns are typically managed in ad agencies, learning about the different stages in a campaign and the responsibilities of different stakeholders involved, from copywriters to designers, creative directors, and account managers.

GEN 204 INTRO TO MARKETING

1.5 credits

A grasp of traditional marketing concepts can be helpful to any designer working in a business environment. This course focuses on how marketing decisions affect the design process. Students develop a holistic understanding of marketing's role, exploring such time-honored concepts as the "seven Ps" of marketing: price, place, promotion, product, people, physical evidence, and process.

ADV 205 MARKETING DESIGN

3 credits

Explore how to make design decisions through research, writing, and planning techniques that set marketing designers (and their clients) apart from the competition. Class projects challenge you to combine concept, research, planning, presentation, and visual design to build your marketing portfolio.

ADV 206 COPYWRITING

3 credits

Every ad designer must grasp the basics of persuasive copywriting. In this class, students will study how text and image interact in effective ad campaigns, learning how to write and edit ad copy for print and digital advertising media and turn written ideas into visual expression.

ADV 207 CREATIVE CONCEPT DEVELOPMENT

3 credits

Develop your visual creativity. In advertising, illustration, or design, you need to be able generate many ideas for your clients and projects. This class provides you a training in identifying the needs of each projects, brainstorming solutions, challenging your assumptions, and testing/evaluating your ideas until you have a winner.

WEB 207 INTERNET MARKETING

3 credits

Provides theoretical and practical insight into maximizing a company's marketing efforts online. Students will learn to create email marketing campaigns, optimize sites for search engines, build effective landing pages, manage social media presence, and conduct other online marketing activities. The course explores proven methods through case studies and practical exercises.

PROGRAM OUTCOMES

By completing the program, Advertising Design majors develop the following competencies:

- 1. Marketing.** Conceptualize, create and present work that delivers strategic solutions to address business and customer needs.
- 2. Technology.** Create images and design layouts by effectively and efficiently using design traditional and digital media designs at a high standard of quality utilizing software including Adobe Photoshop, Illustrator, and InDesign.
- 3. Art/Design Principles.** Demonstrate the ability to produce visually compelling work by applying knowledge of color, typography, and composition.
- 4. Design Process.** Develop strategic advertising and marketing concepts and campaigns for a variety of audiences and social contexts.
- 5. Projects.** Produce and present a range of professional marketing communication projects for print, digital/social media, and outdoor ads.
- 6. Critical Thinking and Writing.** Employ critical thinking to generate, support, and convey ideas through writing for academic or professional contexts.
- 7. Portfolio.** Apply creative problem solving and constructive feedback to conceive, produce, and present an impactful body of work that showcases your skills to employers and potential clients.



ADVERTISING DESIGN STUDENT WORK BY:

Cynthia Keith
Marc Sutherland
Savannah Dimovski
Amber Whyley



"In the Associate of Occupational Studies (AOS) in Advertising Design program you will develop a solid foundation in design with course work in areas such as typography, print production, color theory, and concept development."

- Advertising Design Department
Head Kristen Becker

KRISTEN'S MESSAGE ➔



DIGITAL PHOTOGRAPHY ASSOCIATE OF OCCUPATIONAL STUDIES (AOS) IN DIGITAL PHOTOGRAPHY

The Associate of Occupational Studies in Digital Photography is an intensive two-year degree program for students seeking to enter careers as independent freelance photographers. Designed for high school graduates and adult learners, the program will offer a strong foundation in the visual language of photography and a working knowledge of the equipment, software, and production techniques essential for work in the photographic industry.

First-year classes cover fundamental concepts in photography, lighting, and image editing, as well as color and composition. Second-year classes place an emphasis on exploring a range of commercial photography assignments and finding areas of strength. A focus on real world scenarios and a training in complementary skills such as photo editing and video production ensures that students are prepared to work in a range of professional contexts.

“Being able to take classes from individuals who are artists and designers themselves has been the biggest inspiration and encouragement to me! Becoming a college student as a mother was a daunting decision to make, but honestly Sessions made it possible.”

- Sharon Capps

Associate Degree in Digital Photography

CURRICULUM

The Associate of Occupational Studies in Digital Photography program is designed to be completed in two years. Classes start in January, April, and August. Students must complete 72 credits in order to graduate. 18 credits of general education are required. Part-time schedules available.

YEAR ONE

SEMESTER 1

DES 151 Digital Photography I	3
DES 111 Drawing I	3
PHO 205 Lightroom	3
GEN 104 English Composition*	3
12 credits	

SEMESTER 2

DES 104 Color Theory	1.5
PHO 104 History of Photography	1.5
DES 121 Photoshop I	3
PHO 105 Photo Lighting and Planning	3
GEN 105 Computer Technology*	3
12 credits	

SEMESTER 3

DES 105 Design and Composition	1.5
PHO 152 Digital Photography II	3
PHO 106 Photo Retouching	1.5
GEN 106 History of Art*	3
GEN 107 General Psychology*	3
12 credits	

YEAR TWO

SEMESTER 4

PHO 204 Commercial Photography I	3
PHO 208 Color Correction	3
DES 222 Photoshop II	3
GEN 205 Business & Technical Writing*	3
12 credits	

SEMESTER 5

ADV 207 Creative Concept Development	3
PHO 207 Commercial Photography II	3
DIG 201 Digital Video Editing	3
GEN 204 Intro to Marketing*	1.5
GEN 206 Creative Businesses*	1.5
12 credits	

SEMESTER 6

WEB 101 HTML and CSS I**	3
PHO 214 Narrative Photography	3
DIG 204 Digital Video Production	3
PHO 259 Capstone Project	2
DEG 260 Portfolio Review	1
12 credits	

Total credits:	72
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* General education course

** Elective course may be replaced by any other 3-credit course in the AOS program, subject to availability and prerequisites.

COURSE DESCRIPTIONS

Below are program highlights for students Digital Photography majors. For information on an all program courses, visit the [AOS in Digital Photography program page](#).

DES 151 DIGITAL PHOTOGRAPHY I

3 credits

Explore the interaction of photography techniques and environmental factors to create powerful digital images. Students learn the fundamentals of lighting, perspective, and set up and explore techniques for classic assignments: portraits, product shots, indoor and outdoor location shoots, and fast-action sports. A mastery of digital photography gives you creative control of the medium.

PHO 104 HISTORY OF PHOTOGRAPHY

1.5 credits

This course provides a historical overview of photography, from the invention of the photographic process, to the evolution of the medium, to the role of the image in contemporary art and design. You'll gain an introduction to the styles and achievements of important photographers, and be provided the tools to understand the context of their work as well as their influence on society.

PHO 105 PHOTO LIGHTING AND PLANNING

3 credits

Focus on the planning and preparation that lead to the successful execution of a photo shoot. Develop a thorough understanding of different types of lighting, both natural and artificial. Learn the limitations and advantages of varied shooting conditions, and explore methods to effectively stage and style photographs to achieve your desired effect.

PHO 152 DIGITAL PHOTOGRAPHY II

3 credits

Take your digital photography artistry to a higher level. Advanced photography techniques and approaches to composition, learning how to correct images using Photoshop and print high-quality images. The emphasis of the class is developing a solid technical understanding of the medium and identifying one's individual expressive vision. Advanced projects explore experimental methods for enhancing photographs with digital effects.

PHO 106 PHOTO RETOUCHING

1.5 credits

Learn techniques for removing, correcting and manipulating photographic flubs or flaws using Photoshop. You will explore professional selection techniques, and how to clone, patch, and heal problem areas, and adjust colors and tones to create a seamless and professional quality product. The course examines image correction and enhancement scenarios a designer or photographer might typically encounter.

PHO 204 COMMERCIAL PHOTOGRAPHY I

3 credits

Turn your creativity into a career by using photography as a communication tool in commercial and advertising scenarios. In this survey course, you will explore the equipment and techniques used for professional photography work in portraiture, product photography, real estate, and more. You will also learn how to represent yourself professionally and build your online presence.

PHO 205 LIGHTROOM

3 credits

Learn how to manage, develop, print, and present your shots more efficiently with Adobe Photoshop Lightroom. Discover how to collect and catalog your images with ease, use basic and advanced development and retouching tools to create stellar shots, and present your work in slideshows, on the Web, and in print. The course will challenge you to take your shots to the next level of organization, quality, and presentation.

PHO 207 COMMERCIAL PHOTOGRAPHY II

3 credits

Explore and practice advanced techniques for developing your skills and presence as a commercial photographer. Make images that accomplish specific objectives, with a focus on location-based event photography for weddings, night life, and fashion. Finally, you'll learn about photography products, including prints, books, and more.

PHO 208 COLOR CORRECTION

3 credits

Learn how to achieve an effective color balance in your Photoshop images and optimize them for print output. Students explore professional techniques for working with scanned, film, and digital source material, learn how to control, correct, and enhance the color palette of digital images for print media. Course projects emphasize developing a technical knowledge and an artistic understanding of color calibration for professional-quality digital imaging.

PHO 214 NARRATIVE PHOTOGRAPHY

3 credits

Explore the use of an editorial approach to photography in order to tell stories with images. Throughout the course you will use conceptualism in conjunction with documentary photography approaches to build photo essays and other narrative projects. Learn how to research, pitch, shoot, edit and present a body of work that encompasses unifying themes.

PROGRAM OUTCOMES

By completing the program, Digital Photography majors develop the following competencies:

- 1. Photography.** Demonstrate effective and efficient use of a digital camera to create photographs applying well considered framing, exposure, composition, perspective, distance, and lighting.
- 2. Lighting.** Stage and execute photoshoots by adapting for a variety of typical settings, lighting situations, and project goals.
- 3. Technology and Image Enhancement.** Apply and demonstrate retouching and color correction techniques to improve or enhance photographic images to a professional level utilizing software including Adobe Lightroom, Photoshop, and other industry technologies.
- 4. Art/Design Principles.** Demonstrate the ability to produce visually compelling work by applying knowledge of color, pattern, details, and composition..
- 5. Projects.** Produce and present a variety of professional photographic work in a wide range of settings including portraiture, event photography, real estate, food photography, and more.
- 6. Critical Thinking and Writing.** Employ critical thinking to generate, support, and convey ideas through writing for academic or professional contexts.
- 7. Portfolio.** Apply creative problem solving and constructive feedback to conceive, produce, and present an impactful body of work that showcases your skills to employers and potential clients.



PHOTOGRAPHY STUDENT WORK BY:

Sharon Capps
Shannon Ready
Desiree Murray
Ivan Hunt
Toni Estrella Martinez



"Photography is capturing the world as you see it through your eyes, communicating your unique vision (and perhaps the vision of others involved in a project). Photography is communicating a rich visual story through strong aesthetics and concepts."

- Digital Photography Department Head
Felicia Kieselhorst

DEGREE PROGRAMS AT A GLANCE

GETTING STARTED

1

ADMISSIONS

Bachelor's and Associate Degree program classes start in January, April, and August. Students entering the program are expected to have earned a high school diploma, GED, or state-approved home school equivalent. Any students under 18 years of age will need to provide the signed permission of a parent or guardian. Applicants must:

- Complete our online application form. The application fee is \$75.
- Provide a 500-word essay explaining your interest in your chosen major.
- Submit 5-10 samples of your art and design work or complete a written creative skills assessment.
- Provide transcripts from high school and any colleges attended. (If you have graduated college, you don't need to provide high school transcripts.)
- If English is not your native language, submit official TOEFL or IELTS scores or acceptable equivalent.
-

TUITION AND FEES

Sessions College programs are among the most affordable available. We believe in helping students earn their degrees and graduate with a minimum of debt. There are no textbooks required; tuition costs include all digital materials.

Net tuition Costs for Full-Time, First Time Students

\$510 per credit	\$5,220 per semester
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Per-credit tuition for part-time students is the same as for full-time students.

See [Tuition and Fees](#)

2

PAYING FOR YOUR EDUCATION

Many financial options are available to help you afford your education. Your out of pocket expenses will be lower if you are eligible for credit transfer, Federal Student Aid, or other type of funding:

- Credit Transfer. Do you have some college credits? Students can transfer a maximum of 36 credits into the Sessions College Associate program.
- Financial Aid. United States Federal Student Aid is available to eligible students in all Associate degree and Undergraduate Certificate programs.
- Military Benefits. Are you an eligible U.S. military service member, veteran, or family member? You may be able to fund your education using your TA, GI Bill(R), or MyCAA benefits.
- Bridge Program. Vocational program graduates (Professional or Advanced Certificate) can transfer up to 24 credits into the AOS program.
- Scholarships. Sessions College awards scholarships up to \$2,000 to new degree program students in seven different adult learner categories.
- Payment Plans. College costs are easier to budget on a manageable schedule. Ask an advisor about simplifying your tuition using a monthly, low-interest institutional payment plan.

3

SOFTWARE AND HARDWARE

To begin your online program, you'll need a Windows or Macintosh computer installed with required Adobe Creative Cloud software, a word-processing program, and some basic art supplies. Exact requirements vary by program, so please check the specific program page.

Sample requirements for the AOS in Graphic Design program:

- Adobe Creative Cloud software or Adobe Photoshop, Illustrator, InDesign, and Dreamweaver CC software.
- A digital camera with adjustable ISO and adjustable white balance features recommended.
- Basic drawing supplies including pencils, charcoal, newsprint, and sketch paper.
- MS word or equivalent word-processing program.
- A Web hosting account with an ad-free hosting service.
- Webcam, headphones or speaker, VPN connection, and microphone connected to the computer for live proctored exams.

SEE PROGRAM REQUIREMENTS:

[Graphic Design](#)
[Web Design](#)
[Digital Media](#)
[Illustration](#)
[Advertising Design](#)
[Digital Photography](#)

4

COURSE MATERIALS AND LIBRARY

Sessions College programs are delivered entirely online. Students have 24/7 access to the school learning environment. No textbooks are required. The programs are built around award-winning online curriculum developed by Sessions College for Professional Design faculty. All coursework and materials required to complete each course are provided in an online learning environment, including orientation materials, lectures, exercises, critique and discussion forums, videos, multimedia tools, and an online library.

The Sessions online library provides all students access to 50,000 titles in humanities, art, design, software, and technology. Library research is a particular focus in general education courses, and students are expected to research a wide range of topics for their design coursework.

FOR MORE INFORMATION:

[Application Process](#)
[Credit Transfer Policy](#)
[Bridge Program](#)
[Scholarships](#)
[Academic Calendar](#)

DEGREE PROGRAMS

UNDERGRADUATE CERTIFICATE PROGRAMS

The Sessions College Undergraduate Certificate program is an intensive credit-bearing program that focuses on developing a strong foundation in a contemporary design field. Areas of study include Graphic Design, Web Design, Digital Media, Illustration, Print Design, and Advertising Design.

The Undergraduate Certificate is a 24-credit program completed in two semesters. Part-time schedules are available. The program is open admissions, with classes starting in January, April, and August.

Each semester, you'll build a body of practical work through expert faculty mentoring and critique. The Undergraduate Certificate program focuses on core design skills; there is no general education course requirement. Students who wish to continue to a degree can later transfer all credits to a Sessions College Associate program.

Federal financial aid is available for eligible students, and U.S. military service members who qualify may use their military tuition assistance benefits to complete the program in four semesters.

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“I began taking online classes because I knew that I wanted to move around while I’m in school and have a flexible schedule to attend class and complete assignments in a way that wouldn’t conflict with work and life in general and visa versa. The whole process of going back to school and earning my degree was an exciting and adventurous journey for me.”

- Shaun Edwards

Undergraduate Certificate in Graphic Design



Graphic Design student work: Jessica Plumridge

GRAPHIC DESIGN

UNDERGRADUATE CERTIFICATE IN GRAPHIC DESIGN

The Undergraduate Certificate in Graphic Design provides a thorough foundation in graphic design. Students gain an understanding of the fundamentals of color, typography, and composition and how to apply them using Adobe Photoshop, Illustrator, and InDesign.

Students apply current production methods and techniques to exciting projects that include poster design, magazine layout, identity design, and packaging design. Discussions and critiques in a small class environment maximize the learning experience as you earn college credit and build your graphic design portfolio.



"The online Graphic Design program at Sessions College helps you work with a freedom and focus that is a training in professional discipline: meeting deadlines and finding design solutions."

**- Andrew Shalat,
 Graphic Design Department Head**

CURRICULUM

Students must complete 24 credits in order to graduate. Part-time schedules are available. There are no general education requirements.

SEMESTER 1		SEMESTER 2	
DES 104 Color Theory	1.5	DES 105 Design and Composition	1.5
DES 101 Typography I	1.5	DES 131 Logo Design I	1.5
DES 111 Drawing I	3	DES 201 InDesign I	3
DES 121 Photoshop I	3	DES 102 Typography II	3
DES 141 Illustrator I	3	DES 211 Graphic Design I	3
12 credits		12 credits	

PROGRAM OUTCOMES

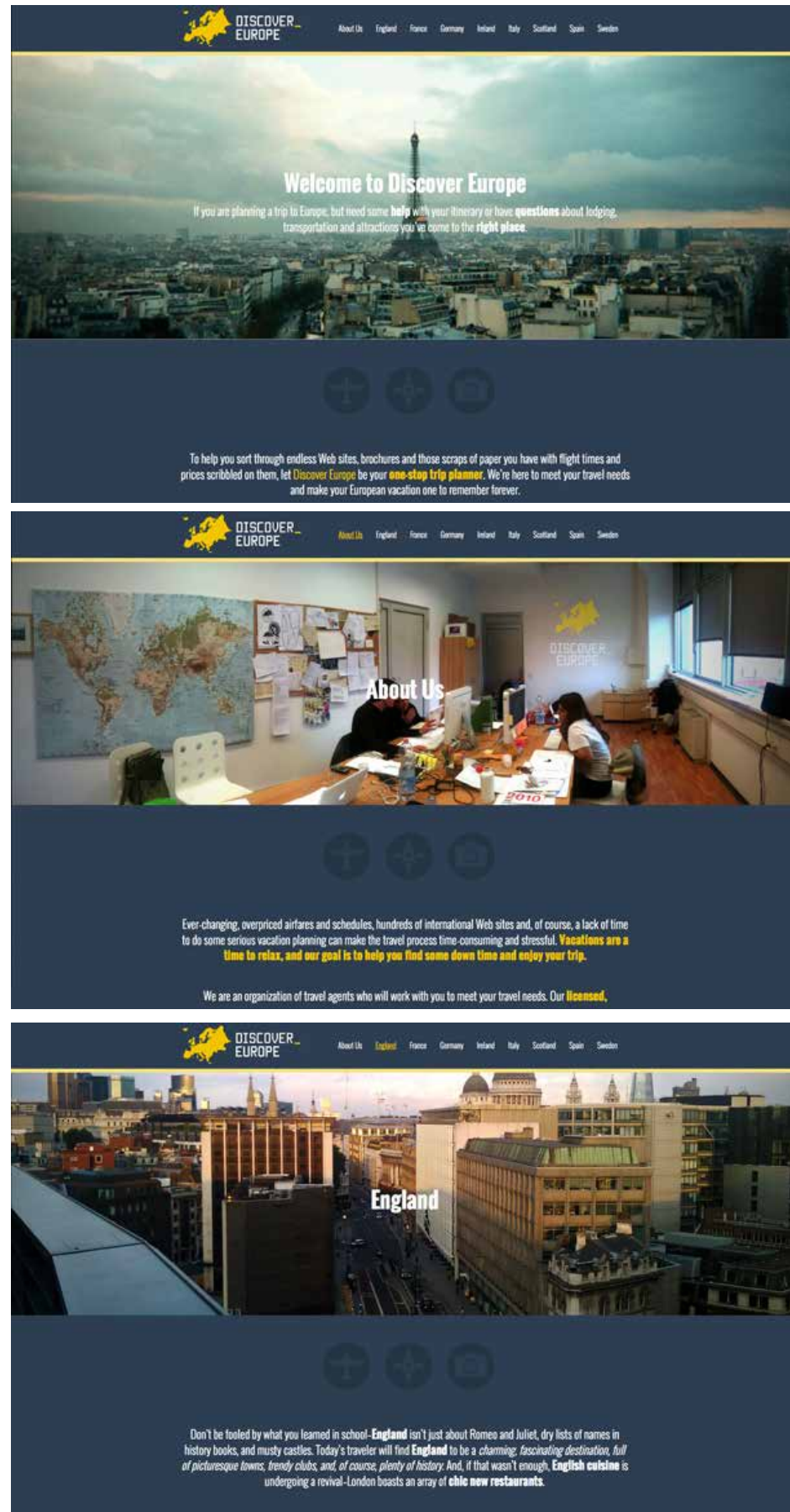
By completing the program, Undergraduate Certificate in Graphic Design students develop the following competencies:

- 1. Technology.** Create images and design layouts by effectively and efficiently using design software including Adobe Photoshop, Illustrator, and InDesign, and other industry technologies.
- 2. Art/Design Principles.** Demonstrate the ability to produce visually compelling work by applying knowledge of color, typography, and composition.
- 3. Design Process.** Develop strategic and compelling designs for a variety of audiences and social contexts.
- 4. Projects.** Produce and present a range of standard professional graphic design projects including graphics, posters, ads, logos, page layouts, and packaging.

COURSE DESCRIPTIONS

Below are course descriptions for the Undergraduate Certificate in Graphic Design. For more detail on each course, visit the [UC in Graphic Design program page](#).

DES 104 COLOR THEORY	1.5 credits	designer's vector program of choice. Course projects explore selection tools, drawing tools, layers, the Pen tool, transformations/distortions, type tools, and modifying paths and shapes. Tapping the power of vector software allows you to produce detailed and scalable art for almost any application.
Focus on developing appropriate color systems for graphic design projects. Projects explore the principles, terminology, and applications of color theory, with an emphasis on manipulating color. A working knowledge of the expression and perception of color, and color interaction, lends credibility and sophistication to a designer's work.		
DES 101 TYPOGRAPHY I	1.5 credits	Explore the philosophy and process behind designing a logo. Students learn the importance of corporate identity and the different stages in a typical logo design project. The course establishes a solid conceptual and practical grounding for anyone interested in pursuing a career in visual identity, from a design or a marketing perspective.
Explore the critical role of typography in graphic design. Course projects build an understanding of the anatomy of the letterform, the distinguishing features of different typefaces, and creative applications of type. An assured grasp of typography is essential in any visual communication project.		
DES 111 DRAWING I	3 credits	Explore fundamental techniques for Adobe InDesign and develop an efficient workflow for both print and digital publishing. The course will impart a working knowledge of InDesign's main capabilities, everything from basic features to using master pages, importing and manipulating objects, controlling text flow and style, and organizing content with tables, layers, links, and conveyor tools. Valuable methods for cutting-edge digital publishing techniques are explored, and projects give you give you training in a range of real world print/digital publishing projects: brochures, catalogs, magazines, ePubs, and even an interactive folio for the iPad.
Learn how to analyze what you see in the world around you and communicate it on paper. Through hands-on projects, and guided by a professional artist, you will explore the critical concepts of line, mass, form, perspective, value, and composition, building a solid foundation for all your art and design work.		
DES 121 PHOTOSHOP I	3 credits	Learn advanced concepts in typography including type fusion, information hierarchy, expressive type, and 3D type applications. Assignments include advertising, product packaging, civic branding, and currency design. The focus of the course is on improving your design by learning to see type differently.
Get a thorough grounding in Adobe Photoshop, the premiere image manipulation tool for print design, Web design, and photography. You'll learn to choose and use the best techniques for common Photoshop jobs including selecting and isolating objects, creating image composites, masking and vignetting images, setting typography, and improving images with retouching and effects. Every designer must tame this creative powerhouse of a program.		
DES 105 DESIGN AND COMPOSITION	1.5 credits	Establish a firm foundation for taking on professional design work. You'll gain insights from industry veterans and explore the challenges of designing posters, logos, magazine covers, book layouts, 3D designs, and brand identities. Looking to establish a career as a freelance designer? The course provides you opportunities to hone your design process, as you research each project, develop concepts, work with iterative feedback, and begin to develop quality pieces for your portfolio.
Discover the principles of effective composition in print design and advertising. Composition, literally the assembly of elements, is the artful arrangement that guides the eye and unifies a design work. Case studies and hands-on projects address closed/open space, negative space, movement, and more.		
DES 141 ILLUSTRATOR I	3 credits	Build a working knowledge of Adobe Illustrator, the graphic



Web Design student work by Michael Garcia

WEB DESIGN

UNDERGRADUATE CERTIFICATE IN WEB DESIGN

The Undergraduate Certificate in Web Design provides a foundation in visual design and coding for the Web. Students gain an understanding of the fundamentals of digital imaging, color, and typography and how implement them using HTML, CSS, and JavaScript.

Students learn graphic design and coding skills practiced by front end designers, applying them to projects to develop the concepts, layouts, images, and code for responsive websites. Discussions and critiques in a small class environment maximize the learning experience as you earn college credit and begin to build your Web design portfolio.



"Hands-on training is essential to hone the skills you'll need to create professional work. We'll prepare you to evolve as the Web evolves, keeping up with the influx of devices and technology used to access Web content."

**- Piper Nilsson,
Web Design Department Head**

CURRICULUM

Students must complete 24 credits in order to graduate. Part-time schedules are available. There are no general education requirements.

SEMESTER 1		SEMESTER 2	
DES 104 Color Theory	1.5	WEB 213 Bootstrap Using Dreamweaver I	3
DES 101 Typography I	1.5	WEB 232 Web Typography	1.5
DES 121 Photoshop I	3	DES 105 Design and Composition	1.5
WEB 101 HTML and CSS I	3	WEB 205 JavaScript for Designers I	3
DES 141 Illustrator I	3	WEB 207 Internet Marketing	3
12 credits		12 credits	

PROGRAM OUTCOMES

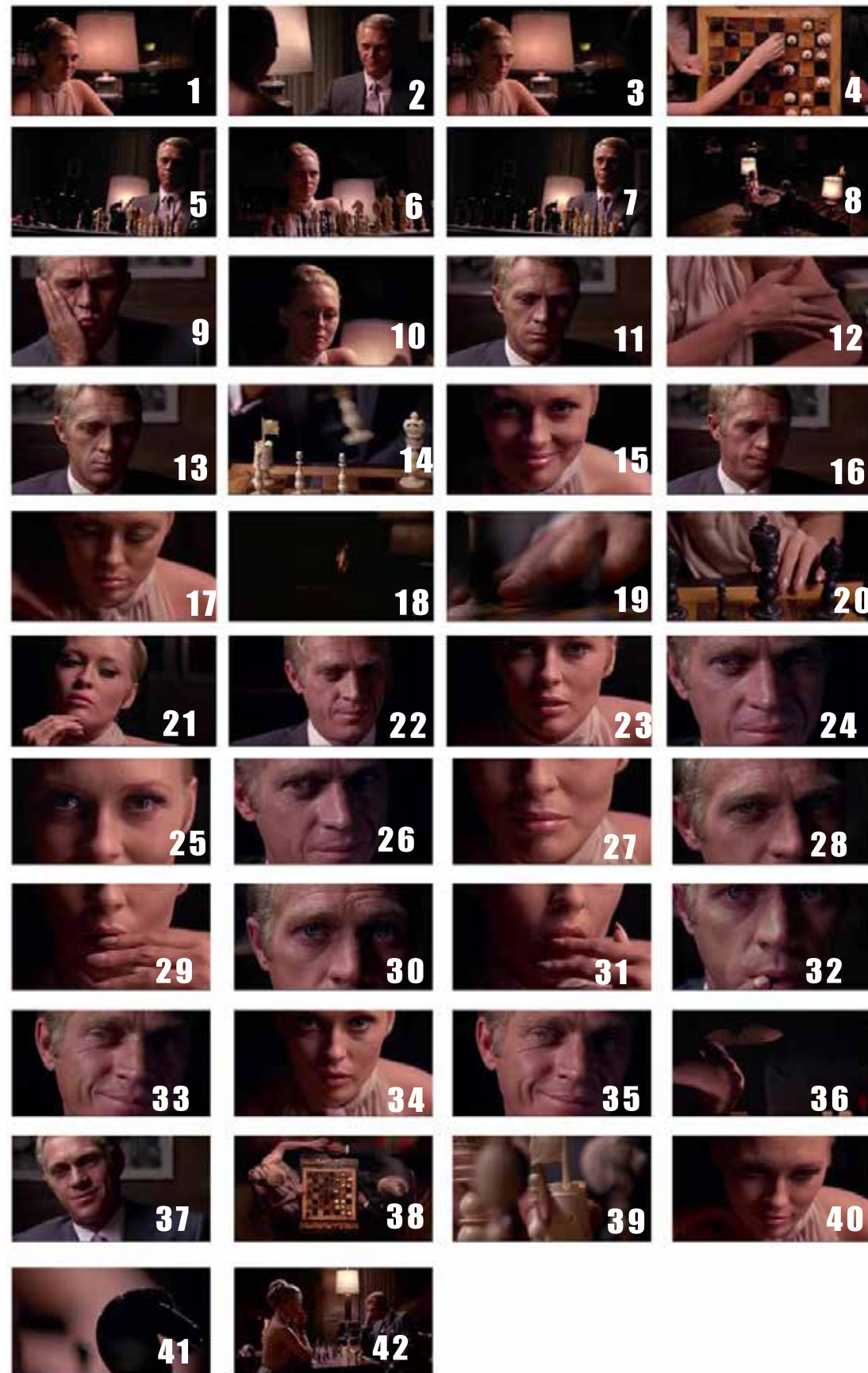
By completing the program, Undergraduate Certificate in Web Design students develop the following competencies:

- 1. Web Coding/Design.** Layout and design responsive websites using standards-compliant HTML, CSS, and JavaScript code, and adapting modern frameworks such as Bootstrap.
- 2. Technology.** Create images and design layouts by effectively and efficiently using design software including Adobe Photoshop, Illustrator, and other industry technologies.
- 3. Art/Design Principles.** Demonstrate the ability to produce visually compelling work by applying knowledge of color, typography, and composition.
- 4. Web Publishing.** Publish sites to the Web, validating and troubleshooting sites to fix errors or cross-browser issues, with a knowledge of accessibility best practices.
- 5. Marketing.** Implement basic techniques for marketing web sites, including SEO, search advertising, and email marketing.

COURSE DESCRIPTIONS

Below are course descriptions for the Undergraduate Certificate in Web Design. For more detail on each course, visit the [UC in Web Design program page](#).

<p>DES 121 PHOTOSHOP I 3 credits</p> <p>Get a thorough grounding in Adobe Photoshop, the premiere image manipulation tool for print design, Web design, and photography. You'll learn to choose and use the best techniques for common Photoshop jobs including selecting and isolating objects, creating image composites, masking and vignetting images, setting typography, and improving images with retouching and effects. Every designer must tame this creative powerhouse of a program.</p>	<p>WEB 213 BOOTSTRAP/DREAMWEAVER I 3 credits</p> <p>Bootstrap provides a framework of HTML, CSS, and JavaScript to speed up your site development. Working with an expert instructor, you'll learn how to build responsive, mobile-first web sites using Bootstrap 4 and Dreamweaver, Adobe's HTML editor. This course will show you how to design web sites by using CSS to structure and design layouts, ensuring that your designs work on a range of platforms and devices.</p>
<p>DES 104 COLOR THEORY 1.5 credits</p> <p>Focus on developing appropriate color systems for graphic design projects. Projects explore the principles, terminology, and applications of color theory, with an emphasis on manipulating color. A working knowledge of the expression and perception of color, and color interaction, lends credibility and sophistication to a designer's work.</p>	<p>WEB 232 WEB TYPOGRAPHY 1.5 credits</p> <p>Learn how to enhance your Web designs with the latest techniques for styling, typesetting, and embellishing text. Get up to speed on the latest in Web font options and how to use CSS font stacks. You'll take your fonts into the grid, studying a mix of classic and cutting edge techniques to ensure on-screen readability and effective vertical rhythm, and learn how to retain viewer attention with CSS3 effects and typography-driven information graphics.</p>
<p>WEB 101 HTML AND CSS I 3 credits</p> <p>To create Web pages, a Web designer must have a foundation in HTML and CSS. This course begins with the basics of HTML markup and specifications for standards-compliant Web pages. CSS scripting is examined as a method for positioning page elements and styling typography. Cutting-edge features of HTML5 and CSS3 are also introduced. The emphasis is on the contemporary use of markup and scripting to create effective and attractive Web sites.</p>	<p>DES 105 DESIGN AND COMPOSITION 1.5 credits</p> <p>Discover the principles of effective composition in layout design and advertising. Composition, literally the assembly of elements, the artful arrangement that guides the eye and unifies a design work. Case studies and hands-on projects address closed/open space, negative space, movement, and more.</p>
<p>DES 141 ILLUSTRATOR I 3 credits</p> <p>Build a working knowledge of Adobe Illustrator, the graphic designer's vector program of choice. Course projects explore selection tools, drawing tools, layers, the Pen tool, transformations/distortions, type tools, and modifying paths and shapes. Tapping the power of vector software allows you to produce detailed and scalable art for almost any application.</p>	<p>WEB 205 JAVASCRIPT FOR DESIGNERS 3 credits</p> <p>Learn the fundamentals of JavaScript, the programming language that allows you to make things happen when a user interacts with your website. You will learn how to create clean, valid code as you create programs that respond to various kinds of user interaction. Assignments include a range of projects: interactive dialogue boxes, a trivia quiz, a rainbow color picker, a sortable database, and more.</p>
<p>DES 101 TYPOGRAPHY I 1.5 credits</p> <p>Explore the critical role of typography in graphic design. Course projects build an understanding of the anatomy of the letterform, the distinguishing features of different typefaces, and creative applications of type. An assured grasp of typography is essential in any visual communication project.</p>	<p>WEB 207 INTERNET MARKETING 3 credits</p> <p>Learn practical skills for growing your business on the Web. Studying with an Internet marketing pro, you'll learn how to develop an entire marketing plan for your online business. Course projects will include target audience analysis, developing a site plan, creating a content development strategy, planning email marketing campaigns, optimizing for search engines, building a Facebook fan page, planning a social media crisis strategy, designing a landing page for an ad, and using site metrics.</p>



“CHECK”

Digital Media student work by Jessica Chaback

DIGITAL MEDIA UNDERGRADUATE CERTIFICATE IN DIGITAL MEDIA

The Undergraduate Certificate in Digital Media offers an exciting foundation in video and motion graphics design. Students gain experience in creating digital images and illustrations, and making movies using Adobe Premiere, Animate, and After Effects.

Students gain essential skills in visual design and apply them in animation, motion graphics, and video production and editing. Discussions and critiques in a small class environment maximize the learning experience as you earn college credit and begin to build your digital media reel.



“It’s a great time to be a content creator. Technologies are continuously evolving while audiences are consuming data exponentially.”

**- Natalie La Scala,
Digital Media Department Head**

CURRICULUM

Students must complete 24 credits in order to graduate. Part-time schedules are available. There are no general education requirements.

SEMESTER 1		SEMESTER 2	
DES 121 Photoshop I	3	DIG 210 Animate I	3
DES 104 Color Theory	1.5	DIG 204 Digital Video Production	3
DIG 205 Intro to Motion	1.5	DIG 208 After Effects I	3
DIG 201 Digital Video Editing	3	DES 141 Illustrator I	3
DES 111 Drawing I	3		12 credits
	12 credits		

PROGRAM OUTCOMES

By completing the program, Undergraduate Certificate in Digital Media students develop the following competencies:

- 1. Video.** Shoot and edit engaging videos utilizing skillful production, camera, audio, and non-linear editing techniques.
- 2. Technology.** Create images, animations, and movies by effectively and efficiently using creative software including Adobe Photoshop, Illustrator, Animate, After Effects, and Premiere, and other industry technologies.
- 3. Animation.** Prepare and present short animations employing basic animation techniques using 2D artwork.
- 4. Art/Design Principles.** Demonstrate the ability to produce visually compelling work by applying knowledge of color, pattern, detail, and composition.
- 5. Storytelling.** Create images, animations, and movies demonstrating an effective use of visual communication and storytelling.

COURSE DESCRIPTIONS

Below are course descriptions for the Undergraduate Certificate in Graphic Design. For more detail on each course, visit the [UC in Digital Media program page](#).

<p>DES 121 PHOTOSHOP I 3 credits</p> <p>Get a thorough grounding in Adobe Photoshop, the premiere image manipulation tool for print design, Web design, and photography. You'll learn to choose and use the best techniques for common Photoshop jobs including selecting and isolating objects, creating image composites, masking and vignetting images, setting typography, and improving images with retouching and effects. Every designer must tame this creative powerhouse of a program.</p>	<p>DES 111 DRAWING I 3 credits</p> <p>Learn how to analyze what you see in the world around you and communicate it on paper. Through hands-on projects, and guided by a professional artist, you will explore the critical concepts of line, mass, form, perspective, value, and composition, building a solid foundation for all your art and design work.</p>
<p>DES 104 COLOR THEORY 1.5 credits</p> <p>Focus on developing appropriate color systems for graphic design projects. Projects explore the principles, terminology, and applications of color theory, with an emphasis on manipulating color. A working knowledge of the expression and perception of color, and color interaction, lends credibility and sophistication to a designer's work.</p>	<p>DIG 210 ANIMATE I 3 credits</p> <p>In this course you'll get a thorough, hands-on introduction to Adobe Animate, learning how to draw and import artwork, organize it using symbols and layers, and animate it using a range of techniques from basic tweening to frame-by-frame animation. Animation techniques you'll cover will include motion tweening, scaling and rotating objects, nested animations, shape tweens, masks, frame by frame animation, and lip syncing.</p>
<p>DIG 205 INTRO TO MOTION 1.5 credits</p> <p>This course introduces topics of motion in animation and video through research and observation of real-life movement and movement in animation. Students learn basic principles of visible motion—including physics principles—and apply these principles to written analysis and practical explorations including flipbook-style animation. Topics include movement of objects and characters.</p>	<p>DIG 201 DIGITAL VIDEO EDITING I 3 credits</p> <p>Learn the art and craft of editing videos from two award-winning filmmakers. The course explores techniques that can be applied in a range of non-linear editing programs, including Adobe Premiere Pro. Yet the main focus is not just on developing software skills; it's on exploring the magic behind video editing. Challenging projects including editing a commercial, an interview, a narrative scene, a music video, a video diary, and a text title sequence.</p>
<p>DIG 204 DIGITAL VIDEO PRODUCTION 3 credits</p> <p>Learn how to control white balance, aperture, and shutter speed, to get high quality images from your digital video camera. You'll explore the different types of shots and camera motion techniques used by the pros and learn how to do location scouting, plan props, wardrobe, and sets, and work with talent. Course lectures challenge you to think about different storytelling conventions in narrative and documentary movie-making and address the fundamentals of sound recording. You'll script and storyboard short movie sequences and develop an understanding of the various roles in the video post-production process.</p>	<p>DIG 221 AFTER EFFECTS I 3 credits</p> <p>Learn how to use After Effects to create sophisticated motion graphics—using text and object animations, compositing videos and images, and adding audio and effects. You'll learn how to set keyframes on a timeline and work with transform properties, motion paths, masks, and effects, developing a solid foundation in this increasingly popular and versatile program.</p>
	<p>DES 141 ILLUSTRATOR I 3 credits</p> <p>Build a working knowledge of Adobe Illustrator, the graphic designer's vector program of choice. Course projects explore selection tools, drawing tools, layers, the Pen tool, transformations/distortions, type tools, and modifying paths and shapes. Tapping the power of vector software allows you to produce detailed and scalable art for almost any application.</p>

ILLUSTRATION

UNDERGRADUATE CERTIFICATE IN ILLUSTRATION

The Undergraduate Certificate in Illustration provides a thorough foundation in digital and traditional illustration for computer artists. In just two semesters, you'll gain an understanding of the fundamentals of vector graphics, still life and figure drawing, color theory, composition, painting, and how to implement these concepts using today's digital arts software tools Photoshop and Illustrator.

Students gain a valuable introduction to the practices and workflows of commercial illustrators. Discussions and critiques in a small class environment maximize the learning experience as you earn college credit and begin to build your illustration portfolio.



"Through illustration we suggest new possibilities, new ways of thought. We tell our stories, we inform the masses, create detailed instruction, and entertain both for education and to escape. Let this program be your first step in acquiring a new understanding and proficiency in the art of Illustration"

**- Jordon Schranz,
Illustration Department Head**



Illustration student work by Don West

CURRICULUM

Students must complete 24 credits in order to graduate. Part-time schedules are available. There are no general education requirements.

SEMESTER 1		SEMESTER 2	
DES 121 Photoshop I	3	ILL 202 Digital Illustration II	3
DES 104 Color Theory	1.5	ILL 111 Life Drawing I	3
DES 105 Design and Composition I	1.5	ILL 204 Painting I	3
DES 141 Illustrator I	3	ILL 209 Commercial Illustration	3
DES 111 Drawing I	3		12 credits
12 credits			

PROGRAM OUTCOMES

By completing the program, Undergraduate Certificate in Illustration students develop the following competencies:

- Drawing.** Draw and paint utilizing traditional media and classic techniques, demonstrating a command of proportion, perspective, value contrast, and the human figure.
- Technology.** Create images and graphics by effectively and efficiently using creative software including Adobe Photoshop, Illustrator, and other industry technologies.
- Illustration.** Conceptualize, create, and provide illustrations for a range of commercial applications in traditional or digital media.
- Art/Design Principles.** Demonstrate the ability to produce visually compelling artwork by applying knowledge of color and composition.
- Projects.** Produce and present a variety of illustration projects.

COURSE DESCRIPTIONS

Below are course descriptions for the Undergraduate Certificate in Illustration. For more detail on each course, visit the [UC in Illustration program page](#).

<p>DES 121 PHOTOSHOP I 3 credits</p> <p>Get a thorough grounding in Adobe Photoshop, the premiere image manipulation tool for print design, Web design, and photography. You'll learn to choose and use the best techniques for common Photoshop jobs including selecting and isolating objects, creating image composites, masking and vignetting images, setting typography, and improving images with retouching and effects. Every designer must tame this creative powerhouse of a program.</p>	<p>ILL 202 DIGITAL ILLUSTRATION II 3 credits</p> <p>Learn advanced illustration and Adobe Illustrator techniques for communicating your creative concepts. This course explores a professional illustrator approaches creating editorial illustrations, icons, retro poster designs, illustrations with depth, and identity designs. Open-ended projects will help you develop portfolio-quality illustrations, and peer discussions and critiques will provide valuable interaction opportunities.</p>
<p>DES 104 COLOR THEORY 1.5 credits</p> <p>Focus on developing appropriate color systems for graphic design projects. Projects explore the principles, terminology, and applications of color theory, with an emphasis on manipulating color. A working knowledge of the expression and perception of color, and color interaction, lends credibility and sophistication to a designer's work.</p>	<p>ILL 111 LIFE DRAWING I 3 credits</p> <p>Follow traditional method to learn the standard measures and proportions artists use to achieve naturalistic and expressive figure drawings. Illustrations and activities guide students through the structure of the human skeleton and help them understand how the body's anatomy shapes its external form. The course builds progressively from the fundamentals to the challenges of portraiture, three-dimensional form, composition, and expression.</p>
<p>DES 105 DESIGN AND COMPOSITION 1.5 credits</p> <p>Discover the principles of effective composition in print design and advertising. Composition, literally the assembly of elements, is the artful arrangement that guides the eye and unifies a design work. Case studies and hands-on projects address closed/open space, negative space, movement, and more.</p>	<p>ILL 204 PAINTING I 3 credits</p> <p>After a thorough orientation to the painter's materials (paint, canvas, brushes, and solvents), students study a systematic and time-honored approach to painting that enables them to capture proportion, perspective, and lighting. Students learn how to build a foundation with preparatory sketches and underpainting, then gain control over value through monochromatic painting and color studies.</p>
<p>DES 141 ILLUSTRATOR I 3 credits</p> <p>Build a working knowledge of Adobe Illustrator, the graphic designer's vector program of choice. Course projects explore selection tools, drawing tools, layers, the Pen tool, transformations/distortions, type tools, and modifying paths and shapes. Tapping the power of vector software allows you to produce detailed and scalable art for almost any application.</p>	<p>ILL 209 COMMERCIAL ILLUSTRATION 3 credits</p> <p>Explore business applications for your illustration work, from editorial and commercial to advertising and marketing. In this survey course, you will explore different genres of project work, learning how contracts and copyright work and how to represent yourself professionally and effectively.</p>
<p>DES 111 DRAWING I 3 credits</p> <p>Learn how to analyze what you see in the world around you and communicate it on paper. Through hands-on projects, and guided by a professional artist, you will explore the critical concepts of line, mass, form, perspective, value, and composition, building a solid foundation for all your art and design work.</p>	



ADVERTISING DESIGN

UNDERGRADUATE CERTIFICATE IN ADVERTISING DESIGN

The Undergraduate Certificate in Advertising Design provides a foundation in print and digital advertising. Students develop an understanding of design fundamentals—color theory, composition, type, and layout—and how to apply them using today's design software tools Photoshop, Illustrator, and InDesign.

Students learn the fundamentals of creating advertising and marketing messages that connect with consumers, including concept development, campaigns, and copywriting. Discussions and critiques in a small class environment maximize the learning experience as you earn college credit and build your portfolio.



"The dynamic field of advertising offers a never ending stream of fresh ideas, new clients, and groundbreaking products and services to promote. In this arena a creative problem solver with solid design skills and a strong understanding of marketing concepts is highly coveted."

**- Kristen Becker,
Advertising Design Department Head**

CURRICULUM

Students must complete 24 credits in order to graduate. Part-time schedules are available. There are no general education requirements.

SEMESTER 1		SEMESTER 2	
DES 104 Color Theory	1.5	DES 201 InDesign I	3
DES 101 Typography I	1.5	ADV 205 Marketing Design	3
DES 121 Photoshop I	3	ADV 206 Copywriting	3
DES 141 Illustrator I	3	ADV 201 Advertising Design I	3
ADV 207 Creative Concept Development	3		12 credits
	12 credits		

PROGRAM OUTCOMES

By completing the program, Undergraduate Certificate in Advertising Design students develop the following competencies:

- 1. Marketing.** Conceptualize, create and present work that delivers strategic solutions to address business and customer needs.
- 2. Technology.** Create images and design layouts by effectively and efficiently using design software including Adobe Photoshop, Illustrator, and InDesign, and other industry technologies.
- 3. Art/Design Principles.** Demonstrate the ability to produce visually compelling work by applying knowledge of color, typography, and composition.
- 4. Design Process.** Develop strategic advertising and marketing concepts and campaigns for a variety of audiences and social contexts.
- 5. Projects.** Produce and present a range of professional marketing communication projects for print, digital/social media, and outdoor ads.

COURSE DESCRIPTIONS

Below are course descriptions for the Undergraduate Certificate in Advertising Design. For more detail on each course, visit the [UC in Advertising Design program page](#).

<p>DES 104 COLOR THEORY 1.5 credits</p> <p>Focus on developing appropriate color systems for graphic design projects. Projects explore the principles, terminology, and applications of color theory, with an emphasis on manipulating color. A working knowledge of the expression and perception of color, and color interaction, lends credibility and sophistication to a designer's work.</p>	<p>DES 201 INDESIGN I 3 credits</p> <p>Explore fundamental techniques for Adobe InDesign and develop an efficient workflow for both print and digital publishing. The course will impart a working knowledge of InDesign's main capabilities, everything from basic features to using master pages, importing and manipulating objects, controlling text flow and style, and organizing content with tables, layers, links, and conveyor tools. Valuable methods for cutting-edge digital publishing techniques are explored, and projects give you give you training in a range of real world print/digital publishing projects: brochures, catalogs, magazines, ePubs, and even an interactive folio for the iPad.</p>
<p>DES 101 TYPOGRAPHY I 1.5 credits</p> <p>Explore the critical role of typography in graphic design. Course projects build an understanding of the anatomy of the letterform, the distinguishing features of different typefaces, and creative applications of type. An assured grasp of typography is essential in any visual communication project.</p>	<p>ADV 205 MARKETING DESIGN 3 credits</p> <p>Learn how to make design decisions through research, writing, and planning techniques that set marketing designers (and their clients) apart from the competition. Class projects challenge you to combine concept, research, planning, presentation, and visual design to build your marketing portfolio.</p>
<p>DES 121 PHOTOSHOP I 3 credits</p> <p>Get a thorough grounding in Adobe Photoshop, the premiere image manipulation tool for print design, Web design, and photography. You'll learn to choose and use the best techniques for common Photoshop jobs including selecting and isolating objects, creating image composites, masking and vignetting images, setting typography, and improving images with retouching and effects. Every designer must tame this creative powerhouse of a program.</p>	<p>ADV 206 COPYWRITING 3 credits</p> <p>Every ad designer must grasp the basics of persuasive copywriting. In this class, students will study how text and image interact in effective ad campaigns, learning how to write and edit ad copy for print and digital advertising media and turn written ideas into visual expression.</p>
<p>DES 141 ILLUSTRATOR I 3 credits</p> <p>Build a working knowledge of Adobe Illustrator, the graphic designer's vector program of choice. Course projects explore selection tools, drawing tools, layers, the Pen tool, transformations/distortions, type tools, and modifying paths and shapes. Tapping the power of vector software allows you to produce detailed and scalable art for almost any application.</p>	<p>ADV 201 ADVERTISING DESIGN I 3 credits</p> <p>Learn creative approaches to persuading with visuals as you gain an introduction to the history and business of advertising. Case studies from print, Web, and TV showcase advertising concepts at work: persuasion, color psychology and composition, copywriting and typography, and brand communication. Class projects include ads for a wide range of media and a final project in which you create an entire ad campaign.</p>
<p>ADV 207 CREATIVE CONCEPT DEVELOPMENT 3 credits</p> <p>In advertising, illustration, or design, you need to be able to generate many ideas for your clients and projects. This class provides you with training in how to identify the needs of each project, brainstorm solutions, challenge your assumptions, and test/evaluate your ideas until you have a winner.</p>	



GRAPHIC DESIGN

UNDERGRADUATE CERTIFICATE IN PRINT DESIGN

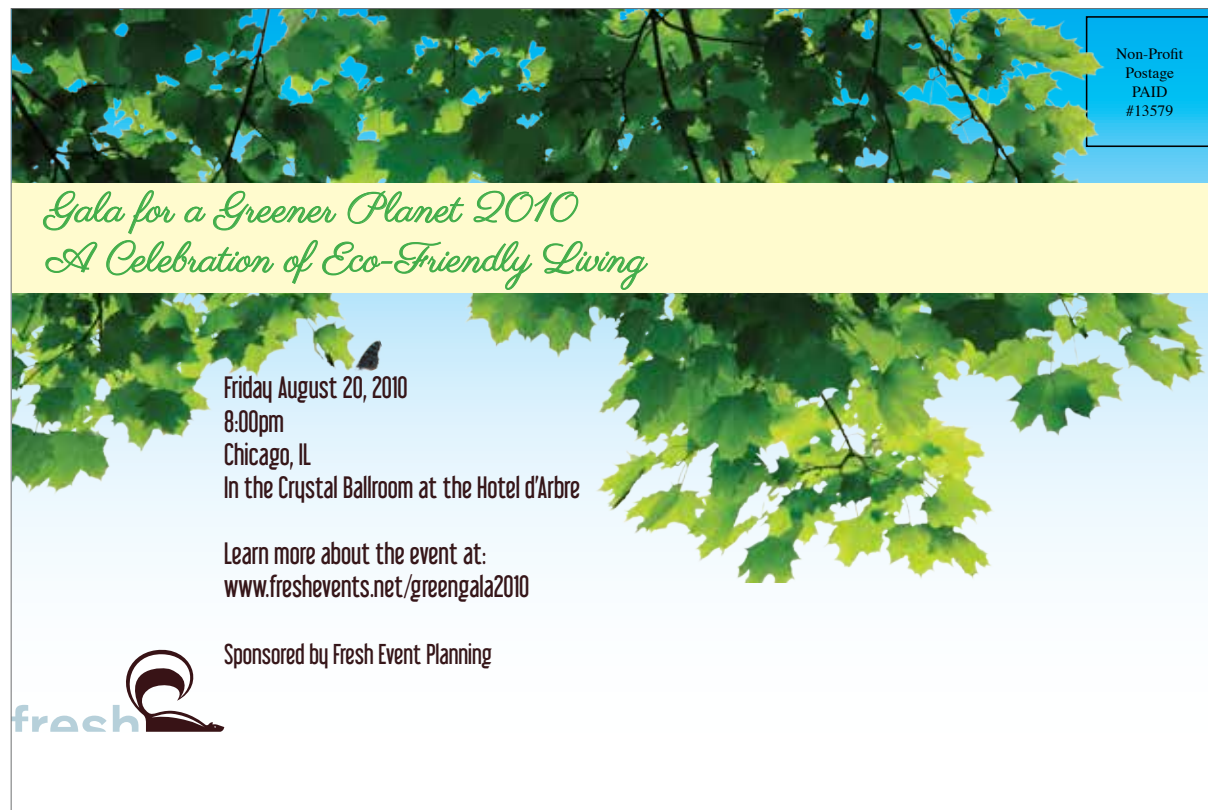
The Undergraduate Certificate in Print Design will provide intermediate design students with multiple opportunities for portfolio development in graphic design. Students entering the program are expected to have a working knowledge of Adobe Photoshop, Illustrator, and InDesign, as they will be building upon the basics and applying their skills to challenging projects.

Students will learn design techniques and apply them to exciting projects that include packaging design, identity design, invitation design, and more. Discussions and critiques in a small class environment intensify the learning experience as you earn college credit and add depth to your graphic design portfolio.



"A rigorous and focused course of study and practice will serve you well both professionally and in recognition of who you already are—a designer."

- Andrew Shalat,
Graphic Design Department Head



CURRICULUM

Students must complete 24 credits in order to graduate. Part-time schedules are available. Applicants must have basic skills in Adobe Photoshop, Illustrator, and InDesign to enter this program.

SEMESTER 1		SEMESTER 2	
DES 222 Photoshop II	3	ADV 207 Creative Concept Development	3
DES 142 Illustrator II	3	DES 212 Graphic Design II	3
DES 102 Typography II	3	DES 208 Packaging Design	3
DES 207 Layout Design	1.5	DES 205 Print Production	3
DES 204 The Study of Graphic Design	1.5		12 credits
12 credits			

PROGRAM OUTCOMES

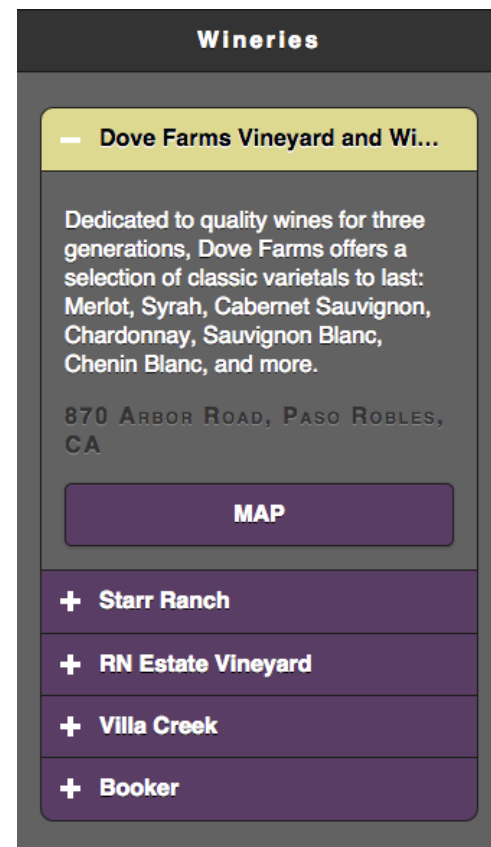
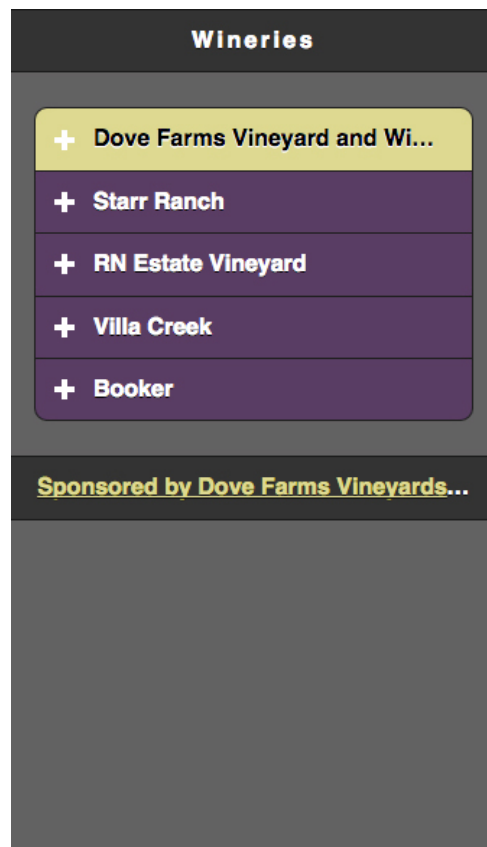
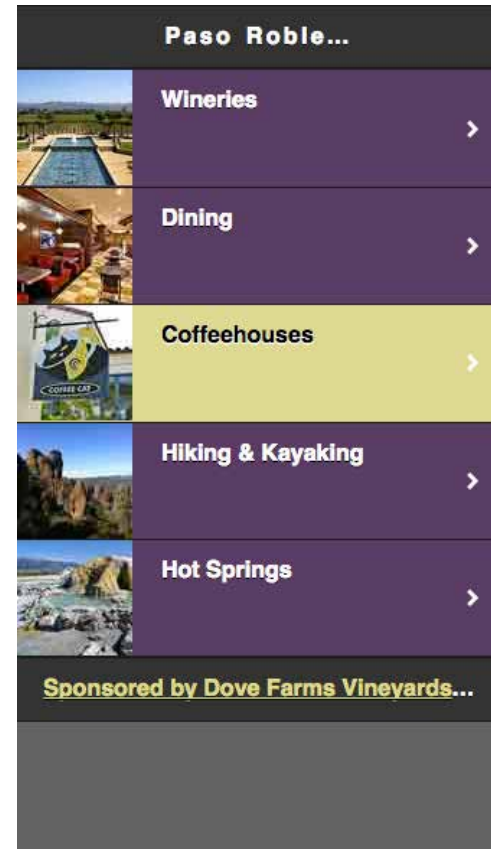
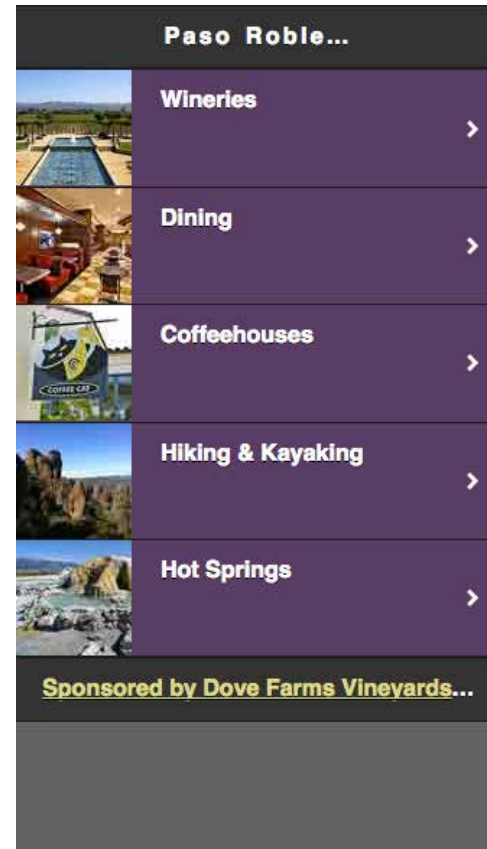
By completing the program, Undergraduate Certificate in Print Design students develop the following competencies:

- 1. Technology.** Create images and design layouts by effectively and efficiently using design software including Adobe Photoshop, Illustrator, and InDesign, and other industry technologies.
- 2. Art/Design Principles.** Demonstrate the ability to produce visually compelling work by applying knowledge of color, typography, and composition.
- 3. Design Process.** Develop strategic and compelling designs for a variety of audiences and social contexts.
- 4. Projects.** Produce and present a range of standard professional graphic design projects including graphics, posters, ads, logos, page layouts, and packaging.

COURSE DESCRIPTIONS

Below are course descriptions for the Undergraduate Certificate in Print Design. For more detail on each course, visit the [UC in Print Design program page](#).

<p>DES 222 PHOTOSHOP II 3 credits</p> <p>Transcend the basic current Photoshop skillset to learn vector illustration techniques, photo-realistic painting tools, high-impact typography approaches, and professional photo editing methods, all with attention to preserving the editability of your original images. Students will build proficiency with the Pen tool, select perfect color harmonies with Kuler, use Smart Objects and Smart Filters to non-destructively edit images, and even create paintings with custom brushes and the Mixer Brush.</p>	<p>ADV 207 CREATIVE CONCEPT DEVELOPMENT 3 credits</p> <p>Develop your visual creativity. In advertising, illustration, or design, you need to be able generate many ideas for your clients and projects. This class provides you a training in identifying the needs of each projects, brainstorming solutions, challenging your assumptions, and testing/evaluating your ideas until you have a winner.</p>
<p>ILL 142 ILLUSTRATOR II 3 credits</p> <p>In this challenging hands-on course, you'll create photo-realistic illustrations, complex patterns, rich designs, and learn how to speed your efforts with helpful workflow features. You'll build on your existing Illustrator skills to tackle high-end projects with depth, dimension, and wow-power.</p>	<p>DES 212 GRAPHIC DESIGN II 3 credits</p> <p>This course provides second-year students the chance to apply their design skills to higher-level projects. Class assignments such as postage design, corporate report, poster and book design, art poster, and direct mail provide an ideal environment for skill and portfolio building. Instructor feedback will guide students toward developing high-quality portfolio pieces and understanding their strengths.</p>
<p>DES 102 TYPOGRAPHY II 3 credits</p> <p>This course builds upon a basic understanding of type anatomy and composition to explore the greater role of typography in design. Students analyze the details of typefaces and methods of using hierarchy for visual communication. Typography techniques are applied to projects including visual identity, poster design, and packaging.</p>	<p>DES 208 PACKAGING DESIGN 3 credits</p> <p>Packaging designers play an essential role in the branding and commercial success of any product. This course gives graphic designers an introduction to the challenges of 3D package design, examining everything from the mechanics of assembling carton panels to the phenomenon of counter animation. Projects in a range of different client scenarios provide a unique and rewarding portfolio building opportunity. Throughout the semester, students will supplement their practical work with discussions of such essential concepts as mass vs. prestige, target audience, rebranding, and more.</p>
<p>DES 207 LAYOUT DESIGN 1.5 credits</p> <p>This class provides creative tools and strategies for print layout design. Students utilize various approaches for developing layout designs, including grid systems, mathematical proportions, and such fundamentals as balance, positive/negative space, and focal points. Advanced projects challenge students to develop serious pieces for their print portfolios.</p>	<p>DES 205 PRINT PRODUCTION 3 credits</p> <p>A thorough grasp of print production materials and techniques is important for any graphic designer. In this course, students learn to work with print shops, manage print budgets, and use materials and software to prepare documents for accurate printing. The complete workflow of a print project is examined including printer specifications, ink and paper selection, special effect production, budget adjustment, preflighting, prepress, and delivery. Students learn production and preflighting techniques using Adobe InDesign.</p>
<p>DES 204 THE STUDY OF GRAPHIC DESIGN 1.5 credits</p> <p>A century of innovation has created the language of graphic design we know today. This course provides students with a historical context for creativity. Students learn to use research into and analysis of 20th century art and design movements and designers as a springboard for design projects. Class discussions provide a forum for talking about the evolution of design and incorporating such exploration into the creative process.</p>	



WEB DESIGN

UNDERGRADUATE CERTIFICATE IN ADVANCED WEB DESIGN

In the Undergraduate Certificate in Advanced Web Design students take their front-end web design skills to the next level. Students entering the program are expected to have completed the Undergraduate Certificate in Web Design or possess equivalent experience.

In the program students will hone their Photoshop and Illustrator skills and deepen their knowledge of Bootstrap, CSS, and JavaScript. Classes in Wordpress and UX/UI design help students extend their web design services. Students will graduate with a range of completed web site projects.



"You'll design dozens of graphic and Web projects. We'll prepare you to evolve as the Web evolves, keeping up with the influx of devices and technology used to access Web content."

**- Piper Nilsson,
Web Design Department Head**

CURRICULUM

Students must complete 24 credits in order to graduate. Part-time schedules are available. Applicants must have basic skills in HTML, CSS, and Adobe Photoshop and Dreamweaver to enter this program.

SEMESTER 1		SEMESTER 2	
WEB 214 Bootstrap Using Dreamweaver II	3	WEB 220 Javascript For Designers II	3
DES 222 Photoshop II	3	GEN 206 Design Business	1.5
ILL 142 Illustrator II	3	WEB 209 Advanced CSS	1.5
WEB 241 Wordpress for Designers	3	WEB 231 Web Design I	3
	12 credits	WEB 222 UX/UI Design	3
			12 credits

PROGRAM OUTCOMES

By completing the program, Undergraduate Certificate in Advanced Web Design students develop the following competencies:

- 1. Web Coding/Design.** Layout and design responsive websites using standards-compliant HTML, CSS, and JavaScript code, and adapting modern frameworks such as Bootstrap and focusing on WordPress.
- 2. Technology.** Create images and design layouts by effectively and efficiently using design software including Adobe Photoshop, Illustrator, and other industry technologies.
- 3. Art/Design Principles.** Demonstrate the ability to produce visually compelling work by applying knowledge of color, typography, and composition.
- 4. Web Publishing.** FTP sites to the Web, validating and troubleshooting sites to fix errors or cross-browser issues, with a knowledge of accessibility best practices.
- 5. Marketing.** Implement basic techniques for marketing web sites, including SEO, search advertising, and email marketing.

COURSE DESCRIPTIONS

Below are course descriptions for the Undergraduate Certificate in Advanced Web Design. For more detail on each course, visit the [UC in Advanced Web Design program page](#).

WEB 214 BOOTSTRAP/DREAMWEAVER II	3 credits	programming concepts through fun, step-by-step exercises and apply what you've learned to creative, professionally oriented projects.
In this course, Web design students will further their exploration of Bootstrap using Adobe Dreamweaver, focusing on the use of CSS, templates, and library items to design responsive sites. Topics includes using image effects, animated content areas, and interactive navigation, and creating mobile and tablet layouts with CSS3 media queries.		
DES 222 PHOTOSHOP II	3 credits	Learn the essentials of finding work as a designer, whether in a design firm, in-house design department, or freelance. You'll gain feedback from a design pro on everything from how to present your portfolio and resume, find work opportunities, and market yourself, to building a professional persona and networking with your peers.
Transcend the basic Photoshop skillset to learn vector illustration techniques, photo-realistic painting tools, high-impact typography approaches, and professional photo editing methods, all with attention to preserving the editability of your original images. Students will build proficiency with the Pen tool, select perfect color harmonies, use Smart Objects and Smart Filters to non-destructively edit images, and even create paintings with custom brushes and the Mixer Brush.		
ILL 142 ILLUSTRATOR II	3 credits	Take your coding to the next level with flexbox, a new set of CSS properties that swoop in where floats leave off. Flexbox easily adapts to different screen sizes and different sizes of content, providing limitless, robust ways to structure page content, designing navigation, create column based layouts, and add sticky footers. The course also focuses on using scalable vector graphics (SVG). to create and animate images.
Create photo-realistic illustrations, complex patterns, rich designs, and learn how to speed your efforts with helpful workflow features. You'll build on your existing Illustrator skills to tackle high-end projects with depth, dimension, and wow-power.		
WEB 241 WORDPRESS FOR DESIGNERS	3 credits	Learn a systematic professional approach to Web design. You'll use site maps, wireframes, comps, color palettes, usability tests, and other tools and concepts to make sure your responsive designs hit the mark. Students entering this class are expected to have a basic competence in HTML, CSS, and Bootstrap, as well as Adobe Photoshop and Illustrator. Building upon those skills, students will complete four portfolio projects that challenge their Web design skills and build an understanding of how to manage Web design projects in a professional context.
Explore the world of WordPress and learn how to develop sites that take advantage of the power, versatility, and community of WordPress. You'll start with the basics of WordPress navigation and interface, then you'll open the hood, learning the anatomy of WordPress themes and how to make your own. From there, you'll explore the basics of child themes, functions, hooks, filters, plugins, widgets, learning the techniques and tools essential to developing excellent WordPress sites.		
WEB 220 JAVASCRIPT FOR DESIGNERS II	3 credits	Work with veteran UX/UI designer and learn UX/UI from the ground up. Using your favorite prototyping tool - Sketch, Invision, Adobe XD, or Figma - you will learn how create a concept for an app, and turn your sketches into live prototypes with hotspots, transitions, and slick graphics, using the iterative development process practiced in the industry.
Learn how to program using JavaScript and jQuery with techniques geared to visually oriented designers. Master the fundamentals of JavaScript programming, focusing on how you can add interactivity and responsiveness to your Web designs without too much technical jargon or coding mumbo jumbo. Working with a JavaScript guru, you'll learn coding and		



DIGITAL PHOTOGRAPHY UNDERGRADUATE CERTIFICATE IN DIGITAL PHOTOGRAPHY

The Undergraduate Certificate in Digital Photography provides students with a foundation in the skills required to practice as a professional photographer. Students will gain experience in commercial photography scenarios and develop proficiency in using Photoshop and Lightroom for digital editing and asset management.

Students explore typical photography assignments, including portraiture, event photography, and product photography, learning how to adjust for lighting and location for professional results. Discussions and critiques in a small class environment maximize the learning experience as you earn college credit and polish your photography portfolio.



"The Sessions College Photography Program builds a foundation in creative and technical skills to empower you to create photographs that compete in the market. Our online curriculum allows flexibility while preparing you for a field where the ability to self-start and to work with minimal oversight is king."

**- Felicia Kieselhorst,
Digital Photography Department Head**

CURRICULUM

Students must complete 24 credits in order to graduate. Part-time schedules are available.

SEMESTER 1		SEMESTER 2	
DES 121 Photoshop I	3	PHO 152 Digital Photography II	3
DES 151 Digital Photography I	3	PHO 205 Lightroom	3
PHO 105 Photo Lighting and Planning	3	PHO 204 Commercial Photography	3
DES 104 Color Theory	1.5	PHO 208 Color Correction	3
PHO 106 Photo Retouching	1.5		12 credits
12 credits			

PROGRAM OUTCOMES

By completing the program, Undergraduate Certificate in Digital Photography students develop the following competencies:

- 1. Photography.** Demonstrate effective and efficient use of a digital camera to create photographs applying well considered framing, exposure, composition, perspective, distance, and lighting.
- 2. Lighting.** Stage and execute photoshoots by adapting for a variety of typical settings, lighting situations, and project goals.
- 3. Technology and Image Enhancement.** Apply and demonstrate retouching and color correction techniques to improve or enhance photographic images to a professional level utilizing software including Adobe Lightroom, Photoshop, and other industry technologies.
- 4. Art/Design Principles.** Demonstrate the ability to produce visually compelling work by applying knowledge of color, pattern, details, and composition.
- 5. Projects.** Produce and present a variety of professional photographic work in a wide range of settings including portraiture, event photography, real estate, food photography, and more.

COURSE DESCRIPTIONS

Below are course descriptions for the Undergraduate Certificate in Digital Photography. For more detail on each course, visit the [UC in Digital Photography program page](#).

DES 121 PHOTOSHOP I	3 credits	PHO 152 DIGITAL PHOTOGRAPHY II	3 credits
This course provides a foundation in the leading imaging program Adobe Photoshop. Practical assignments give students experience in isolation, layering, masking, retouching, image composites, and more. The focus of the course is on learning how to create sophisticated images using a straightforward, efficient workflow.		To take great photographs every time requires both technical and aesthetic mastery. In this course, you'll learn technical concepts and artistic challenges that will stretch your digital photography skills. Class projects include still-life, action, panoramic, candid, and location photos in addition to retouching and printing.	
DES 151 DIGITAL PHOTOGRAPHY I	3 credits	PHO 205 LIGHTROOM	3 credits
Digital photography can be an essential creative tool for any designer. In this course, students learn the fundamentals of lighting, perspective, and camera set up required to capture high-quality images. The skills learned are applied in a series of creative photo shoot assignments, including portraits, product shots, indoor and outdoor location shoots, and fast-action sports.		Web site content, navigation, and color schemes are often challenging for people with disabilities. This course gives students a basic knowledge of how to implement accessibility design practices on the Web. Students develop a broad understanding of current accessibility initiatives and how these guidelines impact Web designers, learning how to apply this knowledge in their work.	
PHO 105 PHOTO LIGHTING AND PLANNING	3 credits	PHO 204 COMMERCIAL PHOTOGRAPHY I	3 credits
Focus on the planning and preparation that lead to the successful execution of a photo shoot. Develop a thorough understanding of different types of lighting, both natural and artificial. Learn the limitations and advantages of varied shooting conditions, and explore methods to effectively stage and style photographs to achieve your desired effect.		Turn creativity into career by using photography as a communication tool in commercial and advertising scenarios. In this survey course, you will explore the equipment and techniques used for professional photography work in portraiture, product photography, real estate, and more. You will also learn how to represent yourself professionally and build your online presence.	
DES 104 COLOR THEORY	1.5 credits	PHO 208 COLOR CORRECTION	3 credits
Color is a fundamental medium for any designer. In this course, students explore how digital color works, discovering how to correct color harmonious color schemes for art and design clients. Geometric relationships between colors on the color wheel are examined. Exercises give students practice in using hues, values, and intensities. Students also gain a foundation in color psychology and the interpretation of color on screen and in print.		Even the best photographs (on the best of days) can be plagued by problems such as color casts, unnatural tones, dull highlights, murky shadows, or low contrast. By evaluating and correcting a wide range of images, students learn how to identify classic color scenarios and use both comprehensive and quick-and-dirty methods for correcting them. The course covers every aspect of correction, from how color channels work, to managing color settings and profiles, to Levels histograms and the Curves command, making target-based corrections, and preparing your images for print using sharpening, on-screen proofing, and CMYK conversion.	
PHO 106 PHOTO RETOUCHING	1.5 credits		
It doesn't matter how great a photographer you are—nearly every photograph can benefit from retouching, whether it's to correct subtle color problems or make major changes to the subject or background. In this course you'll learn how to turn good photographs into showstoppers. Using Photoshop's tools and filters, you'll make seamless changes, realistically enhancing your images so that no-one knows work was done.			

UC PROGRAMS AT A GLANCE

GETTING STARTED

1

ADMISSIONS

Undergraduate Certificate classes start in January, April, and August. Students entering the program are expected to have earned a high school diploma, GED, or state-approved home school equivalent. Any students under 18 years of age will need to provide the signed permission of a parent or guardian. Our online application is simple and convenient.

TUITION AND FEES

Sessions College programs are recognized for their affordability. The Undergraduate Certificate tuition is an intensive program that provides a platform for career growth or further study. There are no textbooks required; tuition costs include all digital materials.

Net tuition Costs for Full-Time, First Time Students

\$510 per credit	\$12,240 total program tuition
\$6,120 per semester	

Per-credit tuition for part-time students is the same as for full-time students. See [Tuition and Fees](#)

2

PAYING FOR YOUR EDUCATION

A range of financial options are available to help you afford your education.

- Financial Aid. United States Federal Student Aid is available to eligible students in all Associate Degree and Undergraduate Certificate programs.
- Military Benefits. Are you an eligible U.S. military service member, veteran, or family member? You may be able to fund your education using your TA, GI Bill ®, or MyCAA benefits.
- Credit Transfer. Do you have some art/design class credits? Applicants can transfer up to 12 credits into the Undergraduate Certificate program.
- Payment Plans. College costs are easier to budget on a manageable schedule. Ask an advisor about simplifying your tuition using a monthly, low-interest institutional payment plan.

3

SOFTWARE AND HARDWARE

To begin your online program, you'll need a Windows or Macintosh computer installed with required Adobe Creative Cloud software, a word-processing program, and some basic art supplies. Exact requirements vary by program, so please check the specific program page.

Sample requirements for the Undergraduate Certificate in Graphic Design program:

- Adobe Creative Cloud software or Adobe Photoshop, Illustrator, and InDesign CC software.
- A digital camera with adjustable ISO and adjustable white balance features recommended.
- Basic drawing supplies including pencils, charcoal, newsprint, and sketch paper.
- A Word processing program (MS Word or equivalent).
- A Web hosting account with an ad-free hosting service.
- Webcam, headphones or speaker, VPN connection, and microphone connected to the computer for live proctored exams.

SEE PROGRAM REQUIREMENTS:

[Graphic Design](#)
[Web Design](#)
[Digital Media](#)
[Illustration](#)
[Advertising Design](#)
[Digital Photography](#)

4

COURSE MATERIALS AND LIBRARY

Sessions College programs are delivered entirely online. Students have 24/7 access to the school learning environment. No textbooks are required. The programs are built around award-winning online curriculum developed by Sessions College for Professional Design faculty. All coursework and materials required to complete each course are provided in an online learning environment, including orientation materials, lectures, exercises, critique and discussion forums, videos, multimedia tools, and an online library.

The Sessions online library provides all students access to 50,000 titles in humanities, art, design, software, and technology. Library research is a particular focus in general education courses, and students are expected to research a wide range of topics for their design coursework.

FOR MORE INFORMATION:

[Application Form](#)
[Academic Calendar](#)

COURSE LIST

Below are course descriptions for all courses in degree level programs. For information on vocational certificate courses, please visit our [online all courses list page](#).

GRAPHIC DESIGN

DES 101 TYPOGRAPHY I 1.5 credits

Explore the critical role of typography in graphic design. Course projects build an understanding of the anatomy of the letterform, the distinguishing features of different typefaces, and creative applications of type. An assured grasp of typography is essential in any visual communication project.

DES 102 TYPOGRAPHY II 3 credits

Learn advanced concepts in typography including type fusion, information hierarchy, expressive type, and 3D type applications. Assignments include advertising, product packaging, civic branding, and currency design. The focus of the course is on improving your design by learning to see type differently.

DES 104 COLOR THEORY 1.5 credits

Focus on developing appropriate color systems for graphic design projects. Projects explore the principles, terminology, and applications of color theory, with an emphasis on manipulating color. A working knowledge of the expression and perception of color, and color interaction, lends credibility and sophistication to a designer's work.

DES 105 DESIGN AND COMPOSITION 1.5 credits

Discover the principles of effective composition in print design and advertising. Composition, literally the assembly of elements, is the artful arrangement that guides the eye and unifies a design work. Case studies and hands-on projects address closed/open space, negative space, movement, and more.

DES 111 DRAWING I 3 credits

Learn how to analyze what you see in the world around you and communicate it on paper. Through hands-on projects, and guided by a professional artist, you will explore the critical concepts of line, mass, form, perspective, value, and composition, building a solid foundation for all your art and design work.

DES 121 PHOTOSHOP I 3 credits

Get a thorough grounding in Adobe Photoshop, the premiere image manipulation tool for print design, Web design, and photography. You'll learn to choose and use the best techniques for common Photoshop jobs including selecting and isolating objects, creating image composites, masking and vignetting images, setting typography, and improving images with retouching and effects. Every designer must tame this creative powerhouse of a program.

DES 131 LOGO DESIGN I 1.5 credits

Explore the philosophy and process behind designing a logo. Students learn the importance of corporate identity and the different stages in a typical logo design project. The course establishes a solid conceptual and practical grounding for anyone interested in pursuing a career in visual identity, from a design or a marketing perspective.

DES 141 ILLUSTRATOR I 3 credits

Build a working knowledge of Adobe Illustrator, the graphic designer's vector program of choice. Course projects explore selection tools, drawing tools, layers, the Pen tool, transformations/distortions, type tools, and modifying paths and shapes. Tapping the power of vector software allows you to produce detailed and scalable art for almost any application.

DES 151 DIGITAL PHOTOGRAPHY I 3 credits

Explore the interaction of photography techniques and environmental factors to create powerful digital images. Students learn the fundamentals of lighting, perspective, and set up and explore techniques for classic assignments: portraits, product shots, indoor and outdoor location shoots, and fast-action sports. Whether you're a fine artist, graphic designer, or Web developer, a mastery of digital photography gives you creative control of the medium.

DES 201 INDESIGN I 3 credits

Explore fundamental techniques for Adobe InDesign and develop an efficient workflow for both print and digital publishing. The course will impart a working knowledge of InDesign's main capabilities, everything from basic features to using master pages, importing and manipulating objects, controlling text flow and style, and organizing content with tables, layers, links, and conveyor tools. Valuable methods for cutting-edge digital publishing techniques are explored, and projects give you give you training in a range of real world print/digital publishing projects: brochures, catalogs, magazines, ePubs, and even an interactive folio for the iPad.

DES 204 THE STUDY OF GRAPHIC DESIGN 3 credits

Discover the historical movements and designers that shape today's graphic design environment. You'll examine styles, media, and individuals with a specific focus on 20th century trends and the evolution of print media. This course builds your research skills, preparing you to communicate effectively and professionally with visuals and typography.

DES 211 GRAPHIC DESIGN I 3 credits

Establish a firm foundation for taking on professional design work. You'll gain insights from industry veterans and explore the challenges of designing posters, logos, magazine covers, book layouts, 3D designs, and brand identities. Looking to establish a career as a freelance designer? The course provides you opportunities to hone your design process, as you research each project, develop concepts, work with iterative feedback, and begin to develop quality pieces for your portfolio.

DES 205 PRINT PRODUCTION 3 credits

Learn the technical fundamentals of producing professional-looking print publications. Areas of focus include managing

a print job effectively, communicating with printers, and identifying the best solution within a budget. Course projects build skills in choosing papers and inks, modifying your materials and processes based on a budget, using Adobe InDesign to prepare designs for print, managing the phases of the production workflow, and most importantly producing high-quality work.

DES 206 BRANDING & IDENTITY 3 credits

Develop essential skills for designing logos, marketing materials, and advertising programs to establish and promote corporate identities. Case studies focus on giant corporations such as CBS, BMW, and Sony, and how they established their corporate images and business strategically. Course projects require designing or redesigning corporate identities for both existing companies and newly established businesses.

DES 207 LAYOUT DESIGN 1.5 credits

Take your layout skills to the next level by studying advanced concepts in page design. Students explore how to use esoteric composition and typography and color to create layout designs that attract attention and challenge the viewer. Open-ended projects provide maximum opportunity for portfolio development.

DES 208 PACKAGING DESIGN 3 credits

Explore the exciting medium of packaging design by creating branded products for retail display. How do you make a product stand out from the shelves? What makes the targeted consumer want to buy it? Students address these questions via course projects including champagne packaging, pizza box, perfume bottle, and mass versus prestige applications.

DES 212 GRAPHIC DESIGN II 3 credits

Prepare yourself for high-level graphic design projects. The focus is on understanding different styles that influenced graphic design, in addition to how to conceptualize projects, reinvent clichés, create balanced layouts, distill complex information, and motivate your audience. Course projects include postage design, annual report layout, poster and book design, an art poster, and a direct mail piece.

DES 232 LOGO DESIGN II 3 credits

Build your portfolio by tackling professional logo and branding design projects. Lessons cover such important concepts as corporate identity, image, branding, and repositioning, with reference to intriguing real-world case studies. Course projects offer a range of challenges from a record company logo to an airline branding system, allowing you to build your personal style within constraints of realistic project briefs.

DES 259 CAPSTONE PROJECT - GRAPHIC DESIGN**2 credits**

The course provides students the opportunity to complete a multidimensional design project in three stages, working closely with a faculty member. The project will challenge students to demonstrate their proficiency in performance standards defined for the graphic design program. The project will require research, concept development, and critical thinking, providing students with the opportunity to explore a professional, iterative design process as well as experience simulated designer-client interactions.

DEG 260 PORTFOLIO REVIEW**1 credit**

The course provides students the opportunity to gather and develop a portfolio of work and present it to faculty for two rounds of feedback. Faculty feedback will help students identify specific works or subject areas that need improvement. The class structure provides the ability to revise a portfolio for a final presentation, during which students present both their final work live. The class not only helps students understand the strengths of their portfolio from a real-world perspective, it also provides experience in developing and presenting their portfolio that will be useful to their future development as creative professionals.

BFA IN GRAPHIC DESIGN - THIRD YEAR**DES 360 DESIGN SYSTEMS AND PLANNING 3 credits**

A design is more than an individual piece, it needs to be integrated into a system. You will begin your exploration of contemporary design systems with a focus on how to apply them when planning, developing, and advancing your design work. What kind of professional designer do you aspire to

be? In collaboration with faculty advisors you will review and analyze your current portfolio and identify what kinds of design you want to develop and produce during your program of study and beyond. Together, we will create an individualized education plan will serve as a roadmap for the remainder of your Bachelor's degree program. To put your plan into action, during this class, you'll research design trends and potential careers, develop and execute a quality portfolio project, and develop a list of potential employers to contact for your internship.

DES 301 TYPOGRAPHY III**3 credits**

Typography can be endless. In this course, you will take a "deep dive" into the world of type to research and explore how typographic letterforms have been and can be presented in creative and innovative ways. You will demonstrate the ability to iterate multiple design solutions, employ advanced aesthetic judgement, and show the ability to communicate with diverse audiences and cultures. You will synthesize multiple design principles as you produce a variety of compelling designs prominently featuring typographic elements.

DES 302 BEYOND BRANDING**3 credits**

Building upon your branding expertise, you will focus on effectively producing strategic and compelling graphic identity and branding materials. Your designs will be informed by your research of branding for product-driven and service-driven companies, as well as non-profit and cultural organizations. In this class, you will select or develop a signature project and carry it through a classic process: research, brainstorming, feedback, finalizing, client presentation, and final adjustments. An important aspect of this class will be the production of a graphic design standards manual, demonstrating your ability to establish and communicate professional standards.

GEN 409 CULTURAL ANTHROPOLOGY**3 credits**

As a designer, you will communicate ideas to complex and diverse audiences. This course explores multiple theories of cultural anthropological that inform the way we understand identities and societies. Areas of focus include language and communication, economic and political systems, ethnocentrism and culture, kinship and descent, marriage and family, gender and sexuality, race and ethnicity, religion and belief systems, the effects of colonialism and industrialization, and the impact

of globalization on culture.

DEG 304 SPECIAL TOPICS I**3 Credits**

Professional designers apply design and communication principles, meet milestones, collaborate with clients, analyze, evaluate, and synthesize creative concepts, adhere to deadlines, and strive to exceed expectations. In this class, you will continue to advance the design strategy plan you developed in the DES 360 Design Systems and Planning course. In collaboration with your instructor, you will select or "spec out" and complete a multi-faceted project and/or set of projects that support your portfolio goals. In this course, your instructor will serve as your client, and your class grade will be based not only on the quality of your work but also on your ability to meet deadlines, synthesize design principles, and effectively present your work.

DES 333 DESIGN DECONSTRUCTION**3 credits**

During this class, your approach to generating design ideas will be "turned on its head" through the process of deconstruction and reconstruction. You will be encouraged to expand your view of design, typography, composition, ideation, and effectively communicating with diverse audiences. Throughout the course, you will solve design problems by exploring and applying creative strategies. By the conclusion of this course, you will have generated a host of basic and refined conceptual pieces and acquired new methodologies for individual or team creative work.

DEG 344 PROFESSIONAL PRACTICES**3 credits**

During this class you will develop and/or enhance your graphic design business forms and collateral materials based upon industry standards and best practices. In preparation for running your own design business, you will also create a business plan and marketing plan as you explore an ethical and scalable business philosophy. You will focus on networking with fellow designers through local design organizations and/or respected design sharing sites and implement your internship outreach plan in preparation for the DEG 410 Internship and Entrepreneurship.

GEN 402 COMMUNICATION**3 credits**

Engage in the process of examining, analyzing, summarizing,

and evaluating communication strategies and theories. Students will demonstrate how to apply various communication principles through speech, including the consideration of the communication process, receiver perceptions, and verbal and nonverbal communication, as well as listening. The theory of communication will be explored in regard to engaging small groups, the public, and a variety of organizational contexts. Additionally, a broad range of communication venues and considerations will be evaluated including interviewing, mass media, the use of new technologies, the influence of relationships, body language, intercultural perspectives and gender, as well as how to address conflict and negotiations.

DEG 404 SPECIAL TOPICS II**3 credits**

In this second individualized course, you will research, develop, and present projects that support your portfolio and career goals. You will develop a project plan with your instructor, then fulfill it as you continue to analyze, evaluate, and synthesize design theories and integrate them into your well-considered and compelling project(s). Your class grade will be based not only on the quality of your work but also on your ability to meet deadlines, effectively finalize your designs, and present your work.

DES 411 INTERACTIVE MARKETING**3 credits**

As a designer working today, you will likely need to develop designs deployed through a wide range of interactive media and/or social media. How will you react when a client wants you to direct their web strategy or coordinate their social media campaigns? In this class, we will research and discuss current interactive marketing strategies and venues. You will then translate your research into the development of practical interactive media projects that can expand the depth of your portfolio. The final presentation should reflect your research and include finalized designs that demonstrate your design expertise and ability to strategically plan the development of interactive graphic design.

DEG 410 INTERNSHIP AND ENTREPRENEURSHIP**3 credits**

To get your foot in the door in the design field, experience matters. In this industry-focused class, you will engage with a professional client or employer in your local area and expand your experience in the field, with the benefit of the insightful

support of your instructor. Working for a real client or employer will provide you an opportunity to hone your problem-solving, client communication, and project management skills, creating a business solution(s) that will stand out in your portfolio and on your resume.

GEN 401 ACCOUNTING FOR CREATIVES 3 credits

Any creative who wants to establish a freelance career or succeed in business will benefit from a basic understanding of accounting. This course includes a focus on basic accounting principles and how they can be applied within the context of a small creative business. You will explore and identify how to use Generally Accepted Accounting Principles (GAAP), ledgers and journals, and how to follow and apply accounting strategies and cycles when running a creative focused business. Additionally, this course provides an introduction to bank reconciliation strategies, balance sheets, financial statements, assets and liabilities, and equity, as well as an exploration of business ethics.

BFA IN GRAPHIC DESIGN - FINAL SEMESTER

DES 422 GLOBAL DESIGN 3 credits

A contemporary designer must be prepared to produce work that can appeal to an international audience. During this course, you will research designs produced by a range of international designers in different countries. Based upon your findings, you will develop and produce a multi-faceted design project focused on gaining the attention of an international audience. By considering cultural differences, you will develop the cultural sensitivity required to be a global citizen and the skills to effectively research projects for domestic and international audiences.

DEG 460 BFA PORTFOLIO 3 credits

In collaboration with your instructor, you will finalize your portfolio, business materials, and resume, in preparation for pursuing or advancing your design career. The course structure includes the opportunity to enhance your portfolio as well as demonstrate your ability to effectively communicate the depth of your creative and technical skills, critical thinking and problem-solving abilities, work ethic, and passion for developing impactful and compelling professional work.

BFA ELECTIVE 3 credits

For your elective course, choose an available 3-credit course from our degree programs to add depth to your portfolio by demonstrating additional/enhanced skillsets. Selection of course must be in alignment with prescribed prerequisites.

GEN 410 THE SCIENCE OF LIGHT, COLOR, & MOTION 3 credits

Any creative professional – artist, designer, or photographer – creates artwork, images, or animations in a natural world that is governed by the laws of physics. In this introductory science class, students will explore and apply scientific principles that are fundamental to visual perception. Students will learn the scientific basis of key concepts in light, color, and motion, explore research methods to discover how they work, and express this scientific knowledge in their creative work. Students will graduate the course with a solid understanding of how scientific theories, research, and experimental methodology are applied, building a foundation for future learning.

ILLUSTRATION

ILL 101 DIGITAL ILLUSTRATION I 1.5 credits

Learn how an illustrator approaches perspective, lighting, storytelling, and expression and how basic shapes, symbols, gradients, fill colors, symbols, Bezier curves, and text can be combined to create artwork in Illustrator. Creative class projects include still life illustrations, editorial art/brand logos, and character illustrations.

ILL 142 ILLUSTRATOR II 3 credits

Create photo-realistic illustrations, complex patterns, rich designs, and learn how to speed your efforts with helpful workflow features. You'll build on your existing Illustrator skills to tackle high-end projects with depth, dimension, and wow-power.

ILL 111 LIFE DRAWING I 3 credits

Follow traditional method to learn the standard measures and proportions artists use to achieve naturalistic and expressive figure drawings. Illustrations and activities guide students through the structure of the human skeleton and help them understand how the body's anatomy shapes its external

form. The course builds progressively from the fundamentals to the challenges of portraiture, three-dimensional form, composition, and expression.

ILL 121 DRAWING II 3 credits

In this intermediate drawing course for illustration majors, you will build on your foundation drawing skills through a wide ranging series of classical studies. You will explore the application of concepts like value, additive and subtractive mixing, and depth of field, learning how to handle different mediums like graphite, charcoal, and pastel, and tackle challenges like textures, highlights, and reflections. With an emphasis on the mixing, blending and combining color, the course will prepare you for your next level painting and drawing projects.

ILL 202 DIGITAL ILLUSTRATION II 3 credits

Learn advanced illustration and Adobe Illustrator techniques for communicating your creative concepts. This course explores a professional illustrator approaches creating editorial illustrations, icons, retro poster designs, illustrations with depth, and identity designs. Open-ended projects will help you develop portfolio-quality illustrations, and peer discussions and critiques will provide valuable interaction opportunities.

ILL 204 PAINTING I 3 credits

After a thorough orientation to the painter's materials (paint, canvas, brushes, and solvents), students study a systematic and time-honored approach to painting that enables them to capture proportion, perspective, and lighting. Students learn how to build a foundation with preparatory sketches and underpainting, then gain control over value through monochromatic painting and color studies.

ILL 206 CARTOONING AND SEQUENTIAL ART 3 credits

Explore storytelling through cartoons and sequential art. Learn how to create a narrative by developing a story or character in a series of scenes. Fundamental concepts in comic art are used as the springboard for projects, which may be completed in traditional or digital media.

ILL 208 WATERCOLOR 3 credits

Explore traditional watercolor techniques including various washes, glazes, scumbles, resists, and more, and learn how to make the techniques part of a personal painting style. The course begins with a look at the materials and how to make the most of them, and students explore watercolor's unique properties by creating a color grid. Emphases include prominent watercolor artists, how to shape your style and choose intriguing subjects, and how to articulate ideas into individual paintings and painting series.

ILL 209 COMMERCIAL ILLUSTRATION 3 credits

Explore business applications for your illustration work, from editorial and commercial to advertising and marketing. In this survey course, you will explore different genres of project work, learning how contracts and copyright work and how to represent yourself professionally and effectively.

ILL 210 TECHNICAL ILLUSTRATION AND INFOGRAPHICS 3 credits

This course explores approaches and concepts in technical illustration and infographics. Students learn methods for creating instructional illustrations that communicate clearly and effectively. Information design theories will be discussed and put into practice.

ILL 212 LIFE DRAWING II 1.5 credits

Tackle advanced techniques for life drawing. Learn how to observe and capture the clothed human figure and explore basic techniques for animal drawing. Form, structure, and motion will be essential concepts as you find ways to address subjects that interest and engage you.

ILL 259 CAPSTONE PROJECT – ILLUSTRATION 2 credits

The course provides students the opportunity to complete a multidimensional illustration project in three stages, working closely with a faculty member. The project will challenge students to demonstrate their proficiency key aspects of the Illustration program. The project will require research, concept development, and critical thinking, providing students with the opportunity to explore a professional, iterative process as well as experience simulated client interactions.

BFA IN ILLUSTRATION - THIRD YEAR

ILL 360 PROJECT PLANNING AND CREATIVE WORKFLOW 3 credits

What kind of illustrator do you aspire to be? In collaboration with your faculty mentor you will review and analyze your current portfolio, research industry trends, identify the type of work you want to create during the remainder of your program of study that could be for commercial use or fine art imagery, enhance your creative workflow while producing new portfolio pieces, and develop a list of potential employers to contact for internship opportunities. This multi-faceted course has been developed to provide a path for your academic and professional success.

ILL 301 DRAWING AND VISUALIZATION 3 credits

Now it's time to "dig deeper" and enhance your illustration skills and creative voice by exploring advanced illustration concepts including a focus on visualization, dramatic, reflective, and atmospheric lighting, convincingly and creatively representing objects and/or the human figure in space, and develop environments in linear perspective. Building upon your technical and conceptual skills you will also delve into developing imagery based upon your own imagination.

ILL 302 VISUAL STORYTELLING AND STORYBOARDING 3 credits

Professional illustrators are frequently hired to create visual narratives and storyboards for a variety of media and purposes such as publications, books, sequential art, ad campaigns, exhibitions, and film/television. This course provides you with the opportunity to advance your storytelling ability and produce well-conceived and compelling visual stories and high-quality storyboards for a variety of applications.

GEN 409 CULTURAL ANTHROPOLOGY 3 credits

As a designer, you will communicate ideas to complex and diverse audiences. This course explores multiple theories of cultural anthropological that inform the way we understand identities and societies. Areas of focus include language and communication, economic and political systems, ethnocentrism and culture, kinship and descent, marriage and family, gender and sexuality, race and ethnicity, religion and belief systems, the effects of colonialism and industrialization, and the impact

of globalization on culture.

ILL 304 SPECIAL TOPICS 3 credits

Building upon concepts from ILL 360 Project Planning and Creative Workflow, you will continue to enhance your ability to produce compelling illustrations and artwork in alignment with your professional and creative goals. A multitude of concepts could be focused upon such as lighting, figure in space, perspective, scale, architecture, history of storytelling and structure, symbolism, typography, development of environments, use of technology, application of art/design principles, and synthesis of ideas. In collaboration with your instructor, you will select or "spec out" and complete multi-faceted projects that support your portfolio goals. In this course, your instructor will serve as your client, and your class grade will be based not only on the quality of your work but also on your ability to research a concept, meet deadlines, synthesize drawing and artistic principles, and effectively present professional level work.

ILL 322 FIGURES AND ENVIRONMENTS 3 credits

You will focus on advancing your ability to convincingly represent the human figure and characters in space, within multiple environments while considering historical context. Concepts to be addressed include anatomy, gravity, weight, movement, light, color, and the history of representing the figure. Additionally, students will explore architecture, structural elements, and scale with an emphasis upon developing compelling and vivid environments.

ILL 333 MIXED MEDIA EXPLORATION 3 credits

Time to get messy and have some art-making fun! In this course, you will explore, experiment, and expand your ability to conceptualize and develop compelling and innovative images through the use of technology, digital compositing, traditional drawing and/or painting techniques, mixed media, collage, and/or other art-making strategies. You will stretch your creative skills, discovering new avenues for your art and illustration, inspired by the concepts and strategies used by great artists past and present.

GEN 402 COMMUNICATION 3 credits

Engage in the process of examining, analyzing, summarizing, and evaluating communication strategies and theories.

Students will demonstrate how to apply various communication principles through speech, including the consideration of the communication process, receiver perceptions, and verbal and nonverbal communication, as well as listening. The theory of communication will be explored in regard to engaging small groups, the public, and a variety of organizational contexts. Additionally, a broad range of communication venues and considerations will be evaluated including interviewing, mass media, the use of new technologies, the influence of relationships, body language, intercultural perspectives and gender, as well as how to address conflict and negotiations.

ILL 404 SENIOR PROJECT 3 credits

Follow your creative passion by conceiving, producing, and promoting an innovative collection of images in alignment with your artistic and professional goals. This is your opportunity to focus on creating a unique cohesive series of images informed by research as well as instructor and peer feedback. During this course you will advance your ability to produce, promote, and present your unique artistic work. At the conclusion of the course, you will exhibit your creative work through a website, social media, self-published book, exhibition, or other physical or virtual venue, as well as share it with your instructor and your peers.

ILL 422 GLOBAL VIEW OF ILLUSTRATION 3 credits

Contemporary illustrators and fine artists must be prepared to produce work that appeals to a global audience. You will research illustrators and creative image makers who produce international work. Based upon your findings, you will develop and produce a multi-faceted illustrative and/or narrative project focused on gaining the attention of an international audience. By considering cultural differences, you will develop the cultural sensitivity required to be a global creative and the skills to effectively research compelling and contemporary imagery for domestic and international audiences.

DEG 410 INTERNSHIP AND ENTREPRENEURSHIP 3 credits

To get your foot in the door in your creative field, experience matters. In this industry-focused class, you will engage with a professional client or employer in your local area and expand your experience in the field, with the benefit of the insightful support of your instructor. Working for a real client or employer will provide you an opportunity to hone your problem-solving,

client communication, and project management skills, creating a business solution(s) that will stand out in your portfolio and on your resume.

GEN 401 ACCOUNTING FOR CREATIVES 3 credits

Any creative who wants to establish a freelance career or succeed in business will benefit from a basic understanding of accounting. This course includes a focus on basic accounting principles and how they can be applied within the context of a small creative business. You will explore and identify how to use Generally Accepted Accounting Principles (GAAP), ledgers and journals, and how to follow and apply accounting strategies and cycles when running a creative focused business. Additionally, this course provides an introduction to bank reconciliation strategies, balance sheets, financial statements, assets and liabilities, and equity, as well as an exploration of business ethics.

BFA IN ILLUSTRATION - FINAL SEMESTER

DEG 344 PROFESSIONAL PRACTICES 3 credits

During this class you will develop and/or enhance your creative business forms and collateral materials based upon industry standards and best practices. In preparation for running your own professional creative business, you will also create a business plan and marketing plan as you explore an ethical and scalable business philosophy.

DEG 460 BFA PORTFOLIO 3 credits

In collaboration with your instructor, you will finalize your portfolio, business materials, and resume, in preparation for pursuing or advancing your creative career. The course structure includes the opportunity to enhance your portfolio as well as demonstrate your ability to effectively communicate the depth of your conceptual and technical skills, critical thinking and problem-solving abilities, work ethic, and passion for developing impactful and compelling professional work.

BFA ELECTIVE 3 credits

For your elective course, choose an available 3-credit course from our degree programs to add depth to your portfolio by demonstrating additional/enhanced skillsets. Selection of

course must be in alignment with prescribed prerequisites.

GEN 410 THE SCIENCE OF LIGHT, COLOR, & MOTION 3 credits

Any creative professional – artist, designer, or photographer – creates artwork, images, or animations in a natural world that is governed by the laws of physics. In this introductory science class, students will explore and apply scientific principles that are fundamental to visual perception. Students will learn the scientific basis of key concepts in light, color, and motion, explore research methods to discover how they work, and express this scientific knowledge in their creative work. Students will graduate the course with a solid understanding of how scientific theories, research, and experimental methodology are applied, building a foundation for future learning.

DIGITAL PHOTOGRAPHY

PHO 104 HISTORY OF PHOTOGRAPHY 1.5 credits

This course provides a historical overview of photography, from the invention of the photographic process, to the evolution of the medium, to the role of the image in contemporary art and design. You'll gain an introduction to the styles and achievements of important photographers, and be provided the tools to understand the context of their work as well as their influence on society.

PHO 105 PHOTO LIGHTING AND PLANNING 3 credits

Focus on the planning and preparation that lead to the successful execution of a photo shoot. Develop a thorough understanding of different types of lighting, both natural and artificial. Learn the limitations and advantages of varied shooting conditions, and explore methods to effectively stage and style photographs to achieve your desired effect.

PHO 106 PHOTO RETOUCHING 1.5 credits

Learn techniques for removing, correcting and manipulating photographic flubs or flaws using Photoshop. You will explore professional selection techniques, and how to clone, patch, and heal problem areas, and adjust colors and tones to create

a seamless and professional quality product. The course examines image correction and enhancement scenarios a designer or photographer might typically encounter.

PHO 152 DIGITAL PHOTOGRAPHY II 3 credits

Take your digital photography artistry to a higher level. Advanced photography techniques and approaches to composition, learning how to correct images using Photoshop and print high-quality images. The emphasis of the class is developing a solid technical understanding of the medium and identifying one's individual expressive vision. Advanced projects explore experimental methods for enhancing photographs with digital effects.

PHO 204 COMMERCIAL PHOTOGRAPHY I 3 credits

Turn your creativity into a career by using photography as a communication tool in commercial and advertising scenarios. In this survey course, you will explore the equipment and techniques used for professional photography work in portraiture, product photography, real estate, and more. You will also learn how to represent yourself professionally and build your online presence.

PHO 206 LIGHTROOM 3 credits

Learn how to manage, develop, print, and present your shots more efficiently with Adobe Photoshop Lightroom. Discover how to collect and catalog your images with ease, use basic and advanced development and retouching tools to create stellar shots, and present your work in slideshows, on the Web, and in print. The course will challenge you to take your shots to the next level of organization, quality, and presentation.

PHO 207 COMMERCIAL PHOTOGRAPHY II 3 credits

Explore and practice advanced techniques for developing your skills and presence as a commercial photographer. Make images that accomplish specific objectives, with a focus on location-based event photography for weddings, night life, and fashion. Finally, you'll learn about photography products, including prints, books, and more.

PHO 208 COLOR CORRECTION 3 credits

Learn how to achieve an effective color balance in your

Photoshop images and optimize them for print output. Students explore professional techniques for working with scanned, film, and digital source material, learn how to control, correct, and enhance the color palette of digital images for print media. Course projects emphasize developing a technical knowledge and an artistic understanding of color calibration for professional-quality digital imaging.

PHO 214 NARRATIVE PHOTOGRAPHY 3 credits

Explore the use of an editorial approach to photography in order to tell stories with images. Throughout the course you will use conceptualism in conjunction with documentary photography approaches to build photo essays and other narrative projects. Learn how to research, pitch, shoot, edit and present a body of work that encompasses unifying themes with scanned, film, and digital source material, learn how to control, correct, and enhance the color palette of digital images for print media. Course projects emphasize developing a technical knowledge and an artistic understanding of color calibration for professional-quality digital imaging.

PHO 259 CAPSTONE PROJECT - DIGITAL PHOTOGRAPHY 2 credits

The course provides students the opportunity to complete a multidimensional digital photography project in three stages, working closely with a faculty member. The project will challenge students to demonstrate their proficiency key aspects of the Digital Photography program. The project will require research, concept development, and critical thinking, providing students with the opportunity to explore a professional, iterative process as well as experience simulated client interactions.

BFA IN DIGITAL PHOTOGRAPHY - THIRD YEAR

PHO 360 PROJECT PLANNING AND WORKFLOW 3 credits

What kind of photographer do you want to be? Are you interested in developing Commercial, Documentary/Editorial and/or Fine Art photography? In collaboration with your faculty mentor you will review and analyze your current portfolio and workflow strategies, identify the type of work you want to create, develop your customized academic plan that will serve as a roadmap for the remainder of your Bachelor's

degree program, and expand your depth of experience with photographic project workflow components such as budgeting, estimating, scouting, shooting, processing, file management, and delivering client-based or exhibition ready work. This multi-faceted course has been provided as an opportunity for you to define your creative path with an emphasis upon academic and professional success.

PHO 301 PHOTOGRAPHIC GENRES 3 credits

In alignment with your creative and professional goals, you will "take a deep dive" into an area of focus such as Commercial, Documentary/Editorial and/or Fine Art photography. Based upon your exploration and research of photographic genres, industry trends, and the work of exceptional photographers, you will create your own images inspired by your expanded view of photography.

PHO 303 LATE 20TH CENTURY PHOTOGRAPHY TO TODAY 3 credits

Closely examine and critically analyze photographic work produced from the 1980s to present day. Explore photographic work and artistic styles, concepts, and exhibitions in relation to historical context and the impact of photography on art and culture. Through the development of both written and visual work you will present your research, an expanded view of photography, technology, aesthetics, and artistic concepts.

GEN 409 CULTURAL ANTHROPOLOGY 3 credits

As a designer, you will communicate ideas to complex and diverse audiences. This course explores multiple theories of cultural anthropological that inform the way we understand identities and societies. Areas of focus include language and communication, economic and political systems, ethnocentrism and culture, kinship and descent, marriage and family, gender and sexuality, race and ethnicity, religion and belief systems, the effects of colonialism and industrialization, and the impact of globalization on culture.

DEG 344 PROFESSIONAL PRACTICES 3 credits

During this class you will develop and/or enhance your creative business forms and collateral materials based upon industry standards and best practices. In preparation for running your own professional creative business, you will also create a business plan and marketing plan as you explore an ethical

and scalable business philosophy. You will focus on networking with industry peers through local professional organizations and/or respected creative work sharing sites and implement your internship outreach plan in preparation for the DEG 410 Internship and Entrepreneurship course.

PHO 333 CREATIVE EXPLORATION 3 credits

Explore, experiment, and expand your ability to manipulate, fabricate, and conceptualize images through the use of technology, alternative photographic processes, innovative photo setups, mixed media, collage, digital compositing and/or other approaches to creating unique and compelling images.

PHO 304 SPECIAL TOPICS 3 credits

Building upon concepts from PHO 360 Project Planning and Workflow, you will continue to enhance your ability to produce compelling photographs with consideration of lighting, technology, art/design principles, and concept. In collaboration with your instructor, you will select or “spec out” and complete multi-faceted projects that support your portfolio goals. In this course, your instructor will serve as your client, and your class grade will be based not only on the quality of your work but also on your ability to meet deadlines, synthesize photographic principles and concepts, and effectively present professional level work.

GEN 402 COMMUNICATION 3 credits

Engage in the process of examining, analyzing, summarizing, and evaluating communication strategies and theories. Students will demonstrate how to apply various communication principles through speech, including the consideration of the communication process, receiver perceptions, and verbal and nonverbal communication, as well as listening. The theory of communication will be explored in regard to engaging small groups, the public, and a variety of organizational contexts. Additionally, a broad range of communication venues and considerations will be evaluated including interviewing, mass media, the use of new technologies, the influence of relationships, body language, intercultural perspectives and gender, as well as how to address conflict and negotiations.

DEG 411 INTERACTIVE MARKETING 3 credits

As a creative professional working today, you will likely need to develop promotional content deployed through a wide

range of interactive media and/or social media. How would you develop and implement a promotional social media campaign? In this class, we will research and discuss current interactive marketing strategies and venues. You will then translate your research into the development of practical interactive media projects that can expand the depth of your portfolio. The final presentation should reflect your research and include finalized designs that demonstrate your conceptual and creative expertise and ability to strategically plan the development of compelling interactive marketing.

DEG 410 INTERNSHIP AND ENTREPRENEURSHIP 3 credits

To get your foot in the door in your creative field, experience matters. In this industry-focused class, you will engage with a professional client or employer in your local area and expand your experience in the field, with the benefit of the insightful support of your instructor. Working for a real client or employer will provide you an opportunity to hone your problem-solving, client communication, and project management skills, creating a business solution(s) that will stand out in your portfolio and on your resume.

PHO 404 SENIOR PROJECT 3 credits

Follow your creative passion by conceiving and producing an innovative series of images in alignment with your artistic and professional goals. At the conclusion of this course you will present and defend your work through video conference as well as exhibit your Senior Project within the Sessions College Online Gallery.

GEN 401 ACCOUNTING FOR CREATIVES 3 credits

Any creative who wants to establish a freelance career or succeed in business will benefit from a basic understanding of accounting. This course includes a focus on basic accounting principles and how they can be applied within the context of a small creative business. You will explore and identify how to use Generally Accepted Accounting Principles (GAAP), ledgers and journals, and how to follow and apply accounting strategies and cycles when running a creative focused business. Additionally, this course provides an introduction to bank reconciliation strategies, balance sheets, financial statements, assets and liabilities, and equity, as well as an exploration of business ethics.

BFA IN DIGITAL PHOTOGRAPHY - FINAL SEMESTER

PHO 422 GLOBAL VIEW OF PHOTOGRAPHY 3 credits

Contemporary photographers must be prepared to produce work that appeals to a global audience. You will research photographers and creative image makers who produce international work. Based upon your findings, you will develop and produce a multi-faceted photographic campaign focused on gaining the attention of an international audience. By considering cultural differences, you will develop the cultural sensitivity required to be a global creative and the skills to effectively research compelling and contemporary imagery for domestic and international audiences.

DEG 460 BFA PORTFOLIO 3 credits

In collaboration with your instructor, you will finalize your portfolio, business materials, and resume, in preparation for pursuing or advancing your creative career. The course structure includes the opportunity to enhance your portfolio as well as demonstrate your ability to effectively communicate the depth of your conceptual and technical skills, critical thinking and problem-solving abilities, work ethic, and passion for developing impactful and compelling professional work.

BFA ELECTIVE 3 credits

For your elective course, choose an available 3-credit course from our degree programs to add depth to your portfolio by demonstrating additional/enhanced skillsets. Selection of course must be in alignment with prescribed prerequisites.

GEN 410 THE SCIENCE OF LIGHT, COLOR, & MOTION 3 credits

Any creative professional – artist, designer, or photographer – creates artwork, images, or animations in a natural world that is governed by the laws of physics. In this introductory science class, students will explore and apply scientific principles that are fundamental to visual perception. Students will learn the scientific basis of key concepts in light, color, and motion, explore research methods to discover how they work, and express this scientific knowledge in their creative work. Students will graduate the course with a solid understanding of how scientific theories, research, and experimental methodology are applied, building a foundation for future learning.

WEB DESIGN

WEB 101 HTML AND CSS I 3 credits

To create Web pages, a Web designer must have a foundation in HTML and CSS. This course begins with the basics of HTML markup and specifications for standards-compliant Web pages. CSS scripting is examined as a method for positioning page elements and styling typography. Cutting-edge features of HTML5 and CSS3 are also introduced. The emphasis is on the contemporary use of markup and scripting to create effective and attractive Web sites.

WEB 205 JAVASCRIPT FOR DESIGNERS I 3 credits

Learn the fundamentals of JavaScript, the programming language that allows you to make things happen when a user interacts with your website. You will learn how to create clean, valid code as you create programs that respond to various kinds of user interaction. Assignments include a range of projects: interactive dialogue boxes, a trivia quiz, a rainbow color picker, a sortable database, and more.

WEB 207 INTERNET MARKETING 3 credits

Learn practical skills for growing your business on the Web. Studying with a professional Internet marketing consultant, you'll learn how develop an entire marketing plan for your online business. Course projects will include target audience analysis, developing a site plan, creating a content development strategy, planning email marketing campaigns, optimizing for search engines, building a Facebook fan page, planning a social media crisis strategy, designing a landing page for an ad, and using site metrics.

WEB 209 ADVANCED CSS 1.5 credits

Take your coding to the next level with flexbox, a new set of CSS properties that swoop in where floats leave off. Flexbox easily adapts to different screen sizes and different sizes of content, providing limitless, robust ways to structure page content, designing navigation, create column based layouts, and add sticky footers. The course also focuses on using scalable vector graphics (SVG). Using SVG, you can create (and animate) images that scale to fit any screen size without loss of image quality. Combined with CSS3 animation, SVG provides performance,

consistency, and interactive/creative potential for your Web graphics.

WEB 213 BOOTSTRAP/DREAMWEAVER I 3 credits

Bootstrap provides a framework of HTML, CSS, and JavaScript to speed up your site development. Working with an expert instructor, you'll learn how to build responsive, mobile-first web sites using Bootstrap 4 and Dreamweaver, Adobe's HTML editor. This course will show you how to design web sites by using CSS to structure and design layouts, ensuring that your designs work on a range of platforms and devices.

WEB 214 BOOTSTRAP/DREAMWEAVER II 3 credit

In this course, Web design students will further their exploration of Bootstrap using Adobe Dreamweaver, focusing on the use of CSS, templates, and library items to design responsive sites. Topics includes using image effects, animated content areas, and interactive navigation, and creating mobile and tablet layouts with CSS3 media queries.

WEB 220 JAVASCRIPT FOR DESIGNERS II 3 credits

Learn how to program using JavaScript and jQuery with techniques geared to visually oriented designers. Master the fundamentals of JavaScript programming, focusing on how you can add interactivity and responsiveness to your Web designs without too much technical jargon or coding mumbo jumbo. Working with a JavaScript guru, you'll learn coding and programming concepts through fun, step-by-step exercises and apply what you've learned to creative, professionally oriented projects. Class projects include a range of interactive projects: a trivia quiz, a user adaptive form, a single-page site, a Web application, a responsive site, and portfolio or personal site enhanced by plugins.

WEB 231 WEB DESIGN I 3 credits

Learn a systematic professional approach to Web design. You'll use site maps, wireframes, comps, color palettes, usability tests, and other tools and concepts to make sure your responsive designs hit the mark. Students entering this class are expected to have a basic competence in HTML, CSS, and Bootstrap, as well as Adobe Photoshop and Illustrator. Building upon those skills, students will complete four portfolio

projects that challenge their Web design skills and build an understanding of how to manage Web design projects in a professional context.

WEB 232 WEB TYPOGRAPHY 1.5 credits

Learn how to enhance your Web designs with the latest techniques for styling, typesetting, and embellishing text. Get up to speed on the latest in Web font options and how to use CSS font stacks. You'll take your fonts into the grid, studying a mix of classic and cutting edge techniques to ensure on-screen readability and effective vertical rhythm, and learn how to retain viewer attention by embellishing text with CSS3 effects and building typography-driven information graphics.

WEB 241 WORDPRESS FOR DESIGNERS 3 credits

Explore the world of WordPress and learn how to develop sites that take advantage of the power, versatility, and community of WordPress. You'll start with the basics of WordPress navigation and interface, then you'll open the hood, learning the anatomy of WordPress themes and how to make your own. From there, you'll explore the basics of child themes, functions, hooks, filters, plugins, widgets, learning the techniques and tools essential to developing excellent WordPress sites.

WEB 259 CAPSTONE PROJECT - WEB DESIGN 2 credits

The course provides students the opportunity to complete a multidimensional design project in three stages, working closely with a faculty member. The project will challenge students to demonstrate their proficiency in performance standards defined for the Web design program. The project will require research, concept development, and critical thinking, providing students with the opportunity to explore a professional, iterative design process as well as experience simulated designer-client interactions.

WEB 222 UX/UI DESIGN 3 credits

UX/UI is a hot field in software development and web Work with veteran UX/UI designer and learn UX/UI from the ground up. Using your favorite prototyping tool - Sketch, Invision, Adobe XD, or Figma - you will learn how create a concept for an app, and turn your sketches into live prototypes with hotspots, transitions, and slick graphics, using the iterative development

process practiced in the industry.

DIGITAL MEDIA

DIG 201 DIGITAL VIDEO EDITING I 3 credits

Learn the art and craft of editing videos from two award-winning filmmakers. The course explores techniques that can be applied in a range of non-linear editing programs, including Adobe Premiere Pro. Yet the main focus is not just on developing software skills; it's on exploring the magic behind video editing. Challenging projects including editing a commercial, an interview, a narrative scene, a music video, a video diary, and a text title sequence.

DIG 204 DIGITAL VIDEO PRODUCTION 3 credits

Learn how to control white balance, aperture, and shutter speed, to get high quality images from your digital video camera. You'll explore the different types of shots and camera motion techniques used by the pros and learn how to do location scouting, plan props, wardrobe, and sets, and work with talent. Course lectures challenge you to think about different storytelling conventions in narrative and documentary movie-making and address the fundamentals of sound recording. You'll script and storyboard short movie sequences and develop an understanding of the various roles in the video post-production process.

DIG 205 INTRO TO MOTION 1.5 credits

This course introduces topics of motion in animation and video through research and observation of real-life movement and movement in animation. Students learn basic principles of visible motion—including physics principles—and apply these principles to written analysis and practical explorations including flipbook-style animation. Topics include movement of objects and characters.

DIG 211 MAYA I 3 credits

Autodesk Maya combines powerful tools for the major areas in 3D content creation: modeling, animation, texturing, and rendering. Many of today's top video games are created in Maya, from characters, to models, levels, and more. This 6-lesson

course helps you unlock the mysteries of this challenging program. You'll develop a thorough understanding of the Maya toolset, learning how to create, edit, and refine polygon models, add textures and apply UV maps, develop basic animations, and export scenes for team or client preview. Class projects include working with primitives, complex inorganic models, character modeling, texturing, animation studies, and exporting a scene.

DIG 209 TIME-BASED MEDIA 3 credits

This course teaches students how to apply their digital media skills to narrative contexts and build their portfolio with high concept work. Students will explore narrative theory, visual development, pipeline testing, iteration, and creative direction for digital media projects. They will also study conventions of time based media genres, including movie trailers, PSAs, commercials, and music videos.

DIG 210 ANIMATE I 3 credits

There's a new game in town with Animate, Adobe's successor to its popular Flash product. Adobe Animate incorporates all the intuitive animation tools that made Flash mode popular back in the day, and supports export in a range of formats for any desired desktop or mobile application. In this course you'll get a thorough, hands-on introduction to Adobe Animate, learning how to draw and import artwork, organize it using symbols and layers, and animate it using a range of techniques from basic tweening to frame-by-frame animation. Animation techniques you'll cover will include motion tweening, scaling and rotating objects, nested animations, shape tweens, masks, frame by frame animation, and lip syncing.

DIG 214 CHARACTER ANIMATION I 1.5 credits

Learn how to apply the classic principles of character animation to 3D models using Autodesk Maya. Learn major principles of animation including squash and stretch and anticipated movement. Using Maya's high-level animation tools, you'll gain insight into the professional animator's approach, learning to work with hierarchical characters, create effective poses, and properly time your shots.

DIG 221 AFTER EFFECTS I 3 credits

Adobe After Effects is a powerful application used to create motion graphics and visual effects for film and video. After Effects is used in a variety of contexts, including broadcast graphics, music videos, feature films, video rotoscoping, corporate presentations, and conferences. In this 6-lesson course, you'll learn how to use After Effects to create sophisticated motion graphics—using text and object animations, compositing videos and images, and adding audio and effects. You'll learn how to set keyframes on a timeline and work with transform properties, motion paths, masks, and effects, developing a solid foundation in this increasingly popular and versatile program.

DIG 222 CREATIVE PROCESS 1.5 credits

As a multimedia designer, you have likely explored many creative paths, ranging from digital art and design to movie making, animation, even 3D artwork. Where will you take your career? In the Creative Process class, you'll explore your professional goals with the guidance of a digital media veteran. Topics in the class include developing a creative path, researching industry needs, and curating your current portfolio with an emphasis on revising your work. This class is the perfect preparation for portfolio review.

DIG 259 CAPSTONE PROJECT – DIGITAL MEDIA 2 credits

The course provides students the opportunity to complete a multidimensional digital media project in three stages, working closely with a faculty member. The project will challenge students to demonstrate their proficiency key aspects of the Digital Media program including animation, video, and 3D. The project will require research, concept development, and critical thinking, providing students with the opportunity to explore a professional, iterative process as well as experience simulated client interactions.

ADVERTISING DESIGN

ADV 201 ADVERTISING DESIGN I 3 credits

Learn creative approaches to persuading with visuals, and you'll get an introduction to the history and business of

advertising. Case studies from print, Web, and TV showcase advertising concepts at work: persuasion, color psychology and composition, copywriting and typography, and brand communication. Class projects include ads for a wide range of media and a final project in which you create an entire ad campaign.

ADV 202 ADVERTISING DESIGN II 3 credits

Now you are ready to learn how to manage advertising campaigns at a higher level. You are ready to develop campaign concepts working from market research. You are able to develop multiple creative concepts and present them to clients. Working with the client's marketing plan, you take your campaign ideas forward and develop creative concepts and samples for a broad, multimedia campaign.

ADV 204 ADVERTISING ACCOUNT MANAGEMENT 1.5 credits

Dealing with advertising clients is a business. Do you understand how ads are sold and evaluated? In this course, you will learn how ad campaigns are typically managed in ad agencies, learning about the different stages in a campaign and the responsibilities of different stakeholders involved, from copywriters to designers, creative directors, and account managers.

ADV 205 MARKETING DESIGN 3 credits

Explore how to make design decisions through research, writing, and planning techniques that set marketing designers (and their clients) apart from the competition. Class projects challenge you to combine concept, research, planning, presentation, and visual design to build your marketing portfolio.

ADV 206 COPYWRITING 3 credits

Every ad designer must grasp the basics of persuasive copywriting. In this class, students will study how text and image interact in effective ad campaigns, learning how to write and edit ad copy for print and digital advertising media and turn written ideas into visual expression.

ADV 207 CREATIVE CONCEPT DEVELOPMENT 3 credits

Develop your visual creativity. In advertising, illustration, or design, you need to be able generate many ideas for your clients and projects. This class provides you a training in identifying the needs of each projects, brainstorming solutions, challenging your assumptions, and testing/evaluating your ideas until you have a winner.

ADV 259 CAPSTONE PROJECT ADVERTISING DESIGN 2 credits

The course provides students the opportunity to complete a multidimensional ad design project in three stages, working closely with a faculty member. The project will challenge students to demonstrate their proficiency key aspects of the Advertising Design program. The project will require research, concept development, and critical thinking, providing students with the opportunity to explore a professional, iterative process as well as experience simulated client interactions.

GENERAL EDUCATION

100-200 LEVEL

GEN 104 ENGLISH COMPOSITION 3 credits

Develop your writing skills and effective use of the English language in professional documents. Learn to guide the reader with a hierarchy of information and writing appropriate for different situations. Explore methods for preparing and revising your writing with a series of essays and a final paper.

GEN 105 COMPUTER TECHNOLOGY 3 credits

Gain an understanding of computer systems and technology with a focus on hardware components, file structure and formats, and data delivery methods. Learn the setups and roles of hardware and software technology in professional office settings.

GEN 106 HISTORY OF ART 3 credits

Build a foundation in art history and gain a deep understanding of art and the artists who create it. Explore profound themes

that have concerned artists for centuries: nature, the human body, society, religion, and politics. Through engaging lectures and projects, you'll learn how to identify the mediums, materials, and techniques artists use and discuss the styles of important artists, art movements, and historical periods from antiquity through the mid-20th century.

GEN 107 GENERAL PSYCHOLOGY 3 credits

Explore topics in behavior, perception, and memory that shape individuals and relationships. You'll gain understanding of the biological basis of human behavior, insight into important theories and individuals in the psychology field, and a survey of developmental and social principles.

GEN 204 INTRO TO MARKETING 1.5 credits

Lay a foundation for a career in business marketing design by studying marketing concepts and how they impact the design process. Students learn design principles and explore design case studies from the world of marketing communications design. Focus of the class is building a basic understanding how

GEN 205 BUSINESS AND TECHNICAL WRITING 3 credits

Build your skills in writing professional documents and documentation. This course explores writing styles essential to business and technical documents such as professional letters, proposals, fact sheets, and tutorials. You'll focus on the clarity and organization of your writing and writing for specific audience types.

GEN 206 CREATIVE BUSINESSES 1.5 credits

The course provides essential preparation for finding employment opportunities in your creative industry. You will learn how to define a personal career path, break down the job market, and define their goals, talents, and ideal job. This course explores different ways to brand yourself as a professional creative, discussing tips for resume and portfolio preparation, self-promotion, marketing, client searches, responding to leads, interviewing, and presenting work and/or campaigns.

300-400 LEVEL

GEN 409 CULTURAL ANTHROPOLOGY 3 credits

As a designer, you will communicate ideas to complex and diverse audiences. This course explores multiple theories of cultural anthropological that inform the way we understand identities and societies. Areas of focus include language and communication, economic and political systems, ethnocentrism and culture, kinship and descent, marriage and family, gender and sexuality, race and ethnicity, religion and belief systems, the effects of colonialism and industrialization, and the impact of globalization on culture.

GEN 402 COMMUNICATION 3 credits

Engage in the process of examining, analyzing, summarizing, and evaluating communication strategies and theories. Students will demonstrate how to apply various communication principles through speech, including the consideration of the communication process, receiver perceptions, and verbal and nonverbal communication, as well as listening. The theory of communication will be explored in regard to engaging small groups, the public, and a variety of organizational contexts. Additionally, a broad range of communication venues and considerations will be evaluated including interviewing, mass media, the use of new technologies, the influence of relationships, body language, intercultural perspectives and gender, as well as how to address conflict and negotiations.

GEN 401 ACCOUNTING FOR CREATIVES 3 credits

Any creative who wants to establish a freelance career or succeed in business will benefit from a basic understanding of accounting. This course includes a focus on basic accounting principles and how they can be applied within the context of a small creative business. You will explore and identify how to use Generally Accepted Accounting Principles (GAAP), ledgers and journals, and how to follow and apply accounting strategies and cycles when running a creative focused business. Additionally, this course provides an introduction to bank reconciliation strategies, balance sheets, financial statements, assets and liabilities, and equity, as well as an exploration of business ethics.

GEN 410 THE SCIENCE OF LIGHT, COLOR, & MOTION 3 credits

Any creative professional – artist, designer, or photographer – creates artwork, images, or animations in a natural world that is governed by the laws of physics. In this introductory science class, students will explore and apply scientific principles that are fundamental to visual perception. Students will learn the scientific basis of key concepts in light, color, and motion, explore research methods to discover how they work, and express this scientific knowledge in their creative work. Students will graduate the course with a solid understanding of how scientific theories, research, and experimental methodology are applied, building a foundation for future learning.

ACADEMIC POLICIES

DEGREE PROGRAMS: BACHELOR'S DEGREE ASSOCIATE DEGREE AND UNDERGRADUATE CERTIFICATE

ADMISSIONS

Students entering Bachelor's Degree, Associate Degree, and Undergraduate Certificate programs are expected to have earned a high school diploma, GED, or state-approved home school equivalent. Any student under 18 years of age must provide the signed permission of a parent or guardian. Applicants are notified of acceptance or denial by email. Applicants are responsible for ensuring that Sessions College has received all required elements by the application deadline.

COMPUTER, SOFTWARE, AND SUPPLIES

All Sessions College students must own or have access to a computer with an Internet connection. In addition, many courses have software or experience prerequisites. Course and program requirements are listed at the online information page for each course and program and in the school catalog. Students are responsible for making sure they meet course or program prerequisites before they begin a course. Any questions about requirements may be directed to a Student Advisor.

BACHELOR'S DEGREE AND ASSOCIATE DEGREE

The following is a detailed list of application requirements:

1. Complete an online application.
2. Provide official transcripts. a. Candidates who have not graduated from college must provide official high school transcripts. b. Candidates who have attended college must

provide official transcripts from each college/university attended.

3. Write a 500-word essay expressing why you are interested in studying your chosen major - Graphic Design, Web Design, Digital Media, Illustration, Advertising Design, or Digital Photography. Essays will be evaluated for style and content as well as grammar, vocabulary, punctuation, and spelling.
4. Upload 5-10 samples of art or design work or complete an alternate written assessment (available on request).
5. SAT or ACT scores are optional.*
6. Applicants whose native language is not English must provide evidence of a valid, minimum score of 61 (iBT) or 500 (PBT) on the Test of English as a Foreign Language (TOEFL) or 6.0 on the International English Language Testing System (IELTS) or 44 on the Pearson Test of English Academic Score Report or 50 on the Duolingo English Proficiency Test or a high school diploma completed at an accredited high school where the medium of instruction is English.
7. Pay an application fee of \$75.

Note: Any transcripts not created in English (such as at non-U.S. Institutions) must be translated by a competent third party service at the applicant's expense. The applicant must provide both the transcript and the translation.

* The application may be supported by providing SAT scores or ACT scores and/or letters of recommendation. Letters of recommendation may be emailed to admissions@sessions.edu or mailed to our Main Campus (see page 162 for address). Codes for submitting SAT, ACT, TOEFL, or IELTS scores:

SAT: Code 6356; ACT: Code 5344

TOEFL: Code 6346; IELTS: No code required

UNDERGRADUATE CERTIFICATE

Students entering the program are expected to have earned a high school diploma, GED, or state-approved home school equivalent. The Undergraduate Certificate is an open admissions program, with a convenient online application process.

NON-DISCRIMINATION POLICY

Sessions College is in compliance with all requirements imposed by or pursuant to Title VI of the Civil Rights Act of 1964 and section 504, Rehabilitation Act of 1973. The institution does not discriminate on the basis of race, color, religion, sex, creed, age, or national origin in its activities, programs, or employment policies, in accordance with Federal, State, and local laws.

ACADEMIC MODEL

In Sessions College degree programs, the assessment of skills, knowledge, and abilities is formal and continuous. The main focus of the program is on helping students attain technical and creative skills in art/design courses. A secondary important focus is on meeting analytical, communicative, and quantitative skill objectives in general education courses.

Throughout the programs, student learning is primarily assessed through the evaluation of practical exercises. Practical exercises account for 80% of the grade in each course. Student participation in scheduled activities, such as discussions and critiques, is also an important factor. Participation accounts for 20% of the grade in each course. (See Attendance Policy)

- Lectures. In each course, students are expected to learn new topics presented in lectures that are scheduled on alternate weeks. Course lectures are graphical Web pages packed with images and illustrations, and supported as needed by video tutorials and reading assignments from an online library.
- Discussions. Following each lecture, students are asked to complete a scheduled discussion designed to develop their creative, critiquing, or research skills in relation to that week's topics. Each student is expected to post their own response to the assignment and comment on the work of two other students. Instructors facilitate discussions and provide a participation grade for each student based on the program's criteria for effective participation.
- Exercises. In the week following each lecture, students are required to complete an exercise that they submit their instructor in an online Dropbox for grading and feedback. Depending on the course, course exercises can range from digital imaging to Web page layouts, drawing, animation, and written essays, and more. Each exercise is designed to test the achievement of course and program objectives and contains specific instructions, performance objectives, and grading criteria. Instructors will provide grades and detailed critiques for each exercise within a week. Students may revise assignments based on instructor feedback and resubmit them for further evaluation.
- Critiques. Critiques are scheduled activities delivered at the

midpoint and endpoint of each semester-long course. In a critique, students are expected to present an assignment they have completed in the course so far and present it to the class for feedback. In addition to presenting their own work, students are expected to comment on the posts of two other students.

- Exams. In General Education courses (Degree programs) a proctored Final Exam requires students to complete a test that combines a written essay and a multiple choice test under timed conditions. These tests are subsequently reviewed and graded by the instructor.
- 300-400 level courses. Creative Briefs outline the scope and criteria for the class project(s), including information about how to select a client, project steps to follow in order to produce the desired deliverable(s), weekly expectations for assignment deliverables, and assessment criteria. Research Guidelines provide a list of relevant information resources starting point for students to begin their research in preparation for developing their project(s).

PROCTORED ASSESSMENTS

In the Degree program, general education courses contain final exams to be overseen by live proctors. Two exams in the Undergraduate Certificate have the same requirement. Online proctors are provided by ProctorU (www.proctoru.com/sessions) for a fee of \$22.50 per exam. The Design Business and Portfolio Review classes each have a live event proctored by Sessions College faculty. Complete details regarding scheduling and completion of proctored assessments are provided in the Orientation class and in each class that has a proctored assessment.

GRADUATION REQUIREMENTS

In order to complete the Bachelor's Degree program, students must:

- Complete a total of 120 credits of course work.
- Complete 30 credits of general education course work.
- Have a cumulative grade point average of 2.0 or above
- Have resolved all financial obligations to Sessions College for Professional Design.

In order to complete the Associate Degree program, students must:

- Complete a total of 72 credits of course work.
- Complete 18 credits of general education course work.
- Have a cumulative grade point average of 2.0 or above.
- Have resolved all financial obligations to Sessions College for Professional Design.

In order to complete the Undergraduate Certificate program, students must:

- Complete a total of 24 credits of course work.
- Have a cumulative grade point average of 2.0 or above.
- Have resolved all financial obligations to Sessions College for Professional Design.

Any questions about graduation requirements can be directed to your Student Advisor.

CREDIT TRANSFER

CREDIT TRANSFER POLICY

Sessions College for Professional Design welcomes students who wish to transfer credit from other accredited institutions including students who wish to complete degrees begun elsewhere. Credit will only be accepted for courses that are comparable in level and focus to Sessions degree level courses.

- Credits will be accepted for college-level courses from accredited schools and colleges. Courses transferred must be comparable in level and focus to Sessions degree level courses and will be evaluated on an individual basis.
- Students seeking to transfer credits must have earned a "C" grade (GPA 2.0) or higher.
- Students can transfer a maximum of 50% of external credits (60 credits) to the Bachelor's Degree program.
- Students can transfer a maximum of 50% of external credits (36 credits) to the Associate Degree program.
- Students can transfer a maximum of 50% of external credits (12 credits) to the Undergraduate Certificate program.
- Students requesting credit transfer must submit official college transcripts prior to the registration deadline.
- Students who received a score of 3 or above on high school AP English, Art History, or Psychology exams may receive credit for specific general education requirements. CLEP scores in English and Psychology may also be considered for credit. Official AP and/or CLEP scores must be submitted to Sessions prior to the registration deadline.
- Sessions College Vocational certificate program graduates may be able to transfer to Degree programs credits for courses in which their work and grades are strong. See Vocational Certificate/Degree Bridge program.

All credit transfer requests will be evaluated on an individual basis.

All Sessions College credit transfer decisions will be at the discretion of the Degree Programs Acceptance Committee.

VOCATIONAL CERTIFICATE TO DEGREE BRIDGE PROGRAM

The Sessions College Vocational Certificate/Degree Bridge Program rewards academic achievement among our non-credit certificate students. Graduates of Sessions College vocational programs (Professional and Advanced Certificate) may apply up to 24 credits of equivalent courses towards a Bachelor's or Associate Degree program, and up to 12 credits towards an Undergraduate Certificate program.

In order to be eligible, you need to be a Sessions College vocational certificate program graduate who enrolled after January 1, 2014. Your grades and portfolio of work must be outstanding and meet the standards expected of degree level students. Applications will be evaluated on an individual basis.

MILITARY SERVICEMEMBERS

Sessions College pledges to use military-friendly policies and practices and provide easy access to information about programs, policies, and procedures. Sessions College also supports the credit transfer policies defined by the Servicemembers Opportunity Colleges (SOC) and the SOC Military Student Bill of Rights. This institution will inquire about each veteran or veteran benefits eligible person's previous education and training, and request transcripts from all prior institutions, including military training, traditional college coursework and vocational training.

CREDIT TRANSFER TO OTHER INSTITUTIONS

The policy of Sessions College is to accept credit for applicable college-level courses from nationally or regionally accredited schools and colleges. The acceptance of credits earned at Sessions College other institutions is determined by the receiving institution. It is recommended that students intending to transfer credits to other schools check with the receiving institution(s).

FINANCIAL AID

FINANCIAL AID

Federal Student Aid is available to eligible students for all Associate Degree and Undergraduate Certificate programs. Eligible students may be able to use Pell Grants, Federal Direct Loans, or Federal Direct PLUS Loans to support their education costs. Our friendly and knowledgeable Financial Aid staff are available during business hours to discuss ways of financing your education, which include institutional payment plans and scholarships in addition to Federal programs.

DEFINITION OF AN ACADEMIC YEAR

An academic year is the measure of the academic work to be accomplished by a student each year as defined by a school. For Sessions College credit-bearing programs (Associate Degree and Undergraduate Certificate) the academic year is defined as 24 credits and 30 weeks of instructional time. The number of weeks of instructional time is based on the period that begins on the first day of classes in the academic year and ends on the last day of classes or examinations.

STUDENT FINANCIAL ARRANGEMENTS

Students must make financial arrangements with the Financial Aid Office in regards to completion of the FAFSA application, scholarships, tuition payment, or payment plan prior to enrolling. All enrolling students are provided copies of the Sessions College catalog containing all policies on academic progress and attendance, which they are required to read and understand before signing an enrollment agreement confirming their enrollment.

FINANCIAL AID ELIGIBILITY

All students who wish to apply for Federal Financial Aid must complete the Free Application for Federal Student Aid and have a current ISIR to begin the eligibility process.

To be eligible to receive Federal Student Aid, you must:

- Be enrolled as a regular student in an eligible program
- Not be enrolled simultaneously in secondary school
- Have a valid social security number
- Be a U.S. citizen or eligible noncitizen
- Be registered with Selective Service, if required

- Certify on the FAFSA that you are not in default on Federal student loan, do not owe a refund on a Federal grant, and will use Federal student aid only for educational purposes.
- Have not obtained loan amounts that exceed annual or aggregate loan limits
- Meet one of the following academic criteria:
 - Have a high school diploma or its recognized equivalent
 - Have met the requirements of the State for a home schooled student
- Not have been convicted of an offense involving the possession or sale of illegal drugs that occurred while the student was enrolled and receiving Title IV aid.
- Meet satisfactory academic progress (SAP) in an enrolled program.

ACADEMIC POLICIES

CREDIT HOUR DEFINITION

Program credit hours are consistent with the Carnegie Unit in which a semester credit hour is based on "one hour of classroom or direct faculty instruction and a minimum of two hours of out of class student work each week for approximately 15 weeks for one semester or trimester hour of credit . . . or the equivalent amount of work over a different amount of time."

This definition is consistent with the definition of the credit hour under 34 CFR 600.2 issued in the Federal Program Integrity Final Regulations published on October 29, 2010. .

ACADEMIC LOAD

Students in degree level programs generally enroll on a full-time basis, earning a minimum of 12 credits in each semester. Enrolled students who wish to pursue an accelerated schedule may request permission to take up to 18 credits per semester.

Part-time schedules are available for students with busy work commitments. Part-time programs are completed over a longer time frame. Per-credit tuition is higher for part-time programs and tuition must be paid by semester.

Associate Degree example:

- Full time students take 12 credits a semester and complete in 2 years.

- Three-quarter time (3/4) students take 9 credits a semester and complete in under 3 years.
- Half time (1/2) students take 6 credits a semester and complete in 4 years.

ELECTIVE COURSES

One three-credit elective is available to all Associate Degree students, and two three-credit electives are available to all Bachelor's Degree students. See program specifics for course options available for each major. The elective course may be selected at time of enrollment or no later than the semester prior to the elective course. Students may contact their student advisor to make or change their selection.

ADD/DROP

Add/drop period occurs during the first five days of the semester. During this period, students may add or drop classes, subject to advisor approval, without academic or financial penalty. No new student will be admitted after the add/drop period.

ATTENDANCE POLICY

The program is delivered in 15-week semesters. In each week of the semester, you are expected to complete a scheduled academic assignment in each class – completing an exercise, discussion, or a critique – by the end of the week. Assignments are due each week at midnight on Friday, Arizona time. All assignments will be graded by your instructor and grades will be provided within a week.

All students can access a detailed schedule of assignment due dates in their online courses at the beginning of each semester. Weekly participation in class assignments is essential to maintaining good academic standing. Unless special permission is granted by Student Services, any student who fails to submit scheduled assignments for three consecutive weeks will be considered an unofficial withdrawal and removed from the class. An unofficial withdrawal results in a grade of AF (Administrative Failure) for the class.

GRADING POLICY

In degree level programs, grades are based on the faculty evaluation of assignments that include practical exercises, exams, discussions, and critiques. In each course, 80% of a student's overall grade is based on the evaluation of exercises and exams, and 20% on participation in discussions and critiques.

Exercises and Exams	80%
Discussions and Critiques	20%

Course exercises are evaluated on 1-100 scale by the end of day Friday following a student assignment deadline. Instructors base their grades on criteria published in each course exercise. Exercises submitted late maybe subject to a grade penalty.

Discussions and critiques are moderated by instructors each week they are scheduled, with grades assigned after weekly deadlines. Discussions and critiques submitted late will not be graded. Course work is assessed using an A - F grading system, where A = Excellent, B = Good, C = Satisfactory, D = Marginal, F = Failing.

A+	97-100
A	93-96
A-	90-92
B+	87-89
B	83-86
B-	80-82
C+	77-79
C	73-76
C-	70-72
D	65-69
F	64 or less

Resubmission policy: Each student assignment can be submitted a maximum of three times. The resubmission of assignments can help you to hone your work into a portfolio piece based upon instructor feedback or pass an assignment, if it initially missed the mark.

CALCULATION OF GPA

Grade point average is calculated by the total number of grade points earned divided by the total number of credit hours attempted.

A+	4.0	C+	2.3
A	4.0	C	2.0
A-	3.7	C-	1.7
B+	3.3	D	1.0
B	3.0	F	0
B-	2.7		

Transferred and incomplete courses do not count towards GPA. When a failed course is repeated and passed, the passed course grade counts toward the GPA.

SATISFACTORY ACADEMIC PROGRESS

All students in degree level programs, full-time or part-time, must meet the college's satisfactory academic progress (SAP) standards. The school's SAP policy for Title IV, HEA students is the same as the school's standards for students enrolled in the same educational programs who are not receiving Title IV, HEA funding.

Satisfactory academic progress is determined by cumulative grade point average (GPA) and progress made through the program. Satisfactory academic progress is evaluated at the end of every semester. All students must meet the following requirements for satisfactory academic progress:

- Achieve a GPA of 1.5 or higher in the first semester and a cumulative GPA of 2.0 for all subsequent semesters. (AOS and BFA program)
- Achieve a GPA of 2.0 or higher in the first semester and a cumulative GPA of 2.0 for all semesters (Undergraduate Certificate program)
- Complete at least 50% of all credit hours attempted each semester up to the program midpoint.
- Complete at least 67% of all credit hours attempted each semester from program midpoint to graduation.

Satisfactory Academic Progress Requirements

Satisfactory Academic Progress Requirements			
Credit hours attempted	Minimum cumulative GPA	Minimum credit hour completion rate	Maximum time to complete program
0-12	1.5 (AOS & BFA) 2.0 (UC)	50%	150% of published program length
12.5-36	2.0	50%	
36.5-72	2.0	67%	
72.5-120 (BFA only)	2.0	67%	150% of published program length

All transfer credits that apply toward a student's current program will be counted as both hours attempted and hours completed. Undergraduate Certificate students must maintain a minimum 2.0 GPA during the first 1-12 credits attempted.

Calculation of GPA. Grade point average in degree courses is calculated

by the total number of grade points earned divided by the total number of credit hours attempted (please see calculation of GPA).

Non-passing grades are figured into satisfactory academic progress in the following ways:

- **Withdrawal (W):** Not calculated in a student's GPA, but counted towards a student's attempted coursework for the semester. If the course is retaken and passed, only the highest grade will be calculated in the student's cumulative GPA. All attempts will be counted toward a student's cumulative attempted coursework.
- **Administrative failure (AF):** Calculated in a student's GPA and counted towards a student's attempted coursework for the semester. If the course is retaken and passed, only the highest grade will be calculated in the student's cumulative GPA. All attempts will be counted toward a student's cumulative attempted coursework.
- **Failure (F):** Calculated in a student's GPA and counted towards a student's attempted coursework for the semester. If the course is retaken and passed, only the highest grade will be calculated in the student's cumulative GPA. All attempts will be counted toward a student's cumulative attempted coursework.
- **Repeated (R):** If a course is repeated the original course will be marked R when the student passes the repeated course. The original attempt will count towards a student's cumulative attempted coursework but not towards his or her GPA.

Students may enroll in any incomplete, withdrawn, or failed course the following term. Students who are dismissed from the program may re-apply to Sessions following the standard admissions process and are not guaranteed admission.

If a student receives a passing grade (D grade or better) and the student retakes the course to obtain a better grade, that course can be counted for the enrollment period. However, a student may only take one repetition of a previously passed course or any repetition of a previously passed course due to the student failing other coursework and still receive Title IV aid.

ACADEMIC WARNING

A student who fails to meet the satisfactory academic progress will receive a notice of academic warning. Any student receiving an academic warning is expected to meet satisfactory academic progress requirements at the end of the next semester. A student who does not meet satisfactory academic progress requirements at the end of the semester may face dismissal from the College.

Any Federal Student Aid eligible student on Academic Warning may

continue to receive assistance under the Title IV, HEA programs for one semester only. If the student does not meet SAP at the end of the Academic Warning period; he or she will lose Title IV, HEA eligibility; with the right to appeal.

The student will be placed on an Academic Development Status, with a loss of Title IV, HEA funding, and will be required to meet specific criteria of an improvement plan to assist them in regaining SAP and Title IV, HEA eligibility.

During this period the student will not be eligible to receive Title IV, HEA funds but he/she may continue on a cash-pay basis with an approved institutional payment plan. Arrangements for payment must be approved within 10 school days of notification of development status.

ACADEMIC PROBATION

A student who fails to meet the satisfactory academic progress requirements after a semester on Academic Warning and who successfully appeals may be placed on Academic Probation. A student on Academic Probation is notified that he/she is expected to meet satisfactory academic progress requirements at the end of the next semester. Any Federal Student Aid eligible student on Academic Probation may continue to receive assistance under the Title IV, HEA programs for one semester only.

An Academic Probation student who does not meet satisfactory academic progress requirements at the end of the next semester may face dismissal from the College. The student may re-establish satisfactory academic progress by meeting SAP requirements, by meeting a personal learning plan established for the student by the College, or by appeal. See Appeals Process below.

APPEALS PROCESS

Any student may appeal an academic progress decision by submitting a written appeal letter explaining the mitigating circumstances that hindered academic progress. Appeals must be in writing and sent to the attention of the Academic Appeals Committee at appeals@sessions.edu within five (5) business days of receiving the SAP notification.

Mitigating circumstances may include death of a relative, unexpected injury or illness of the student, or other special circumstance for which there is documented proof. The College may request such documentation when reviewing the appeal.

The College will review the appeal within five (5) business days of

receipt. If the appeal is successful, the student will be permitted to continue subject to meeting satisfactory academic progress requirements or the requirements of a provided personal learning plan at the next evaluation point.

If the appeal is unsuccessful, the academic probation will stand and the student will be expected to return to satisfactory academic progress at the next evaluation period or face possible dismissal.

If a student is dismissed for the second time during or after being placed on academic probation, due to not meeting the SAP requirement and/or the personal learning plan, the student will not be able to appeal the second dismissal immediately unless the mitigating circumstance claim that affected low academic progress is different than that one indicated in the first approved appeal.

After the second dismissal for unsatisfactory academic performance (as described above) will be eligible for readmission twelve months after the end of the term in which he or she was dismissed.

REGAINING FINANCIAL AID ELIGIBILITY

As a result of not meeting SAP requirements, a student who was previously eligible for Federal Student Aid may wish to reestablish financial aid eligibility while continuing their program on a self-funding basis.

A student receiving Federal financial aid who loses financial aid eligibility may continue to attend the program subject to meeting the general satisfactory academic progress policy, but during a period without financial aid, the student will be responsible for all expenses associated with attending the program.

A student wishing to re-establish financial aid eligibility must agree to meet the requirements of a provided academic plan and fulfill that plan. The student may regain eligibility by securing a cumulative grade point average of 2.0 and/or resolving other SAP requirements by completing courses with satisfactory grades in a defined time period. The student may then be approved to receive aid for the aid period after re-establishing eligibility.

CHANGE OF STATUS

CHANGE OF PROGRAM

To change a program, a student must:

1. Communicate with their Student Advisor,
2. Submit a "Program Change Request" document – instructions provided by the Student Advisor.

The Program Change Request and the student's academic/financial standing with the college will be reviewed by the Director of Student Services, a member of the Finance Team, and a member of the Education Team. Upon approval of this change, the student is required to sign a new enrollment agreement which will be filed in the student's academic file.

If a student is at the point of dismissal for Satisfactory Academic Progress in the first major, that student must be put on Academic/Financial Aid Dismissal, appeal the dismissal, have the appeal granted based on mitigating circumstances before transferring to the new major. Under no circumstances can a request to change majors circumvent a dismissal of Satisfactory Academic Progress.

In cases in which a student has graduated from one program in the College then subsequently begins work in a different program, grades earned in the first program, if applicable to the new program, will be recorded as transferred credit and will not be included in the Cumulative Grade Point Average. Only courses in taken in the new program will be added to the Grade Point Average.

LEAVE OF ABSENCE

Students are expected to adhere to the published schedule of their program and maintain satisfactory academic progress. If a student needs to take off a semester but wishes to stay enrolled, he or she must submit a leave of absence request.

By filing a leave of absence, a student requests permission to withdraw from classes for a semester and be readmitted in the following semester. A leave of absence for any semester cannot be granted any later than the end of the first week of that semester. A student who withdraws from classes after week one will be subject to the withdrawal and refund policies for that semester.

In order to be granted a leave of absence, a student must:

1. Have completed at least one semester of coursework
2. Be meeting the school's Satisfactory Academic Progress (SAP) Policy
3. Have tuition account paid in full at the time of request.

Leaves of absence requests must be made using a Leave of Absence form and are subject to approval of the Student Services and Bursar offices. The fee for a leave of absence is \$150. Students are expected

to return to classes at the beginning of the next semester and may return without a re-enrollment fee.

If a student does not return from a leave of absence, the student will be considered unofficially withdrawn on the date of last attendance before they leave, or officially withdrawn on the date that the student informs the College that they do not expect to return from their leave.

RETAKE POLICY

Students who received a failing grade in a course or who wish to repeat it may retake the course at standard tuition. Upon third attempt of a course, a \$150 retake fee is required in addition to standard tuition.

Federal Student Aid: Please note that students eligible for Federal Student Aid may only receive aid for a single retake of a course that has already been passed.

VRRAP Program: Students in the VRRAP program can be eligible for up to 12 months of tuition and fees in order to complete a program, and a monthly housing allowance based on Post-9/11 GI Bill rates. In order to assist students with achieving their educational goals within that timeframe, a VRRAP student will be entitled to retake a maximum of two courses at no tuition charge. A student who fails more than two courses will not be permitted to continue the program under VRRAP funding. Under VRRAP program rules, all students must complete their programs within the allocated 12 months and complete their program by 12/11/22.

RE-ENTRY

Students who have voluntarily withdrawn from the college and are in good standing, may re-enroll in the program and will be subject to a \$150 re-enrollment fee.

Students who were on Academic Warning, or Academic Probation at the time of their voluntarily withdrawal, will be placed back on their warning or probation status and same requirements will apply, upon successful re-admission and will be subject to a \$150 re-enrollment fee. The students who were on Academic Probation will be conditionally accepted with the understanding that the student will submit a revised personal learning plan, approved by their Academic Advisor and uploaded to the student's academic file to complete the enrollment process. Any student who returns a year after leaving the program is required to re-apply for a program. Students who were academically dismissed must wait one year after

leaving the program before they re-apply. Reinstatement will be at the discretion of the college.

WITHDRAWAL AND REFUND POLICY

A student applying to the degree program must pay a non-refundable application fee of \$75. Upon acceptance to the program, a student registering for a program must pay tuition plus a registration fee of \$200.

A student who cancels a degree program within five days of the beginning of orientation is entitled to a full refund of the registration fee and tuition. After five days, if a student cancels this contract, the school may retain the application and registration fees plus a percentage of tuition based on the number of weeks elapsed in each semester not to exceed the following amounts.

Refundable tuition due to the student in each semester:

After 1 week	80%
2nd week	70%
3rd week	60%
4th week	50%
5th week	40%
6th week	30%
7th week	20%
8th week	10%
9th week	0%

For example, a student canceling after the 2nd week of a semester would be entitled to a refund of 70% of the tuition for that semester. A student withdrawing from a course or program may notify the school of cancellation in any manner, by email, fax, phone, or mail.

Email: bursar@sessions.edu
 Mail: Sessions College ATTN: Bursar
 Main Campus
 51 West Third Street, Suite E-301
 Tempe, AZ 85281

Within 30 days after withdrawal or dismissal, Sessions College shall tender to the student any refund that is due. Any questions regarding the refund policy may be directed to bursar@sessions.edu.

VOCATIONAL PROGRAMS

PROFESSIONAL AND ADVANCED CERTIFICATE PROGRAMS

Designed for busy adult learners, our vocational programs offer the perfect balance of structure and flexibility. Available programs include Graphic Design, Web Design, Multimedia Arts, Digital Arts, Marketing Design, and Fine Arts.

Our vocational programs are built to empower students to create a strong portfolio of design work. Through hands-on projects and critique and feedback from expert instructors, students learn creative and technical approaches for designing in today's digital media.

The Professional Certificate builds a strong foundation in a today's design practices. The program is open admissions, with classes starting each month. Complete your program in nine months or less, and if you need more time, take advantage of our painless extension policy for up to 6 months of additional access.

As a Professional Certificate graduate you can enter our Advanced Certificate program, which enables you to add areas of concentration, broadening or deepening your skills and portfolio. Or apply your credits and earn an Associate of Occupational Studies (AOS) degree in your major.

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GRAPHIC DESIGN

PROFESSIONAL AND ADVANCED CERTIFICATE PROGRAMS

In the Sessions College Professional Certificate in Graphic Design program, students learn the software programs that every graphic designer needs to know: Adobe Photoshop, Illustrator, and InDesign. Students discover how to produce digital images, illustrations, and page layouts, addressing concepts of color, typography, and composition. Class assignments involve hands-on photo editing, logo design, poster design, magazine design, and more.

Advanced Certificate in Graphic Design students complete the Professional Certificate and add one or more concentrations in a range of subjects. Concentrations help students polish their design skills with the goal of creating portfolio-quality work. Recommended concentrations include Print Design, Brand Identity, and Advanced Software, and students can build a Freelance concentration by selecting available courses from our catalog.

“The knowledge I’ve gained in a fairly short amount of time has made me obsessed with design. I cannot even look at a logo or a commercial anymore without analyzing the typography, color, and design choices. The program has shown me that I naturally gravitate to the marketing and advertising aspects of graphic design so that will help me narrow down my future career goals.”

- Joe Dooling

Advanced Certificate in Graphic Design

PROFESSIONAL CERTIFICATE

Designed for the busy adult learner, the Professional Certificate in Graphic Design is a 360 clock hour program completed in nine months studying part time.

LEVEL I	Hours	LEVEL II	Hours
4218 Photoshop Basics	60	4020 Design and Composition	30
4017 Color Theory	30	4228 InDesign Basics	60
4226 Illustrator Basics	60	4019 The Study of Graphic Design	30
4221 Fundamentals of Typography	30	or 4211 Fundamentals of Logo Design	30
	180	4013 Graphic Design I	60
			180

PROGRAM OUTCOMES

By completing the program, Professional Certificate in Graphic Design students develop the following competencies:

- 1. Technology.** Create images and design layouts by effectively and efficiently using design software including Adobe Photoshop, Illustrator, and InDesign, and other industry technologies.
- 2. Art/Design Principles.** Demonstrate the ability to produce visually compelling work by applying knowledge of color, typography, and composition.
- 3. Design Process.** Develop strategic and compelling designs for a variety of audiences and social contexts.
- 4. Projects.** Produce and present a range of standard professional graphic design projects including graphics, posters, ads, logos, page layouts, and packaging.

ADVANCED CERTIFICATE

The Advanced Certificate in Graphic Design is a 540 clock hour program completed in twelve months studying part time.

After completing the Professional Certificate, students select one or more concentrations. Students may choose from our recommended concentrations or build their own Freelance concentration. Each concentration is a 180-hour module completed in three months.

Complete the Professional Certificate - 9 months
AND Choose a Concentration - 3 Months

RECOMMENDED CONCENTRATIONS

PRINT DESIGN CONCENTRATION	Hours
4301 Print Production	60
4302 Advanced Typography (Or 4335 Advanced Graphic Design)	30
4305 Advanced Packaging Design	60
	180

OR

BRAND IDENTITY CONCENTRATION	Hours
4225 Advanced Logo Design	30
4016 Advertising Design	60
4014 Branding and Identity	30
	180


OR Customize your program by choosing one of 12 Available Concentrations. Visit our [Advanced Certificate Programs](#) page for information on each Concentration.

WEB DESIGN

PROFESSIONAL AND ADVANCED CERTIFICATE PROGRAMS

In the Sessions College Professional Certificate in Web Design program, students build proficiency in the technologies that Web design clients and employers demand. Students explore the fundamentals of Adobe Photoshop and Illustrator, learning visual design techniques to make their work stand out. Students focus on how to create page layouts for standards-compliant Web sites using HTML, CSS, JavaScript, and Bootstrap, designing sites that are functional and attractive.

Advanced Certificate in Web Design students complete the Professional Certificate and add one or more concentrations in a range of subjects. Concentrations help students polish their design skills with the goal of creating portfolio-quality work. Recommended concentrations include Advanced Web, Graphic Design, and Digital Photography, and students can build a Freelance concentration by selecting available courses from our catalog.



“I loved the easy access from home and being able to work on the course work any time of the day or night. I was motivated from the get go and am proud of myself for what I accomplished in the six months it took to complete the program.”

- Lisa Triska

Professional Certificate in Web Design

PROFESSIONAL CERTIFICATE

Designed for the busy adult learner, the Professional Certificate in Web Design is a 360 clock hour program completed in nine months studying part time.

LEVEL I	Hours	LEVEL II	Hours
4218 Photoshop Basics	60	5303 Bootstrap using Dreamweaver I	60
4017 Color Theory	30	7110 Javascript For Designers I	60
5229 HTML and CSS Essentials	60	5304 Bootstrap using Dreamweaver II	60
4221 Fundamentals of Typography	30		180
	180		

PROGRAM OUTCOMES

By completing the program, Professional Certificate in Web Design students develop the following competencies:

- 1. Web Coding/Design.** Layout and design responsive websites using standards-compliant HTML, CSS, and JavaScript code, and adapting modern frameworks such as Bootstrap.
- 2. Technology.** Create images and design layouts by effectively and efficiently using design software including Adobe Photoshop, Illustrator, and other industry technologies.
- 3. Art/Design Principles.** Demonstrate the ability to produce visually compelling work by applying knowledge of color, typography, and composition.
- 4. Web Publishing.** Publish sites to the Web, validating and troubleshooting sites to fix errors or cross-browser issues, with a knowledge of accessibility best practices.

ADVANCED CERTIFICATE

The Advanced Certificate in Web Design is a 540 clock hour program completed in twelve months studying part time.

After completing the Professional Certificate, students select one or more concentrations. Students may choose from our recommended concentrations or build their own Freelance concentration. Each concentration is a 180-hour module completed in three months.

Complete the Professional Certificate - 9 months
AND Choose a Concentration - 3 Months

RECOMMENDED CONCENTRATIONS

ADVANCED WEB CONCENTRATION	Hours
5415 Advanced CSS	30
5216 Web Typography	30
5013 Web Design I	60
5315 Wordpress for Designers	60
	180

OR

GRAPHIC DESIGN CONCENTRATION	Hours
4226 Illustrator Basics	60
4228 InDesign Basics	60
4013 Graphic Design I	60
	180

OR Customize your program by choosing one of 12 Available Concentrations. Visit our [Advanced Certificate Programs](#) page for information on each Concentration.

MULTIMEDIA ARTS

PROFESSIONAL AND ADVANCED CERTIFICATE PROGRAMS

In the Sessions College Professional Certificate in Multimedia Arts program, students build proficiency in software programs for creating digital art, movies, and animations, acquiring professional techniques for video production and editing. Students will learn how to create and edit effective movies and motion graphics for the Web and beyond.

Advanced Certificate in Multimedia Arts students complete the Professional Certificate and add one or more concentrations in a range of subjects. Concentrations help students polish their design skills with the goal of creating portfolio-quality work. Recommended concentrations include Digital Photography and Graphic Design, and students can build a Freelance concentration by selecting available courses from our catalog.

"I have always been creative and wanted a career that matched my aspirations. I was able to study while also working full time and taking care of my toddler. The flexibility of online school allows me the work-life balance that I need in order to live my best life."

- **Thomas Trudel**

Professional Certificate in Multimedia Arts

PROFESSIONAL CERTIFICATE

Designed for the busy adult learner, the Professional Certificate in Multimedia Arts is a 360 clock hour program completed in nine months studying part time.

LEVEL I	Hours	LEVEL II	Hours
4218 Photoshop Basics	60	8040 Digital Video Production	60
6001 Intro to Motion	30	6225 Digital Video Editing I	60
5229 HTML and CSS Essentials	60	6010 After Effects I	60
4221 Fundamentals of Typography	30		180
	180		

PROGRAM OUTCOMES

By completing the program, Professional Certificate in Multimedia Arts students develop the following competencies:

- 1. Video.** Shoot and edit engaging videos utilizing skillful production, camera, audio, and non-linear editing techniques.
- 2. Technology.** Create images, animations, and movies by effectively and efficiently using creative software including Adobe Photoshop, Illustrator, Animate, After Effects, and Premiere, and other industry technologies.
- 3. Art/Design Principles.** Demonstrate the ability to produce visually compelling work by applying knowledge of color, pattern, detail, and composition.
- 4. Storytelling.** Conceptualize, compose, and deliver images, animations, and movies demonstrating an effective use of visual communication and storytelling.

ADVANCED CERTIFICATE

The Advanced Certificate in Multimedia Arts is a 540 clock hour program completed in twelve months studying part time.

After completing the Professional Certificate, students select one or more concentrations. Students may choose from our recommended concentrations or build their own Freelance concentration. Each concentration is a 180-hour module completed in three months.

Complete the Professional Certificate - 9 months
AND Choose a Concentration - 3 Months

RECOMMENDED CONCENTRATIONS

DIGITAL PHOTOGRAPHY CONC.	Hours
7002 Digital Photography I OR	60
7002 Digital Photography I	
4242 Color Correction	60
7015 Digital Photography w/Lightroom	60
	180

OR

GRAPHIC DESIGN CONCENTRATION	Hours
4226 Illustrator Basics	60
4228 InDesign Basics	60
4013 Graphic Design I	60
	180

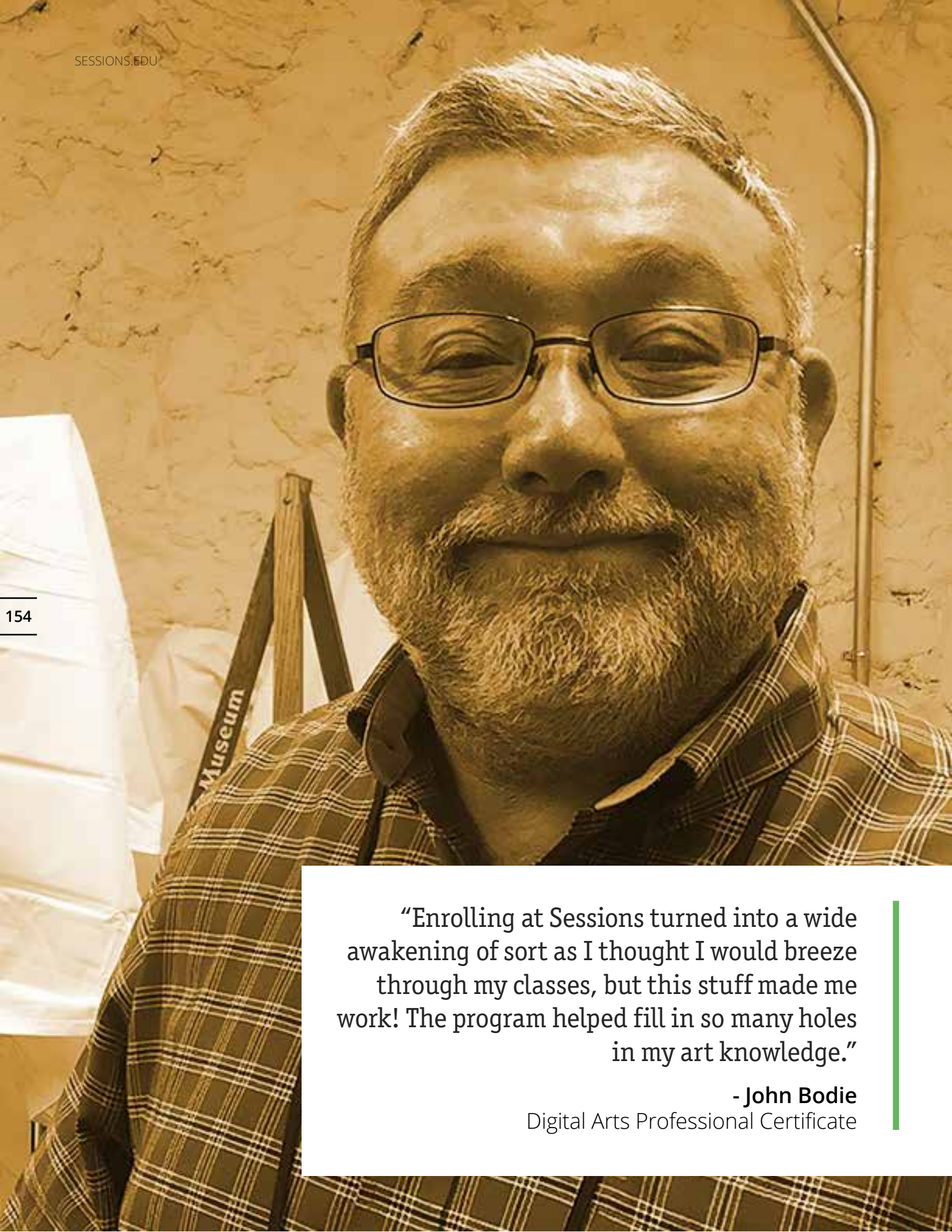
OR Customize your program by choosing one of 12 Available Concentrations. Visit our [Advanced Certificate Programs](#) page for information on each Concentration.

DIGITAL ARTS

PROFESSIONAL AND ADVANCED CERTIFICATE PROGRAMS

In the Sessions College Professional Certificate in Digital Arts program, students develop a foundation in the technical and creative skills for digital art and illustration. Students explore the intricacies of Adobe Photoshop and Illustrator, building their understanding of color and composition through projects in traditional drawing and vector illustration.

Advanced Certificate in Digital Arts students complete the Professional Certificate and add one or more concentrations in a range of subjects. Concentrations help students polish their design skills with the goal of creating portfolio-quality work. Recommended concentrations include Fine Arts, Digital Photography, and Graphic Design, and students can build a Freelance concentration by selecting available courses from our catalog.



“Enrolling at Sessions turned into a wide awakening of sort as I thought I would breeze through my classes, but this stuff made me work! The program helped fill in so many holes in my art knowledge.”

- **John Bodie**
Digital Arts Professional Certificate

PROFESSIONAL CERTIFICATE

Designed for the busy adult learner, the Professional Certificate in Digital Arts is a 360 clock hour program completed in nine months studying part time.

LEVEL I	Hours	LEVEL II	Hours
4218 Photoshop Basics	60	4227 Illustrator Advanced	60
4017 Color Theory	30	4501 Drawing I	60
4226 Illustrator Basics	60	4227 Digital Illustration Advanced	60
4018 Intro to Drawing	30		180
	180		

PROGRAM OUTCOMES

By completing the program, Professional Certificate in Digital Arts students develop the following competencies:

- 1. Drawing.** Draw and paint utilizing traditional media and classic techniques, demonstrating a command of proportion, perspective, value contrast, and the human figure.
- 2. Technology.** Create images, animations, and movies by effectively and efficiently using creative software including Adobe Photoshop, Illustrator, and other industry technologies.
- 3. Illustration.** Conceptualize, create and provide illustrations for a range of commercial applications in traditional or digital media.
- 4. Art/Design Principles.** Demonstrate the ability to produce visually compelling work by applying knowledge of color, and composition.

ADVANCED CERTIFICATE

The Advanced Certificate in Digital Arts is a 540 clock hour program completed in twelve months studying part time.

After completing the Professional Certificate, students select one or more concentrations. Students may choose from our recommended concentrations or build their own Freelance concentration. Each concentration is a 180-hour module completed in three months.

Complete the Professional Certificate - 9 months
AND Choose a Concentration - 3 Months

RECOMMENDED CONCENTRATIONS

FINE ARTS CONCENTRATION	Hours
4800 History of Art	60
4216 Figure Drawing	60
4700 Painting I	60
	180

OR

DIGITAL PHOTOGRAPHY CONC.	Hours
7002 Digital Photography I OR	
7004 Digital Photography II	60
4242 Color Correction	60
7015 Digital Photography w/Lightroom	60
	180


OR Customize your program by choosing one of 12 Available Concentrations. Visit our [Advanced Certificate Programs](#) page for information on each Concentration.

MARKETING DESIGN

PROFESSIONAL AND ADVANCED CERTIFICATE PROGRAMS

In the Sessions College Professional Certificate in Marketing Design program, students develop skills in the in-demand software that most marketing designers need to know: Adobe Photoshop and Illustrator. Students build a skill set in digital image preparation and vector illustration while applying foundation design concepts in color, typography, and identity design.

Advanced Certificate in Marketing Design students complete the Professional Certificate and add one or more concentrations in a range of subjects. Concentrations help students polish their design skills with the goal of creating portfolio-quality work. Recommended concentrations include Graphic Design, Digital Photography, and Advanced Software, and students can build a Freelance concentration by selecting available courses from our catalog.



“I have used many of the skills that I’ve learned from these classes in developing a few items for my employer for job fairs such as flyers and display boards. I am also planning to use these skills to work on a few personal projects.”

- Ashley Rich

Professional Certificate in Marketing Design

PROFESSIONAL CERTIFICATE

Designed for the busy adult learner, the Professional Certificate in Marketing Design is a 360 clock hour program completed in nine months studying part time.

LEVEL I	Hours	LEVEL II	Hours
4218 Photoshop Basics	60	6011 Intro to Marketing	30
4017 Color Theory	30	4211 Fundamentals of Logo Design	30
4226 Illustrator Basics	60	4014 Branding and Identity	60
4221 Fundamentals of Typography	30	4050 Marketing Design	60
	180		180

PROGRAM OUTCOMES

By completing the program, Professional Certificate in Marketing Design students develop the following competencies:

- 1. Marketing.** Conceptualize, create and present work that delivers strategic solutions to address business and customer needs.
- 2. Technologies.** Create images and design layouts by effectively and efficiently using design software including Adobe Photoshop, Illustrator, and InDesign, and other industry technologies.
- 3. Art/Design Principles.** Demonstrate the ability to produce visually compelling work by applying knowledge of color, typography, and composition.
- 4. Design Process.** Develop strategic advertising and marketing concepts and campaigns for a variety of audiences and social contexts.

ADVANCED CERTIFICATE

The Advanced Certificate in Marketing Design is a 540 clock hour program completed in twelve months studying part time.

After completing the Professional Certificate, students select one or more concentrations. Students may choose from our recommended concentrations or build their own Freelance concentration. Each concentration is a 180-hour module completed in three months.

Complete the Professional Certificate - 9 months
AND Choose a Concentration - 3 Months

RECOMMENDED CONCENTRATIONS

DIGITAL PHOTOGRAPHY CONC.	Hours
7002 Digital Photography I OR	
7004 Digital Photography II	60
4242 Color Correction	60
7015 Digital Photography w/Lightroom	60
	180

OR

GRAPHIC DESIGN CONCENTRATION	Hours
4226 Illustrator Basics	60
4228 InDesign Basics	60
4013 Graphic Design I	60
	180

OR Customize your program by choosing one of 12 Available Concentrations. Visit our [Advanced Certificate Programs](#) page for information on each Concentration.

FINE ARTS

CERTIFICATE AND ADVANCED CERTIFICATE PROGRAMS

In the Sessions College Certificate in Fine Arts program, students gain a foundation in art theory and artistic technique. Students enjoy a wide-ranging training in drawing and painting that instills a rigorous, traditional approach to representing still life and human figure subjects with attention to critical concepts of line, mass, form, perspective, value, and composition.

Advanced Certificate in Fine Arts students complete the Professional Certificate and add one or more concentrations in a range of subjects. Concentrations help students polish their design skills with the goal of creating portfolio-quality work. Recommended concentrations include Digital Photography, Web Design, or Digital Video, and students can build a Freelance concentration by selecting available courses from our catalog.

“I currently work for the Gifted and Talented Education Project on Guam, and one of our components is our art program that I hope to one day teach for. All instructors had great insights and provided extremely beneficial constructive criticism for all courses.”

- Frank Candaso
Fine Arts Certificate

PROFESSIONAL CERTIFICATE

Designed for the busy adult learner, the Certificate in Fine Arts is a 360 clock hour program completed in nine months studying part time.

LEVEL I	Hours	LEVEL II	Hours
4803 Intro to Visual Arts	30	7002 Digital Photography I	60
4018 Intro to Drawing	30	4502 Figure Drawing	60
4800 History of Art	60	4700 Painting I	60
4501 Drawing I	60		180
	180		

PROGRAM OUTCOMES

By completing the program, Certificate in Fine Arts students develop the following competencies:

- Drawing.** Draw and paint utilizing traditional media and classic techniques, demonstrating a command of proportion, perspective, value contrast, and the human figure.
- Painting.** Paint utilizing traditional media and classic techniques, demonstrating a command of proportion, perspective, value contrast, and the human figure.
- Photography.** Demonstrate effective and efficient use of a digital camera to create photographs applying well considered framing, exposure, composition, perspective, distance, and lighting.
- Art/Design Principles.** Demonstrate the ability to produce visually compelling artwork by applying knowledge of color and composition.

ADVANCED CERTIFICATE

The Advanced Certificate in Fine Arts is a 540 clock hour program completed in twelve months studying part time.

After completing the Professional Certificate, students select one or more concentrations. Students may choose from our recommended concentrations or build their own Freelance concentration. Each concentration is a 180-hour module completed in three months.

Complete the Professional Certificate - 9 months
AND Choose a Concentration - 3 Months

RECOMMENDED CONCENTRATIONS

DIGITAL VIDEO CONCENTRATION	Hours
8040 Digital Video Production	60
6225 Digital Video Editing I	60
6010 After Effects I	60
	180

OR

WEB DESIGN CONCENTRATION	Hours
5229 HTML and CSS Essentials	60
5303 Bootstrap Using Dreamweaver I	60
5013 Web Design I	60
	180

OR Customize your program by choosing one of 12 Available Concentrations. Visit our [Advanced Certificate Programs](#) page for information on each Concentration.

VOCATIONAL PROGRAMS AT A GLANCE

GETTING STARTED

1

ADMISSIONS

Professional Certificate programs are open admissions; students entering the program are expected to have earned a high school diploma or equivalent. Any students under 18 years of age will need to provide the signed permission of a parent or guardian. All students are expected to have a satisfactory command of the English language.

Classes begin every month, so you can enroll at any time, get oriented right away, and start your art and design classes in just a few days or weeks. Our online application is simple, convenient, and free, with no obligation to enroll.

TUITION AND FEES

Sessions College programs are both flexible and affordable for adult learners. There are no textbooks required; tuition costs include all digital materials. The Professional Certificate is a 9 month program. Each program requires a \$200 Registration Fee that is non-refundable after semester start.

Professional Certificate - 9 mo	\$2,550 tuition / \$200 Reg Fee
Advanced Certificate - 12 mo	\$3,750 tuition / \$200 Reg Fee

Professional Certificate graduates may enter the Advanced Certificate program, where they select one or more areas of concentration. Program tuition is based on number of concentrations selected.

Concentration	\$399 tuition / \$200 Reg Fee
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2

PAYING FOR YOUR EDUCATION

A range of financial options are available to help you afford your education.

- **Military Benefits.** Are you an eligible U.S. military service member, veteran, or family member? You may be able to fund your education using your TA or MyCAA benefits.
- **Employer Tuition Assistance.** Staff training is a significant investment for a company, and more and more companies offer employer tuition assistance programs. Sessions College accepts many forms of employer tuition assistance.
- **Payment Plans.** College costs are easier to budget on a manageable schedule. Ask an advisor about simplifying your tuition using a monthly, low-interest institutional payment plan.
- **Monthly Enrollment Benefits.** Ask about our monthly enrollment benefit programs that reduce the cost of specific programs.

3

SOFTWARE AND HARDWARE

To begin your program, you'll need a Windows or Macintosh computer installed with required Adobe Creative Cloud software and some basic art supplies. Exact requirements vary by program, so please check the specific program page.

Sample requirements for the Professional Certificate in Graphic Design:

- A Windows-based or Macintosh computer that meets manufacturers' requirements for required software in the program.
- Adobe Photoshop, Illustrator, and InDesign CC.

CHECK PROGRAM REQUIREMENTS:

[Graphic Design](#)
[Web Design](#)
[Multimedia Arts](#)
[Digital Arts](#)
[Marketing Design](#)
[Fine Arts](#)

4

COURSE MATERIALS AND LIBRARY

Sessions College programs are delivered entirely online. Students have 24/7 access to the school learning environment. No textbooks are required. The programs are built around award-winning online curriculum developed by Sessions College for Professional Design faculty. All coursework and materials required to complete each course are provided in an online learning environment, including orientation materials, lectures, exercises, videos, multimedia tools, and an online library.

FOR MORE INFORMATION:

[Application Form](#)
[Tuition And Fees](#)

ACADEMIC POLICIES

VOCATIONAL PROGRAMS: PROFESSIONAL AND ADVANCED CERTIFICATE

ADMISSIONS POLICY

Students entering Vocational Certificate programs are expected to have earned a high school diploma, GED, or state-approved home school equivalent. Any student under 18 years of age must provide the signed permission of a parent or guardian. All students are expected to have a satisfactory command of the English language. Completion of the Professional Certificate is a prerequisite for entering the Advanced Certificate program.

NON-DISCRIMINATION POLICY

Sessions College is in compliance with all requirements imposed by or pursuant to Title VI of the Civil Rights Act of 1964 and section 504, Rehabilitation Act of 1973. The institution does not discriminate on the basis of race, color, religion, sex, creed, age, or national origin in its activities, programs, or employment policies, in accordance with Federal, State, and local laws.

COMPUTER, SOFTWARE, AND SUPPLIES

All Sessions College students must own or have access to a computer with an Internet connection. In addition, many courses have software or experience prerequisites. Course and program requirements are listed at the online information page for each course and program and in the school catalog. Students are responsible for making sure they meet course or program prerequisites before they begin a course. Any questions about requirements may be directed to a Student Advisor.

CLOCK HOUR DEFINITION

The program length for all Vocational Certificate programs is measured in clock hours. A clock hour is generally defined as a 60 minute period of time that contains 50 to 60 minutes of classwork, lecture, or lab work. In our vocational programs, clock hours are calculated to indicate the minimum hours required to complete a course or program, including time allocated to lectures, assignments, and student/instructor interactions.

COURSE SUBSTITUTION

Sessions College certificate programs include a list of required courses that are approved for the program. Students who have prior educational or work experience may be able to waive some required courses, provided they take an alternate course in the subject at an equivalent or higher level and complete the minimum clock hours required for the program.

Students who wish to substitute a course must submit one of the following items to validate their experience:

- A school or college transcript indicating equivalent course(s) completed.
- A resume indicating specific work experience.
- Links to online work that indicates a specific area of competence.

Any student wishing to substitute a course must work with an advisor to identify a replacement course. Program advisement decisions are at the discretion of Student Services and Education Departments. Questions about course substitution can be addressed during the Program Orientation or by emailing advisor@sessions.edu.

COURSE ADD/DROP

If a vocational certificate program student wishes to add/drop a scheduled course after it has begun, he or she may do so subject to advisor approval, provided an alternate course in the subject at an equivalent or higher level is taken. A course may be added or dropped at no additional tuition cost if no exercises have been submitted. If exercises have been submitted or the replacement

course is longer than the original course, the student may be responsible for additional tuition. Any questions about course add/drop should be directed to your Student Advisor.

PROGRAM TRANSFER

Students who wish transfer from one certificate program into another may be able to switch programs, subject to student advisor approval. Students who switch into a new program will need to meet all requirements of the destination program and tuition differences may be assessed if additional courses are required. Students who transfer may also be required to sign a new enrollment agreement.

ACCESSING COURSES

Once Program Orientation is complete, Vocational Certificate program students review their schedule and program start dates with their Student Advisor. The start dates represent the dates that courses will open. Each level in a program will be allocated 3 months of access. For Professional Certificate students, Level I will be available in month 1, and Level II will be available on month 4. Professional Certificate students will be permitted access to any uncompleted courses up their program end date. Beyond that time, extensions are available for students in good standing.

When a course opens, a link to the course will appear on the student's homepage in the learning environment. Students are not required to start a vocational course on the day it opens, but in order to complete their programs on time, certificate program students are expected to maintain a pace of completing at least one assignment per week.

Students who complete their courses ahead of their schedule can request access to their next course(s). Students who fall behind schedule have until their program deadline to complete any of their scheduled courses but must complete all courses by the program end date.

PROGRAM EXTENSIONS

The Enrollment Agreement for a Sessions College Vocational Certificate program provides a guarantee of service for the duration of the student's program.

Professional Certificate program	9 months (39 weeks)
Advanced Certificate program Concentration	3 months (13 weeks)

After the expiration of the above time periods, the enrollment

agreement is void.

Professional Certificate or Advanced Certificate students who reach their program end date and need more time can continue their enrollment for up to 6 additional months at a rate of \$50/month, provided they have completed Level I of the Professional Certificate program. The program is an automatic payment plan. Students simply set up an automatic charge of \$50 per month on their credit card, which will continue until the earliest of their cancellation, program completion, or 6 months. No partial month refunds are permitted, one extension is permitted per program, and extensions must be booked within one month of program end date.

RETURNING STUDENTS

Students who do not complete their programs within the period of their contract and any permitted extensions must re-enroll. A returning student may be awarded credit towards a new program for courses completed with passing grades. Courses completed will be evaluated for transfer to the new program to ensure that they are applicable to current program prerequisites and curriculum. Students are required to sign a new enrollment agreement and pay a \$200 Registration Fee. Program tuition for re-enrollment is prorated at \$75/lesson for the courses required to complete the new program. Returning students are provided with nine months of access to complete their programs. Standard withdrawal and refund policies apply in a nine month program contract.

GRADING POLICY

In Sessions College Vocational courses and programs, grades are based on instructor evaluation of submitted student assignments. Student assignments are evaluated on 1-100 scale based on grading criteria published in each course exercise.

Course work is assessed using an A - F grading system, where A = Excellent, B = Good, C = Satisfactory, D = Marginal, F = Failing. To pass each course, students must complete all assignments and any multiple-choice exams and achieve a course average of 65 or higher.

A+	97-100
A	93-96
A-	90-92
B+	87-89
B	83-86
B-	80-82
C+	77-79
C	73-76

C-	70-72
D	65-69
F	64 or less

Each student assignment can be submitted a maximum of three times. Resubmission of assignments is encouraged, as instructor critique is essential to the learning process for an art and design student. When a resubmitted assignment is reevaluated, the final grade is stored in the student records.

ACADEMIC PROGRESS

Vocational Certificate program students must attain satisfactory grades in all courses. At the midpoint of a certificate program, a student must have attained a grade average of 70 or higher in each course in order to continue. Students who do not meet this standard may be asked to retake courses or face dismissal. A certificate program student must attain a grade average of 70 or higher in order to graduate.

GRADUATION REQUIREMENTS

In order to graduate a Sessions Vocational Certificate program, students must:

- Complete all assignments and any graded exams in each course.
- Achieve an overall average grade of 70 or higher.
- Complete all required hours of coursework in the program.
- Complete the program within the allotted timeframe or within the allowed period of extensions.
- Have resolved all financial obligations to Sessions College for Professional Design.

Any questions about graduation requirements can be directed to your Student Advisor.

WITHDRAWAL AND REFUND POLICY

A student applying to a Vocational Certificate program must pay a registration fee of \$200. A student who cancels a Vocational Certificate program within five days of enrollment is entitled to a full refund of all fees and tuition. After five days, if a student cancels this contract, the school may retain the registration fee of \$200, plus a percentage of tuition based on the number of weeks elapsed in a semester not to exceed the following. Certificate programs are administered in 13-week semesters until contract expiration.

For each student cohort, the semester begins on the first day of

Orientation. For students who elect to start classes before first day of Orientation, the beginning of semester will be defined as the first day that course access is provided.

Refundable tuition due to the student in each semester:

After 1 week	80%
After 2nd week	70%
After 3rd week	60%
After 4th week	50%
After 5th week	40%
After 6th week	30%
After 7th week	20%
After 8th week	10%
After 9th week	0%

For example, a student canceling after the 2nd week of a semester would be entitled to a refund of 70% of the tuition for that semester. A student withdrawing from a course or program may notify the school of cancellation in any manner, by email, fax, phone, or mail:

Email: Bursar@sessions.edu

Fax: 1-800-392-4217

Phone: 1-800-258 4115

Mail: ATTN: Bursar

Sessions College for Professional Design

Main Campus

51 West Third Street, Suite E-301,

Tempe, AZ 85281

Within 30 days after withdrawal or dismissal, Sessions College shall tender to the student any refund that is due. Any questions regarding the refund policy may be directed to bursar@sessions.edu.

INDIVIDUAL VOCATIONAL COURSE ENROLLMENT

ADMISSIONS

Students entering Vocational courses are expected to have earned a high school diploma, GED, or state-approved home school equivalent. Any student under 18 years of age must provide the signed permission of a parent or guardian. All students are expected to have a satisfactory command of the English language.

NON-DISCRIMINATION POLICY

Sessions College is in compliance with all requirements imposed by or pursuant to Title VI of the Civil Rights Act of 1964 and section 504, Rehabilitation Act of 1973. The institution does not discriminate on the basis of race, color, religion, sex, creed, age, or national origin in its activities, programs, or employment policies, in accordance with Federal, State, and local laws.

INDIVIDUAL COURSE EXTENSIONS

The total duration for any individual course contract is 12 weeks. After the expiration of this time period, the enrollment agreement is void. Students enrolled in individual vocational courses (not enrolled in a program) who reach their enrollment end date and need more time can continue their enrollment for up to 6 additional months at a rate of \$50/month. The program is an automatic payment plan. Students simply set up an automatic charge of \$50 per month on their credit card, which will continue until the earliest of their cancellation, course completion, or 6 months.

WITHDRAWAL AND REFUND POLICY

A student who cancels a course within five days of enrolling is entitled to a full refund of tuition. After five days, where the student cancels after completing at least one lesson assignment but less than 50 percent of course assignments, the school may retain a registration fee of \$50 plus a percentage of tuition which shall not exceed the following:

Up to and including 10 percent of the course	10 percent of the refundable Tuition (tuition charges remaining after subtracting the non-refundable fee already retained).
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Between 10 percent and 25 percent of the course	25 percent of the refundable tuition.
Between 25 percent and 50 percent of the course	50 percent of the refundable tuition.
Over 50 percent of the course	100 percent of the refundable tuition.

A student withdrawing from a course or program may notify the school of cancellation in any manner, by mail, fax, phone, or email:

Email: bursar@sessions.edu
 Fax: 1-800-392-4217
 Phone: 1-800-258-4115
 Mail: ATTN: Bursar
 Sessions College for Professional Design
 Main Campus
 51 West Third Street, Suite E-301,
 Tempe, AZ 85281

Within 30 days after withdrawal or dismissal, Sessions College shall tender to the student any refund that is due. Any questions regarding the refund policy may be directed to bursar@sessions.edu.

ACADEMIC POLICIES

MILITARY PROGRAM STUDENTS

Sessions College is a military-friendly institution approved for a range of military service member education benefits. Eligible programs range from active service member Tuition Assistance (TA), to MyCAA and GI Bill® programs such as:

- The Post-9/11 GI Bill (chapter 33)
- Vocational Rehabilitation and Employment Services (chapter 31)
- The Dependents' Educational Assistance program (chapter 35)
- The Montgomery GI Bill (chapter 30)
- Montgomery GI Bill-Selected Reserve (chapter 1606)

For these programs, eligible students may be entitled to receive benefit payments that cover important costs such as tuition and fees, books and supplies, and a monthly housing allowance (Chapter 33). The exact costs covered vary based on the program and individual student. The following policies meet the institutional guidelines provided by the DoD and the Dept. of Veteran's Affairs.

WHICH PROGRAMS ARE ELIGIBLE?

Your eligibility to apply education benefits depends on your choice of program. Following is a guide to program eligibility:

Benefit Source	Eligible Programs
<ul style="list-style-type: none"> • The Post-9/11 GI Bill (chapter 33) • Vocational Rehabilitation and Employment Services (chapter 31) • The Dependents' Educational Assistance program (chapter 35) • The Montgomery GI Bill (chapter 30) • Montgomery GI Bill-Selected Reserve (chapter 1606) 	<ul style="list-style-type: none"> • Associate Degree • Undergraduate Certificate • Vocational Certificate (CH 31 only)
<ul style="list-style-type: none"> • Tuition Assistance (TA) 	<ul style="list-style-type: none"> • Associate Degree • Undergraduate Certificate
<ul style="list-style-type: none"> • MyCAA Scholarship 	<ul style="list-style-type: none"> • Associate Degree

Sessions College is compliant with the requirements of 38 USC 3679(e). Any individual entitled to educational assistance under chapter 31, Vocational Rehabilitation and Employment, or chapter

33, Post-9/11 GI Bill® benefits, will be permitted to enter a program when they have provided a certificate of eligibility for entitlement to educational assistance under chapter 31 or 33, a "Statement of Benefits" from the Department of Veterans Affairs' website, an eBenefits document, or a VAF 28-1905 form for chapter 31 authorization, in addition to meeting any other program admissions requirements.

WHAT DO I NEED TO DO TO MAINTAIN MY EDUCATION BENEFITS?

In order to receive benefit payments, eligible students must be certified as eligible prior to enrollment (depending on the program, requirements may include a 22-1990, 22-1995, and current Certificate of Eligibility.)

Once enrolled, students must meet the following requirements:

- Start their program on time
- Meet attendance requirements
- Earn satisfactory grades
- Maintain satisfactory academic progress towards graduation

Once you are enrolled, you will receive a monthly report of your progress at the beginning of each month. If you fall behind, you will receive an academic warning with an action plan to return to good standing. If you are unable to meet program guidelines by the end of that month, you will be dismissed from the program.

Being dismissed from the program or failing to complete it can have serious financial consequences. Your education benefit funding authority (GoArmy, AI Portal, VA, etc.) Will be notified when you are placed on academic warning, and if you are dismissed, you may be liable to repay a portion of any tuition, supplies, or housing allowance paid out for your program.

POLICY ON PROVIDING TRANSCRIPTS

All applicants using military education benefits are expected to provide transcripts for all previous college credits in order to maximize credit transfer and prevent duplicate coursework.

Sessions College will inquire about each veteran's previous education and training, and request transcripts from all prior institutions, including military training, traditional college coursework, and

vocational training. Previous transcripts will be evaluated and credit will be granted if appropriate.

POLICY ON MILITARY VETERAN PROGRAM START

Sessions College assures that any Chapter 30, 31, 33, or 35 eligible individual may begin their program at the next eligible start date provided they have completed entrance requirements and provided their COE, up until the date upon which payment is made to Sessions College or 90 days after Sessions College has certified tuition and fees, whichever is earlier.

No penalties will be imposed on individuals who are eligible for military education benefits due to an inability to meet financial obligations cause by a delayed disbursement of VA funding.

HOW DO I STAY ON TRACK?

1. PROGRAM START

In order to start receiving funding, you need to start your program. Students must submit at least one assignment during his or her first week of term. Students who are non-starts will be dismissed within 10 days of the start of term.

2. ATTENDANCE

To receive funding throughout your program, you need to attend class.

- Degree programs: Any student who fails to submit scheduled assignments for three consecutive weeks will be dismissed from a class.
- Vocational programs: Any student who fails to submit scheduled assignments for 30 days will be dismissed from the program.

3. ACADEMIC PROGRESS

You also need to maintain satisfactory grades and pace towards graduation.

- Degree programs: Students will be assessed for minimum GPA, rate, and pace towards graduation at the end of each term. (See degree programs SAP Policy.)
- Vocational programs: Students must complete a minimum of four (4) scheduled assignments each month and maintain an overall grade of 70% (C average) in each class.

DISMISSAL AND APPEALS PROCESS

Students who fail to comply with the school's program start, attendance, or satisfactory academic progress policies will receive a notice of academic warning and be provided a timeframe to meet academic requirements. Students who do not meet these requirements will be dismissed from the program, and the benefit funding authority will be notified immediately. Benefit payments will cease and students may be liable to repay any payments made for incomplete classes. Any student may appeal an academic dismissal decision by submitting a written appeal letter explaining the mitigating circumstances that prevented their attendance or academic progress. Appeals must be in writing and sent to the attention of the Academic Appeals Committee at appeals@sessions.edu within two weeks of dismissal.

The submission of Form 22-1999b discontinues VA benefits for your enrolled program. Any student may appeal an academic dismissal decision by submitting a written appeal letter explaining the mitigating circumstances that prevented their attendance or academic progress. Appeals must be in writing and sent to the attention of the Academic Appeals Committee at appeals@sessions.edu within two weeks of dismissal.

VOCATIONAL PROGRAMS

Program Extensions

Vocational program students who reach their program end date and require additional time to complete their program will be offered a program extension not to exceed 6 additional months at a rate of \$50/month, provided they have completed Level I of the Professional Certificate program. Extensions are not covered by military education benefits funding and must be paid monthly by the student.

Program Withdrawals or Failures

When a vocational program student withdraws from the program or is dismissed for academic reasons, the appropriate agency will be immediately notified. When a student fails to complete their program either during normal time or at the end of the extension period, the appropriate agency will be notified of a failing grade.

For any outcome other than graduation, the student may be liable for repayment of funds received as determined by the appropriate agency, not the College.

ABOUT SESSIONS COLLEGE

SCHOOL MISSION

Sessions College inspires current and future art and design professionals to achieve excellence through industry relevant, project-based online education. Our talented, passionate experts teach the artistic, digital, and critical thinking skills required by dynamic creative fields.

Founded in 1997, Sessions College for Professional Design (sessions.edu) offers degree and certificate programs in the visual arts. Sessions College offers Bachelor's of Fine Arts (BFA) degree programs, Associate of Occupational Studies (AOS) degree programs, and certificate programs in Graphic Design, Web Design, Digital Media, Illustration, Advertising Design, Digital Photography, and Fine Arts.

Sessions College is committed to delivering excellence in online education, empowering creative minds, offering students quality and value, and innovating in teaching and learning.

ACCREDITATION AND AWARDS

Sessions College is accredited by the Distance Education Accrediting Commission (DEAC). Sessions College certificate programs are accredited by the Middle States Commission on Secondary Schools. Sessions College is licensed to operate by the Arizona State Board for Private Postsecondary Education. Sessions College is approved by the National Council for State Authorization Reciprocity Agreements as a SARA institution.

Sessions College has received the USDLA award for Best Practices in Distance Learning Programming four times and appeared in the Inc. 5,000 list of fastest-growing private companies in America. Sessions College has received recognitions for excellence in design education, online education, and educational value.

ARTICULATION AGREEMENTS

Through an articulation agreement between Sessions College and Excelsior College, graduates of Graphic Design, Web Design, and Digital Media Associate Degree and Undergraduate Certificate programs can transfer credits to Bachelor's programs at Excelsior College, a regionally accredited institution. The Bachelor's of Professional Studies programs at Excelsior College combine Arts and Sciences with Professional components. Students graduating from

Associate or Undergraduate Certificate programs in Graphic Design, Web Design, or Digital Media at Sessions College can transfer up to 69 credits to a Bachelor's degree program at Excelsior College.

BOARD OF DIRECTORS

Doris A. Granatowski	Director of Board, Chief Executive Officer
Louis J. Schilt	Executive Vice President
Carole Anne Bailo	Chief Financial Officer
Neil Edwards	Contributor CFO Network

Sessions College for Professional Design, Inc. is a C corporation. The company was first incorporated as Sessions New York in 1997. Two shareholders have a 20% or higher interest in the company: Ms. Doris Granatowski and Spencer Trask, a private equity firm.

SCHOOL MANAGEMENT

Chief Executive Officer	Doris A. Granatowski, MS in Education, MS in Accounting
President	Gordon Drummond, MA in English Literature
Executive Vice President	Louis J. Schilt, MS in Curriculum and Teaching
Chief Financial Officer	Carole Anne Bailo, MBA in Taxation, BA in Accounting
Senior Director of Student Services	Tyler Drake, MA in Sports Leadership
Senior Director of Admissions	Jessica De La Garza, AAS in Graphic Design
Senior Director of Admissions	Kimberly O'Hanlon, BS in Business Administration
Dean of Academic Affairs	Dr. Meryl Epstein, EdD in Educational Leadership, MFA in Fine Arts
Senior Director of Finance	Christine Colotla, MA in Accounting
Director of Financial Aid	Debra Richards, MS in Information Systems
Senior Director, Technology and Operations	Jason Wollard, courses in business and technology
Manager of Marketing Strategy	Jeff Bolds, BS in Marketing Management

ACCREDITOR INFORMATION

Distance Education Accrediting Commission

1101 17th Street, NW, Suite 808
Washington, D.C. 20036
General inquiries: info@deac.org
(202) 234-5100

Middle States Commission on Secondary Schools (certificate programs)

3624 Market St.
Philadelphia, PA 19104-2680.
General inquiries: info@cess-msa.org
(267) 284 5000

STATE LICENSING AUTHORITY INFORMATION

Arizona State Board of Private Postsecondary Education

1740 W. Adams Street, #3008
Phoenix, AZ 85007.
Phone: 602/542-5709
Website: www.azppse.gov

EDUCATION TEAM

Dean of Academic Affairs	Dr. Meryl Epstein
President	Gordon Drummond
Senior Manager, Content Development	Mark Waters

DEPARTMENT HEADS

Academic planning for programs is coordinated by Department Heads working with Sessions College Education Department staff. Department Heads provide the vision for each program, providing guidance on curriculum development and helping to define the standards that students are expected to meet in each program. Course learning outcomes are correlated to professional standards to help students acquire the skills and practices for creating entry-level work.

Graphic Design	Andrew Shalat
Web Design	Piper Nilsson
Digital Media	Natalie La Scala
Illustration/Digital Arts and Fine Arts	Jordon Schranz
Advertising Design/Marketing Design	Kristen Becker
Digital Photography	Felicia Kieselhorst

ADVISORY BOARD

Sessions College advisory board provides external guidance to the College in support of its mission of preparing design professionals. The advisory board is comprised of working experts in art and design. Advisory board members provide valuable information on the status of the current art and design workplace including employment opportunities, salary information, and required skill sets. Advisory board workplace assessments and program feedback guide ongoing development of Sessions College programs.

Chelsea Winkel	Web Design
John Gawley	Advertising /Graphic Design
Pat Perigo	Digital Photography
Elizabeth L. Embleton-Smith	General Education, Arts
Landon Armstrong	Illustration/Fine Arts
Amy McSheffrey	Digital Media

FACULTY

Kristen Becker	MA in Digital Arts, Maryland Institute College of Art, MD, BA in Environmental Systems, University of Maryland, MD
Bruce Bicknell	Associate's of Science in Web Design and Computer Animation, International Academy of Design and Technology, FL
Anne Catharine Blake	MFA in Illustration, University of Hartford, Hartford, CT, M.A.in Illustration, Syracuse University, Syracuse, NY, BA in Art, Thomas Edison State College, NJ
Lynne Cuda	MA of Computing Science, Texas A&M University, TX, BS in Communications/Advertising, University of Illinois-Urbana, IL
Jeff Del Nero	Master of Arts in Visual Art, Azusa Pacific University, Azusa, CA; Bachelor of Arts in Painting & Drawing, California State University, Fullerton, CA; Illustration and Design studies, Art Center, College of Design, Pasadena, CA
Walt Dombrowski	BA in Engineering, Stevens Institute of Technology, NJ
Bill Drastal	BS in Media Arts and Animation, Art Institute of California, San Diego, CA
Diana Dunaj-Kullman	MBA in Business Administration, Argosy University, Phoenix, AZ, BA in English, Ottawa University, Surprise, AZ
Dr. Meryl Epstein	Doctorate of Education in Educational Leadership, Argosy University, Phoenix, AZ, Master of Fine Arts (Photography), Arizona State University, Tempe, AZ, Bachelor of Fine Arts in Graphic Design, University of Illinois at Urbana-Champaign, IL
Melanie Fiander	Master of Fine Arts, Maine College of Art, Portland, ME; Bachelor of Arts, University of Lynchburg University in Virginia, photo journalism studies at the Salt Institute for Documentary Studies in Portland, ME.
Catherine George	BFA in Special Studies in Art, Syracuse University, NY
Kevin Hedgpeth	BA in Studio Art at Arizona State University, AZ
Michael Hamm	Diploma in Graphic Design, Art Institute of Houston, TX
Felicia Kieselhorst	MFA, Academy of Art University in San Francisco CA, BA in Visual Arts from Chatham University in Pittsburgh, PA.
Nalalie La Scala	MFA in Film and Television, Savannah College of Art and Design, GA, BA in Studio Art, University of Kentucky, KY
Boris Margolin	BS in Graphic Design, Mount Ida College, MA, AS in Graphic Arts, Springfield Technical Community College, MA
Dr. Robin Masi Carlson	Doctorate in Educational Leadership, Administration, and Policy Studies, Boston University Graduate School of Education, Boston, MA; Master in Education, Harvard Graduate School of Education, Cambridge, MA; Master of Fine Arts, Academy of Art University, San Francisco, CA; Bachelor of Fine Arts, Tufts University/School of the Museum of Fine Arts, Middlesex County, MA
Gil Mejia	Master of Business Administration, Marketing, Argosy University, Phoenix, AZ, Bachelor of Fine Arts, Graphic Design, Academy of Art University, San Francisco, CA
Jill Mott	Master of Arts in Art Education, San Jose State University, San Jose, CA, Bachelor of Science in Photography, Syracuse University, S.I. - Newhouse School of Public Communication, Syracuse, NY
Piper Nilsson	AOS in Graphic Design, Pratt, NY
Laura Osteen	Master's of Art in New Media, Bachelor of Science in Game Design and Visualization, East Tennessee State University
Michelle Paul	Master of Education, Educational Leadership, Northern Arizona University, Flagstaff, AZ, Bachelor of Science in Psychology, Minor in Accounting, Arizona State University, Glendale, AZ
Dr. Tamara Pavlock	Doctorate of Education, Higher Education/Higher Education Administration, Argosy University of Phoenix, Masters of Education, Educational, Instructional, and Curriculum Supervision, Argosy University of Phoenix, Bachelor of Fine Arts, Graphic Design, Kent State University, Cleveland, OH
Margaret Penney	MFA in Writing and Media Studies, Columbia University, BFA in Writing, Minor in Film, Johns Hopkins University
Wes Price	Masters of Science, Medical Illustration and Animation, Medical College of Georgia at August University, Bachelor of Fine Arts, Scientific Illustration, University of Georgi Lamar Dodd School of Art, GA
Jose Ramos	AS in Fashion and Illustration, Art Institute of Fort Lauderdale
Jordon Schranz	MFA in Combined Media, City University of New York, BFA in Painting, Maryland Institute College of Art
Andrew Shalat	MFA, Savannah College of Art and Design, MA in English and American Literature, Brandeis University, BA in English Language and Literature, State University of New York at Stonybrook
Fiorella Shalat	M.Arch, CUNY City College of New York, BS in Art Education, CUNY City College of New York.
James Smith	B.A., Sarah Lawrence College, NY
Vivian Spiegelman	Master of Fine Arts (Photography), Arizona State University, Tempe, AZ, BA, Arizona State University, Tempe, AZ
Dr. Taz Tally	PhD in Geology, University of California Santa Barbara, CA
Carolyn Zaikowski	MFA in Creative Writing, Naropa University, BFA in Psychology, University of Massachusetts, MA

STUDENT SERVICES

Our Student Services team is available to work with you from enrollment through graduation. You can contact them with any questions regarding your program: orientation, course access, academic questions, technical help, transcripts, and more. If a specific advisor is not available, any other Student Services team member should be able to assist you.

Some of our student advisors are qualified designers as well as student services professionals. While they do not teach classes or grade student work, they are trained to assist students with any general questions and resolve issues in that occur during a program. Student advisors can be reached 8:00 a.m. to 6:00 p.m. Mountain Standard Time. You can contact Student Services by email at advisor@sessions.edu or by phone at 1-800-258-4115, extension 2 (from the U.S.) or 480-212-1704, option 2.

Tyler Drake, Senior Director of Student Services	tyler@sessions.edu
Michael MacNeill, Associate Director Student Services	michael@sessions.edu
Lenae Church, Student Advisor	lenaechurch@sessions.edu
Brian Lorti, Military Student Advisor	blorti@sessions.edu

PROGRAM ORIENTATION

Once students complete registration, they are enrolled into an online Orientation class. To get the most out of your classes, you must complete Orientation by the end of the week before the start of term. In order to complete Orientation, you must:

1. Create a student profile.
2. Complete an advisor interview via telephone or email.
3. Get comfortable with how to access and utilize the Sessions learning environment.
4. Confirm your program schedule with your student advisor.

STUDENT RECORDS

Sessions students can request a record of their academic progress at any time from Student Services. Vocational program students receive a monthly student advisor check in on their academic progress. Upon request, they may be sent a record of courses enrolled, course access dates, course completion dates, assignments graded, overall grade, and current status. Degree program students receive a grade report upon completion of each term.

TRANSCRIPTS

Sessions College maintains student academic records indefinitely. In order to receive a transcript, a student must have no outstanding financial obligations to Sessions College. Official transcripts cost \$20 for one copy and \$5 for each additional copy per request. Payment can be made by credit card. Unofficial transcripts are delivered by email free of charge. Transcripts must be requested from the Bursar at bursar@sessions.edu.

STUDENT WORK

Sessions students can access a record of all artwork submitted in the Canvas learning environment at their Files page. The Files page automatically displays a graphical representation with links to all submitted posted in the learning environment. Files uploads can be browsed, sorted, and exported into e-Portfolio pages.

ACADEMIC EXCELLENCE

The Academic Excellence program recognizes students who raise the bar of excellence by achieving high academic standing. Each semester, degree program students who meet specific GPA requirements are celebrated in our Academic Excellence program. Honor students are announced at the sessions.edu website. Each honor student receives a letter of recognition from the Academic Director.

OUTSTANDING GRADUATE AWARDS

Each fall, an Outstanding Graduate Award honors the achievement of students who go above and beyond. Outstanding Graduates are nominated by Faculty and staff for creative work, academic record, and overall contribution to the school. Outstanding Graduates are announced at the sessions.edu website. Each Outstanding Graduate receives a letter of recognition from the Academic Director and an award trophy.

EXHIBITION OF WORK

Student work posted in the online classes may be nominated by instructors for the online Sessions Student Gallery. Nominations for the Sessions Student Gallery are evaluated by the Education Department and the gallery is updated each term. Gallery selections are based on many factors, and not all work that is submitted can be included. Sessions also reserves the right to publish excellent student work posted in the school learning environment in its promotional materials, including catalog, handbook, and website.

Sessions does not own the original work and will not use the work for any other purposes than those outlined above.

PRIVACY POLICY

Under the provisions of the federal law known as the Family Education Rights and Privacy Act of 1974 (FERPA), eligible students, or where applicable, the parents of the students, are afforded certain rights pertaining to academic records and personally identifiable information on file with Sessions. An eligible student is defined as any person who is currently enrolled or has been enrolled in the institution's programs. It is the policy of Sessions to treat all student information, both personal and academic, as strictly confidential. Student information will only be released after appropriate written permission has been obtained.

CHANGE OF CONTACT INFORMATION

During your program, if you move house, or change your email address or telephone number, it is your responsibility to make sure Sessions staff have your updated information. Failure to update your contact information could affect your financial aid payments, delivery of transcripts or diplomas, and more. To update your information, contact Student Services by email at advisor@sessions.edu.

GRADUATION ANNOUNCEMENTS

Graduation announcements are posted in the school's Campus News blog. Associate Degree and Undergraduate Certificate graduations are announced within 30 days of the end of semester. Vocational Certificate graduations (Professional and Advanced Certificate) are posted once a month.

DIPLOMAS

Graduation notices and events will occur at the end of the month following the end of a semester. Diplomas are printed and shipped via First-Class Mail. Students who complete their program on or before their scheduled end date will receive their diploma within 30 days of their completion. International students should anticipate later arrivals due to long-distance mailing. In order to receive a diploma, a student must have resolved all financial obligations to Sessions College for Professional Design. The first diploma for a graduating student is issued at no charge. Replacement or additional copies of a diploma are available at a cost of \$10 per copy, and must be requested from the Bursar at bursar@sessions.edu.

CERTIFICATES

Certificates for vocational programs are printed and shipped via first class mail on a monthly basis. Students who complete their program on or before their scheduled end date will receive their certificate within 30 days of their completion. International students should anticipate later arrivals due to long-distance mailing. The first certificate for a graduating student is issued at no charge. Replacement or additional copies of a certificate are available at a cost of \$10 per copy, and must be requested from the Bursar at bursar@sessions.edu.

GENERAL POLICIES

ACADEMIC FREEDOM

Sessions Colleges is committed to supporting the expression of academic freedom by faculty, staff, and students. Academic freedom is the right of faculty, staff, and students to engage in creative exploration and research by examining, questioning, teaching, learning, exploring, critiquing, and producing work without adherence to prescribed doctrines. The expression of academic freedom does come with certain responsibilities including a commitment to accuracy, integrity and adhering to respective Codes of Conduct. Controversy can arise and is not unexpected as a result of creative inquiry, however, the expression of academic freedom needs to include discretion and attention to distinguishing between knowledge and belief."

FACULTY CONFLICT OF INTEREST

As an educational institution, Sessions College has a firm policy on preventing faculty conflict of interest. A conflict of interest occurs when a faculty member's outside interests or commitments unduly affect his or her performance as faculty member. Any student or staff member who believes there is a faculty conflict of interest may provide a written summary of the complaint to advisor@sessions.edu. The complaint will be resolved using the same institutional process as our student grievance procedure.

NATURAL EVENTS AND EMERGENCIES

When a natural event or other emergency issue impacts student/faculty access to online classrooms, Sessions College will send an announcement to faculty and students. Sessions College requests that faculty members defer to Sessions College recommendations

regarding specific situations and accommodations. In general, we request that faculty members apply flexibility for students who are significantly impacted by natural events and related concerns such as power outages that interfere with their ability to actively engage their online courses. We recommend that students facing classroom access issues contact their advisors to discuss options for maintaining satisfactory academic progress.

STUDENT CODE OF CONDUCT

BEHAVIOR AND CODE OF CONDUCT

In the pursuit of their educational goals, Sessions College students have certain responsibilities toward their fellow students, to their school, and to themselves. To fulfill these responsibilities, students are expected to adhere to the following items in the DEAC Student Code of Conduct. I will:

- Conduct myself with professionalism, courtesy and respect for others in all of my dealings with the institution staff, faculty, and other students.
- Present my qualifications and background truthfully and accurately for admission to the institution.
- Observe the institutional policies and rules on submitting work, taking examinations, participating in online discussions and conducting research.
- Never turn in work that is not my own, or present another person's ideas or scholarship as my own.
- Never ask for, receive, or give unauthorized help on graded assignments, quizzes, and examinations.
- Never misrepresent or overstate my role producing a part or whole of a submitted assignment or other artwork.
- Never divulge the content of or answers to quizzes or examinations to fellow students.
- Never improperly use, destroy, forge, or alter my institution's documents, transcripts, or other records.
- Never divulge my student login information or password.
- Always observe the recommended study schedule for my program of studies.
- Always report any violations of this Code of Conduct to the appropriate institution official, and report any evidence of cheating, plagiarism or improper conduct on the part of any student of the institution when I have direct knowledge of these activities.

STUDENT IDENTITY VERIFICATION

Sessions College establishes the identity of each program student upon registration by collecting identifying data that includes name, address, telephone number, date of birth, and social security number, and official documents that can range from high school and college transcripts to ISIR and financial aid verification. Students are issued unique passwords for entry to the online learning environment so that school administrators can track IP addresses and login patterns at any time. Information used for student identification is private and confidential and not shared with third parties.

DISCIPLINARY ACTION AND DISMISSAL

Sessions College students are expected to behave with respect toward their instructors and fellow students. Every individual has the right to be treated with respect in the school learning environment. Individuals who breach this code of behavior may be subject to disciplinary action up to and including dismissal.

- Plagiarism. Students may not copy another student or artist's work (whether the work is an essay, a piece of visual artwork, or a page of code) without attribution.
- Obscenity. Students may not post or send obscene material within the learning environment. The judgment as to whether posted material is offensive and needs to be removed will be made by school administrators.
- Harassment. Students will not engage in verbal hazing and/or make derogatory remarks degrading an individual's gender, race, religion, national origin, sexual orientation, or disabled status.
- Email spamming. Students will not engage in any mass emailing of other students for any purpose, whether promotional or informational.
- Privacy infringements. Students will not share any private student information with third parties.

Committing any of the above actions may subject the student to disciplinary action. A student who violates the Enrollment Agreement or the Behavior and Conduct Policy will be subject to the appropriate disciplinary action, which may include: Written or verbal warning, suspension from a course or program, or dismissal from Sessions College.

DISCIPLINARY ACTION APPEALS PROCESS

Any student may appeal a disciplinary action, including dismissal from the College, by submitting a written appeal letter explaining any mitigating circumstances that led to the disciplinary action and/or any evidence that contradicts the disciplinary action. Appeals must be in writing and sent to the attention of the Appeals Committee at appeals@sessions.edu within 15 days of notification of disciplinary action. The College will review the appeal promptly. If the appeal is successful, the disciplinary action will be removed or reduced, as appropriate. If the appeal is unsuccessful, the disciplinary action is final and will stand.

STUDENT GRIEVANCE PROCEDURE

Students who feel they have been treated unfairly relating to some aspect of school policy or procedure may register a formal complaint with school administration. Before registering a formal complaint, students are encouraged to make every effort to resolve the problem directly through constructive dialogue with their instructor, advisor, or other individual(s) involved. If a student wishes to register a complaint, he or she may use the following procedure:

Step 1: The student shall submit a written summary of the complaint to advisor@sessions.edu. Complaints must be filed within 3 months of cause of grievance.

Step 2: A Student Services representative will be assigned to the complaint and gather relevant data from student records, the learning environment, and third parties such as the instructor or other students if necessary.

Step 3: The Director of Student Services or designee will review the complaint and provide a written resolution to the student within 15 days.

Step 4: A student who wishes to appeal the Director of Student Services or designee's decision may present an appeal to the school President or designee within 7 days. The President or designee will review the appeal and render a final decision to the student within 15 days.

If the student complaint cannot be resolved after exhausting the Institution's grievance procedure, the student may file a complaint with the Arizona State Board for Private Post-Secondary Education. The student must Contact the State Board for further details. The State Board address is: 1740 W. Adams Street, #3008, Phoenix, AZ 85007. Phone: 602/542-5709. Website: www.azppse.gov.

FILING OFFICIAL COMPLAINTS

Individuals who have exhausted institutional grievance procedures and wish to file a complaint with appropriate authorities may do so at the following Web pages:

- Arizona Board of Private Postsecondary Education: <https://ppse.az.gov/complaint>
- DEAC: <https://www.deac.org/Student-Center/Complaint-Process.aspx>
- Middle States Commission on Secondary Schools: <https://www.msa-cess.org/default.aspx?RelID=606645&isearch=complaint>

SARA COMPLAINTS

If an individual who wishes to register a complaint is not satisfied with the outcome of the institutional process for handling complaints, the complaint may be appealed with the Arizona SARA Council. The Arizona SARA Council has jurisdiction over Arizona SARA-approved institutions and may be approached with any non-instructional complaint for Distance Education students residing outside of Arizona. Prior to registering a non-instructional complaint with the Arizona SARA Council, the student/complainant must complete the Sessions College and the Arizona Board of Private Postsecondary Education complaint process outlined above. Complaints (except for complaints about grades or student conduct violations) may be appealed, within two years of the incident about which the complaint is made, using this SARA page: <http://azsara.arizona.edu/complaint-process>. In addition to submitting complaints to AZ SARA, Distance Education students who are taking online classes from outside of Arizona may also submit a complaint to the state consumer protection agencies listed in: https://www.sessions.edu/downloads/complaint_process_links2.pdf. However, please note that SARA member states will direct a submitted complaint back to AZ SARA as the host state of the institution.

DEGREE PROGRAMS TUITION AND FEES

BACHELOR'S DEGREE, ASSOCIATE DEGREE, AND UNDERGRADUATE CERTIFICATE

Sessions College is committed to providing a high-quality and affordable education. Degree students can take advantage of an extremely cost-effective tuition, paying by semester or annually. The following costs are effective at the time of publication. Sessions reserves the right to change tuition, fees, and policies as necessary, without prior notice.

DEGREE PROGRAMS

Full-time Students (12 credits per semester)

\$510 per credit	\$18,360 per calendar year
\$6,120 per semester	\$36,720 total program tuition (Associate Degree) \$61,200 total program tuition (Bachelor's Degree)

Effective July 1, 2021, the total program tuition listed above is for first-time students, with no credit transfer. Per-credit tuition for part-time students is the same as for full-time students.

UNDERGRADUATE CERTIFICATE PROGRAMS

Full-time Students (12 credits per semester)

\$510 per credit	\$12,240 total program tuition
\$6,120 per semester	

The total program tuition listed above is for first-time students, with no credit transfer. Per-credit tuition for part-time students is the same as for full-time students.

ACTIVE MILITARY SERVICEMEMBERS

The tuition for active U.S. military servicemembers enrolling in Associate Degree or Undergraduate Certificate programs is \$250 per

credit. There are no textbooks required for the program. All digital materials are provided to active service members at no cost.

GENERAL FEES

Application fee*	\$75
Registration fee*	\$200
Late tuition fee	\$250
Per exam proctoring fee - payable to ProctorU	\$22.50
Leave of absence fee	\$150
Course retake fee (on third attempt)	\$150
Program re-enrollment fee	\$150
Program change fee	\$150
Transcript fee	\$20
Credit transfer evaluation fee	\$75

* Application and registration fees are nonrefundable after 5 days from the scheduled beginning of program orientation. Registration fees are waived for active military servicemembers. Application fees charged to AOS applicants only, credit transfer evaluation fees to UC applicants only.

PROCTORING FEES

Six general education courses in the Associate Degree program and ten general education courses in the Bachelor's Degree program contain final exams to be overseen by live proctors. Two exams in the Undergraduate Certificate have the same requirement. Online proctors are provided by ProctorU for a fee of \$22.50 per exam. Proctoring fees are payable in each semester prior to a scheduled exam.

BOOKS AND SUPPLIES

All coursework and materials required to complete degree programs are provided in an online learning environment, including orientation materials, lectures, exercises, critique and discussion forums, videos, multimedia tools, and an online library.

Students are responsible for ensuring they have the computer, Internet connection, and any required supplies or software programs for specific classes.

FINANCING YOUR EDUCATION

FINANCIAL AID

Federal Student Aid is available to eligible students for all Bachelor's Degree, Associate Degree, and Undergraduate Certificate programs. Eligible students may be able to use Pell Grants, Federal Direct Loans, or Federal Direct PLUS Loans to support their education costs. Our friendly and knowledgeable Financial Aid staff are available during business hours to discuss ways of financing your education.

GI BILL®

Sessions College is approved to accept GI Bill® benefits for qualifying degree and certificate programs. The Post-9/11 GI Bill can pay up to 100% of the tuition for eligible degree program students. Interested students should verify their eligibility for education benefits at the Department of Veteran Affairs Web site or by calling the Veteran Educational Benefit Office at 888-442-4551.

MILITARY TUITION ASSISTANCE (TA)

Tuition assistance for eligible military servicemembers and their spouses is available through programs established by the Army, Marine Corps, Air Force, Navy, Coast Guard, and Dantes. Sessions College admissions advisors are experienced in providing documentation to meet the specific requirements of each branch of the armed services.

MYCAA

Sessions College is a proud participant in the DOD's MyCAA program. The Military Spouse Career Advancement Account (MyCAA) provides up to \$4,000 of financial assistance for eligible military spouses directly to participating schools or other programs.

SCHOLARSHIPS

For Associate Degree program applicants, Sessions College offers six scholarships of up to \$2000 for adult learners in different need profiles, ranging from 24/7 parent to career changer, entrepreneur, international student, bridge student, and first in my family.

PAYMENT PLANS

Sessions College offers a number of options to help students afford their education. Students can pay tuition in full, by semester, or by payment plan. Payment plans offer a low up-front payment combining with no-interest payments throughout the program. Sessions College offers by appointment financial advisement with an experienced counselor prior to enrollment. This option is recommended for all students interested in the most financially prudent approach to their educational investment.

PAYMENT OF TUITION AND FEES

Program Registration. Payment of the \$200 registration fee is due within 5 business days upon receipt of acceptance offer. Failure to remit the registration fee may result in the withdrawal of acceptance into the program. The first tuition payment is due no later than 30 days after issuance of the acceptance letter. Students will not receive orientation materials or be allowed to participate in orientation events prior to payment of the tuition.

Continuing Students. For continuing students paying tuition by semester, payments are due on the following schedule:

November 1 for January Semester
 March 1 for May Semester
 July 1 for August Semester

Payments not received within 30 days will be subject to a late tuition fee of \$250. If payments are not received by start of semester, payment of a late registration fee will also be required. Course access will not be provided until accounts are up to date. All tuition and fees must be paid on time, including those paid by third parties. No degrees or final transcripts will be issued until all bills due Sessions College are paid in full.

RETURN OF TUITION ASSISTANCE (TA) FUNDS

If you are an enrolled student receiving tuition assistance (TA) funds, you are subject to our Return of Tuition Assistance (TA) Funds policy. As you progress through each semester, you "earn" your tuition assistance benefit based on the percentage of the semester completed. Once you have completed more than 60 percent of the semester, you are considered to have earned 100 percent of the aid you were scheduled to receive for that semester.

If you withdraw or are dismissed from the semester after the end

of the first week and before 60 percent of the semester, Sessions College will return any unearned TA funds on a proportional basis based on the percentage of the semester completed. The percentage is based on the date at which you ceased attending. Any return of tuition assistance funds to the government will be assessed prior to calculating any refund due to the student using the institution's withdrawal and refund policy.

VOCATIONAL PROGRAMS TUITION AND FEES

Sessions College is committed to providing a high-quality and affordable education. All program fees are fixed and any enrollment benefits are offered for a limited time and available to all students during that time. The following costs are effective at the time of publication. Sessions reserves the right to change tuition, fees, and policies as necessary, without prior notice.

VOCATIONAL CERTIFICATE PROGRAMS

Sessions College programs are both flexible and affordable for adult learners. There are no textbooks required; tuition costs include all digital materials. The Professional Certificate is a 9 month program. Each program requires a \$200 Registration Fee that is non-refundable after semester start.

Professional Certificate - 9 mo	\$2,550 tuition / \$200 Reg Fee
Advanced Certificate - 12 mo	\$3,550 tuition / \$200 Reg Fee

PROGRAM UPGRADES

Professional Certificate graduates may enter the Advanced Certificate program, in which they select one or more areas of concentration. Program tuition is based on number of concentrations selected:

Concentration	\$399 tuition / \$200 Reg Fee
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GENERAL FEES

\$200 registration fee (non-refundable five days after beginning of Orientation or submission of first assignment.) All tuition and fees must be paid on time, including those paid by third parties. No certificates or final transcripts will be issued until all bills due Sessions College are paid in full.

EXTENSION FEES

The Enrollment Agreement for a Sessions College certificate program provides a guarantee of service for the duration of the student's program.

Professional Certificate program	9 months (39 weeks)
Advanced Certificate program concentration	3 months (13 weeks)

After the expiration of the above time periods, the enrollment agreement is void. Students who reach their program end date and need more time can continue their enrollment for up to 6 additional months at a rate of \$50/month, provided they have completed Level I of the Professional Certificate program. For more information on extensions, please see page 144.

FINANCING YOUR EDUCATION

You can pay tuition in full or by payment plan. Students choosing to pay tuition in full upon enrollment are often entitled to exclusive enrollment benefits. Tuition above does not include registration fee.

PAYMENT PLANS

Sessions College offers payment plans to help students afford the cost of their education. Certificate Program plans require an upfront payment and low monthly payments. Please contact an admissions advisor at admissions@sessions.edu or visit the Web site for more information.

CONTACT US

SCHOOL ADDRESS

Originally established in New York, in 1997, Sessions College is located in Tempe, Arizona::

Sessions College for Professional Design
51 West Third Street, Suite E-301,
Tempe, AZ 85281
<https://www.sessions.edu/>

TELEPHONE DIRECTORY

General	1-800-258-4115 (from the U.S.) or 480-212-1704
Admissions	480-212-1704, Option 1
Student Services	480-212-1704, Option 2
Financial Aid/ Bursar	480-212-1704, Extension 105

EMAIL DIRECTORY

General Inquiries	admissions@sessions.edu
Admissions	admissions@sessions.edu
Student Services	advisor@sessions.edu
Financial Aid	financialaid@sessions.edu
Bursar	bursar@sessions.edu
Academics	faculty@sessions.edu

HOURS OF OPERATION

While the Sessions learning environment is always open, and online registration is always available, our main campus in Arizona has scheduled opening hours.

Student Advisors (for current students) can be reached 8 a.m.-6p.m. Mountain Standard Time. Admissions Advisors (for prospective students) can be reached 8a.m.-6 p.m. Mountain Standard Time. Sessions College administrative offices are closed on the following days for the calendar year of 2021:

New Year's Day	Friday January 1
Memorial Day	Monday May 3
Labor Day	Monday September 6
Thanksgiving	Thursday November 25
Day after Thanksgiving	Friday November 26

ACADEMIC CALENDAR

Below is the academic calendar for Degree and Undergraduate Certificate programs in 2021-2022:

WINTER 2022: JANUARY 3-APRIL 17

Early action application deadline	Tuesday, June 15, 2021
Application deadline	Thursday, July 15, 2021
New student orientation begins	Monday, August 16, 2021
End of regular registration period	Friday, August 20, 2021
Classes begin	Monday, August 23, 2021
Last day of late registration and drop/add period	Friday, August 27, 2021
BFA Illustration and Digital Photography Start for returning students**	Monday, September 6, 2021
Classes begin for Mid-Term Start	Monday, September 27, 2021
Course withdrawal deadline	Friday, November 12, 2021
Classes end	Friday, December 3, 2021
End of term	Sunday, December 5, 2021

FALL 2021: AUGUST 23-DECEMBER 5

Early action application deadline	Friday, October 15, 2021
Application deadline	Monday, November 15, 2021
New student orientation begins	Monday, December 27, 2021
End of regular registration period	Friday, December 31, 2021
Classes begin	Monday, January 3, 2022
Last day of late registration and drop/add period	Friday, January 7, 2022
Classes begin for Mid-Term Start	Monday, February 7, 2022
Course withdrawal deadline	Friday, March 25, 2022
Classes end	Friday, April 15, 2022
End of term	Sunday, April 17, 2022

SUMMER 2022: APRIL 25-AUGUST 7

Early action application deadline	Tuesday, February 15, 2022
Application deadline	Tuesday, March 15, 2022
New student orientation begins	Monday, April 18, 2022
End of regular registration period	Friday, April 22, 2022
Classes begin	Monday, April 25, 2022
Last day of late registration and drop/add period	Friday, April 29, 2022
Classes begin for Mid-Term Start	Monday, May 30, 2022
Course withdrawal deadline	Friday, July 15, 2022
Classes end	Friday, August 5, 2022
End of term	Sunday, August 7, 2022

** Available to AOS in Illustration or AOS in Digital Photography graduates only, subject to class size requirements. Classes will run from September 6th to December 17th, 2021.

ABOUT THIS CATALOG

The program catalog provides information on programs as well as rules and regulations, procedures, and academic policies for students at Sessions College for Professional Design. Each student is responsible for reading and understanding the information in this guide. Although every effort is made to ensure the information in this guide is accurate at the date of publication, please be aware that this guide will be updated from time to time. Sessions College reserves the right to update its rules and regulations, procedures, and academic policies as needed. Any policy updates with the exception of the Enrollment Agreement will become effective immediately for all enrolled program students. Updates to this catalog are made available to the Arizona State Private Postsecondary Board of Education with ten days of a major update. This catalog is available to students and prospective students in a written or electronic format. If you have any questions, please contact Admissions at admissions@sessions.edu.

