



Form: Study Plan- Bachelors Graphic Design and Multimedia	Form Number	EXC-01-03-02A
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1.	School	Arts & Design
2.	Department	Design and Visual Communication
3.	Program title (Arabic)	درجة البكالوريوس التصميم الجرافيك والوسائط المتعددة
4.	Program title (English)	Bachelor's Degree Graphic Design and Multimedia

5. Components of Curriculum:

The curriculum for the bachelor's degree in **Graphic Design and Multimedia** consists of (138) credit hours distributed as follows

Number	Type of requirement	credit hours
First	University Requirements	27
Second	School Requirement	27
Third	Major Requirement	84
Total		138

6. Numbering System:

A- Department number



Number	Department
1	Visual Arts
2	Music Arts
3	Theatre Arts
4	Design and Visual Communications

B- Course number

Domain number	Domain title	Domain number	Domain title
1	Graphic Design	2	Multimedia Design
3	Animation Design		

C- Course number consists of 7 digits

School		Department		Level	field	Serial number
2	0	0	4	1	2	1

**First: University Requirements:**

Compulsory Requirements					
(18 Credit Hours)					
No.	Course Title	Course No.	Credit Hours	Prerequisites	Notes
1	Military Science	2220100	3		
2	National Culture	3400100	3		
3	Learning & Research Skills	3400101	3	3202099	
				3201099	
				1932099	
4	Communication Skills	3400102	3	3400101	
5	Introduction to Philosophy and Critical Thinking	3400103	3	3400101	
6	Human Civilization	3400104	3		
7	Campus Life and Ethics	3400105	(Zero credit; one-hour weekly meeting)		



Preparation Program Requirements

All students admitted to the university must apply for a degree examination in Arabic and English and the computer is prepared or approved by the university to determine their level. Based on the results of the examinations, either the student will study one or more of the requirements of the preparatory program

(0 - 15 Credit Hours)

No .	Course Title	Course No.	Credit Hours	Prerequisites	Notes
1	Basics of Arabic	3201099	3		Pass/Fail
2	Arabic Languages Skills	3201100	3	3201099	Pass/Fail
3	Basics of English	3202099	3		Pass/Fail
4	English Language Skills	3202100	3	3202099	Pass/Fail
5	Basics of Computing	1932099	3		Pass/Fail

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(0 - 15 Credit Hours)

No .	Course Title	Course No.	Credit Hours	Prerequisites	Notes
1	Basics of Arabic	3201099	3		Pass/Fail
2	Arabic Languages Skills	3201100	3	3201099	Pass/Fail
3	Basics of English	3202099	3		Pass/Fail
4	English Language Skills	3202100	3	3202099	Pass/Fail
5	Basics of Computing	1932099	3		Pass/Fail



Electives					
(9 Credit Hours)					
Elective courses: (9) credit hours to be chosen from the first, second and third groups mentioned below. The student has to choose one course from each of the groups.					
(First Group)					
No.	Course Title	Course No.	Credit Hours	Prerequisites	Notes
1	Great Books	3400107	3		
2	Islam and Current Issues	0400101	3		
3	Arab-Islamic Civilization	2300101	3		
4	Jordan: History and Civilization	2300102	3		
5	Jerusalem	3400108	3		
Electives					
(Second Group)					
No.	Course Title	Course No.	Credit Hours	Prerequisites	Notes
1	Legal Culture	1000102	3		
2	Environmental Culture	0300102	3		
3	Physical Fitness Culture	1100100	3		
4	Islamic Culture	0400102	3		
5	Health Culture	0720100	3		
Electives					
(Third Group)					
No.	Course Title	Course No.	Credit Hours	Prerequisites	Notes
1	Entrepreneurship & Creativity	3400109	3		



2	Foreign Language	2200103	3		
3	Electronic Commerce	1600100	3		
4	Social Media	1900101	3		
5	Appreciation of Arts	2000100	3		
6	Special Subject	3400106	3		
7	Administrative skills	1601105	3		

Second: School courses: distributed as follows:

A. Obligatory school courses: (27) credit hours

Course Number	Course Title	Contact Hours		Credit Hours	Pre-requisite
		Theoretical	Practical		
2002213	Appreciation of Drama	3	-	3	-
2032131	Introduction to Theatre	3	-	3	-
2041211	Aesthetics and art criticism	3	-	3	-
2031101	History of Art (1)	3	-	3	-
2003120	Introduction to Music	3	-	3	-
2003341	Music Appreciation	3	-	3	-
2004131	Psychology and sociology of design	3	-	3	-
2004121	Design methodologies	3	-	3	-
1900103	Digital skills	3	-	3	-

Third: Specialty courses: (84) credit hours distributed as follows:

A. Obligatory specialty courses: (78) credit hours



B. Elective specialty courses: (6) credit hours

A. Obligatory specialty courses: (78) credit hours:

Course Number	Course Title	Contact Hours		Credit Hours	Pre-requisite
		Theoretical	Practical		
2004110	Fundamentals and Principles of Design	-	6	3	-
2004123	Fundamentals of Drawing	-	6	3	-
2004126	Color Theories and Applications	1	4	3	-
2004111	History of Graphic Design and Multimedia	3	-	3	-
2004112	Theories and Methodologies of Graphic Design and Multimedia	3	-	3	2004111
2004113	Digital Photography	-	6	3	-
2004210	Brand Identity Design	1	4	3	-
2004211	Typography	-	6	3	-
2004212	Graphic Design Software and Skills	-	6	3	2004113
2004230	Content Creation and Scriptwriting	1	4	3	-
2004231	Sequential Art and Storyboard Design	-	6	3	2004230
2004232	Stop Motion and Its Applications	-	6	3	2004230
2004220	Film Production	-	6	3	
2004321	Interactive Design	-	6	3	-
2004322	Motion Graphics Design	-	6	3	2004321
2004323	Web and App Interface Design and User Experience	-	6	3	2004321
2004310	Packaging Design	-	6	3	-
2004330	2D Animation	-	6	3	2004322



2004331	Digital Game Design	-	6	3	-
2004430	3D Animation and Modeling	-	6	3	2004330
2004439	Professional qualification and preparation in design*	3	6	6	Successfully completing 90 credit hours
2004410	Field Training and Professional Practice- Graphic Design and Multimedia	-	6	6	Successfully completing 90 credit hours
2004411	Preparatory study for the graduation project - Graphic Design and Multimedia	2	-	2	Successfully completing 90 credit hours
2004412	Graduation Project - Graphic Design and Multimedia	-	8	4	2004411

***The training is partial, with (12) training hours per week during the regular semester (first and second). The student may register for a maximum of (9) credit hours alongside the training during the regular semester (first and second). However, if the training is offered in the summer semester, it will be full-time, with (24) training hours per week, and the student will not be allowed to register for any courses during this period.**

B. Elective specialty courses: (6) credit hours:

Course Number	Course Title	Contact Hours		Credit Hours	Pre-requisite
		Theoretical	Practical		
2004320	Interactive Print Design		6	3	
2004420	Design and Presentation Systems		6	3	
2004324	Digital exhibition design	-	6	3	
2004361	Sustainable Design	-	6	3	
2004460	Artificial intelligence in Interior Design	-	6	3	
2004141	Islamic Arts	3	-	3	



2004332	Digital Editing: Audio and Video	-	6	3	
2004311	Printing and Digital Printing Techniques	-	6	3	
2004114	Design Laws and Regulations	3	-	3	
2004261	Descriptive Perspective	-	6	3	
2004130	History of Animation	3	-	3	

Fourth: Courses offered by other faculties and departments

Course Number	Course Title	Contact Hours		Credit Hours	Pre-requisite
		Theoretical	Practical		
2002213	Appreciation of Drama	3	-	3	-
2032131	Introduction to Theatre	3	-	3	-
2003121	Introduction to Music	3	-	3	-
2003341	Music Appreciation	3	-	3	-
2031101	History of Art (1)	3	-	3	-
2041211	Aesthetics and art criticism	3	-	3	-

Fifth: Advisory Study Plan

(1) Year

(1) Semester			(2) Semester		
Course Number	Course Title	Credit Hours	Course Number	Course Title	Credit Hours
2004110	Fundamentals and Principles of Design	3	2004112	Theories and Methodologies of Graphic Design and Multimedia	3



2004123	Fundamentals of Drawing	3	2004113	Digital Photography	3
2004126	Color Theories and Applications	3	2004212	Graphic Design Software and Skills	3
2004111	History of Graphic Design and Multimedia	3	2004211	Typography	3
Total		12	Total		12

(2) Year

(1) Semester			(2) Semester		
Course Number	Course Title	Credit Hours	Course Number	Course Title	Credit Hours
2004230	Content Creation and Scriptwriting	3	2004231	Sequential Art and Storyboard Design	3
2004210	Brand Identity Design	3	2004232	Stop Motion and Its Applications	3
2004321	Interactive Design	3	2004320	Interactive Print Design	3
Total		9	Total		9

(3) Year

(1) Semester			(2) Semester		
Course Number	Course Title	Credit Hours	Course Number	Course Title	Credit Hours
2004220	Film Production	3	2004310	Packaging Design	3



2004322	Motion Graphics Design	3	2004330	2D Animation	3
2004323	Web and App Interface Design and User Experience	3	2004331	Digital Game Design	3
			2004430	3D Animation and Modeling	3
Total		9	Total		12

(4) Year

(1) Semester			(2) Semester		
Course Number	Course Title	Credit Hours	Course Number	Course Title	Credit Hours
2004420	Design and Presentation Systems	3	2004410	Field Training and Professional Practice	6
2004411	Preparatory study for the graduation project	2	2044205	Graduation Project	4
Total		5	Total		10

Course Description**Obligatory school courses**



Course number	Appreciation of Drama	Credit Hours
2002213		3
Prerequisite:		
<p>This course discusses the foundations and elements of dramatic work in general, and the mechanism of its analysis based on live viewing or displaying models, in accordance with generally accepted academic terms and concepts. It introduces the student to the most important theatrical and cinematic works and the most important directors who formed important stages in the history of the dramatic arts, as well as introducing the most important professions active in Dramatic arts.</p>		

Course number	Introduction to Theatre	Credit Hours
2032131		3
Prerequisite:		
<p>This course talks about the concept of theater as an art form and a means of communication, and explains the main and secondary elements of theatrical art. The course also deals with the mechanism of dealing with theatrical texts in a specialized manner, through readings and analysis of classic theatrical texts (selected applied models) and learning about the mechanism of reading and analysis. Receiving academic positions and their most important scientific terms.</p>		

Course number	Aesthetics and art criticism	Credit Hours
2031211		3
Prerequisite:		
<p>The aesthetics course deals with a general overview of aesthetic theories and their relationship to various types of arts, starting with classical Greek aesthetic theories, passing through aesthetic ideas in the Middle Ages and aesthetic concepts in the Renaissance era and the romantic, modern, and post-modern aesthetics that followed. The course also addresses the most prominent aesthetic concepts of some Eastern arts, such as Pharaonic and Western art. Mesopotamia. The course also covers an overview of the most important new and contemporary aesthetic theories and concepts at the present time related to the digital revolution, marketing aesthetics, and mass communication aesthetics.</p>		



The course addresses the basic approaches to art criticism at the philosophical and aesthetic theoretical levels, visual education, taste, and scientific tools related to art criticism, and includes the following topics:

1. History of art criticism.
2. The role of art criticism and its message in narrowing the gap between the artistic work and the audience.
3. Art criticism methods and tools used in contemporary art.
4. Tools of art criticism, its philosophical and scientific theories, and some of their applications.
5. A focused study (monograph) of some important experiences in art criticism by leading Arab and international critics.

Course number	History of Art (1)	Credit Hours
2031101		3
Prerequisite:		
This course reviews the history of art in a brief and general way, highlighting the most prominent artistic facts across the eras. The course includes a study of the origins and development of art and architecture, starting with cave art, ancient civilizations, the Nile Valley civilization, Mesopotamia, the Greeks, Romans, Byzantines, the period. Gothic and the Renaissance. The course also deals with an analysis of the most important works in the field of architecture and applied arts, and addresses the ongoing transformations in the arts during these periods.		

Course number	Introduction to Music	Credit Hours
2003120		3
Prerequisite:		
This course contains basic information about the musical piece and its elements, such as melody, rhythm, structural form, sound patterns, and performance, supported by listening to simple practical music clips.		

Course number	Music Appreciation	Credit Hours
2003341		3

**Prerequisite:**

This course contains a presentation of aesthetic musical theories. The student is introduced to various structural musical forms through listening, analysis, discrimination, and musical instruments, as well as the structural components of melody. The student listens to a variety of music from different eras and peoples so that the student develops an understanding of the musical work. The student also learns about the elements of music, which leads to increasing his musical culture and developing his musical sense and awareness.

Course Number 2004131	Psychology and Sociology of Design	Credit Hours 3
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Prerequisite: ()

This course explores the psychological and sociological impacts of various designs on the audience, as well as the influence of the environment, acquired habits, and social behavior on the designer. This includes the resulting patterns of thinking, methods of expression, and artistic creativity.

Course Number 2004121	Design Methodologies	Credit Hours 3
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Prerequisite: ()

This course reviews the methodologies used in applying various design theories, local identity and specificity in design. It includes defining theory, the relationship between theory and practice, the functions of theory, the relationship between theory and reality, the genesis of design theory, reasons for using design theories, and analysis of examples from global, regional, and local perspectives in relation to the development of design concepts.

Obligatory specialty courses

Course Number 2004110	Fundamentals and Principles of Design	Credit Hours 3
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Prerequisite: ()

This course offers a comprehensive overview of fundamental design concepts, creative thinking methods, and applications in various artistic and design disciplines. It aims to acquaint students with the basic principles of design based on theories of visual perception. The design theories covered include unity, balance, scale proportion, and rhythm. The focus is on encouraging students to think critically about creative works in design and visual communication. Additionally, students are trained to a professional level of skilled craftsmanship in the development and execution of presented projects.

Course Number	Fundamentals of Drawing	Credit Hours
2004123		3

Prerequisite: ()

This course focuses on teaching the fundamentals of drawing, emphasizing line and its value, and shape as means for precise expression. It starts with simple elements like texture, suggesting the weight and three-dimensionality of forms, and progresses to understanding the relationship between two forms in space (area), then comprehending space in relation to other areas, and mastering the control of the overall empty space. The course also emphasizes the realism of drawing versus the realism of nature and the importance of personal expression. Students will practice using lines and tonal gradation (shading) with various materials such as pencil, charcoal, ink, and conte.

Course Number	Color Theories and Applications	Credit Hours
2004126		3

Prerequisite: ()

This course explores significant research and theories related to color. It covers historical developments and practical applications of these theories in artistic work, as well as the use of color in the works of various artists. The objective is to familiarize students with the color



system, its characteristics, relationships, and its visual and psychological effects through direct analysis, readings, applications, and exercises. The course also teaches students how to use color in various fields.

Course Number	History of Graphic Design and Multimedia	Credit Hours
2004111		3
Prerequisite: ()		
<p>This course delves into the theoretical aspects of the history of graphic design and multimedia, exploring its various knowledge domains. It encompasses the history of printing, the ancient history of graphic design, the early stages of graphic design in the West, the history of early printing and graphic design in Europe, and the Renaissance period. The course presents a chronological progression of printing styles and developments, the history and evolution of multimedia, the digital revolution and multimedia design, and interactive multimedia .</p>		

Course Number	Theories and Methodologies of Graphic Design and Multimedia	Credit Hours
2004112		3
Prerequisite: ()		
<p>This course provides an overview of global design theories and the methodologies used in their application, such as philosophical, scientific, and political theories in building identity and local specificity in design. It introduces the definition of theory, its practices, functions, and the relationship between theory and reality. The course explores the genesis of design theory, reasons for using design theories, and analyses examples from global, regional, and local perspectives in relation to the development of design concepts. It primarily offers in-depth studies on Gestalt theory, Feng Shui, and various theories of thinking .</p>		



Course Number	Digital Photography	Credit Hours
2004113		3
Prerequisite: ()		
<p>This course covers the technical, stylistic, and theoretical aspects of photography, emphasizing its artistic and aesthetic depth. It offers studies on the history of photography and key elements of digital photography, such as exposure, aperture, shutter speed, film sensitivity, and lens types; as well as indoor and outdoor lighting. The course presents fundamental photography rules, camera angles, and important types of photography and their uses, including portrait photography, advertising photography, product photography, architectural photography, fashion photography, landscape photography, and artistic and conceptual photography.</p>		

Course Number	Brand Identity Design	Credit Hours
2004210		3
Prerequisite: ()		
<p>In this course, students learn the fundamentals of creating a successful brand identity. The focus is on the key elements of brand identity development, including logo design, color and font selection, and branding strategies. Students learn how to create and formulate a brand guideline, which outlines how to use the brand identity elements consistently and effectively in various applications. The course includes practical projects aimed at applying the learned concepts in real-world settings, enabling students to gain hands-on experience in corporate identity design.</p>		

Course Number	Typography	Credit Hours
2004211		3
Prerequisite: ()		



This course involves the study and exploration of a wide range of typeface and font designers throughout history, focusing on developing a deep understanding of their styles and contributions to the field of typography. Students learn practical skills in choosing and using typefaces in design, with an emphasis on the impact of fonts on visual communication and content organization. The course also includes practical applications demonstrating how carefully chosen fonts can enhance the message and purpose of a design.

Course Number	Graphic Design Software and Skills	Credit Hours
2004212		3
Prerequisite:		
<p>This course provides an introduction to digital image processing and addresses the technical and artistic aspects of photographic imaging as it relates to visual communication design. It discusses visual terminology and examples from photographic images in the history of graphic design. The course aims to equip students with the fundamentals and skills necessary to produce vector graphics and raster-based images. It emphasizes the importance of illustration fundamentals as a powerful and effective means of visual communication, focusing on drawing and design skills. Additionally, the course offers a detailed understanding of the use of graphic design software and image processing.</p>		

Course Number	Content Creation and Scriptwriting	Credit Hours
2004230		3
Prerequisite: ()		
<p>This course provides a deep dive into the fundamental aspects of storytelling, including the intricacies of narrative construction and the industry standard format for professional screenplay writing. The curriculum encompasses essential elements such as narrative fundamentals, 3-act structure, story arc, scene and sequence structure, the significance of theme and character development.</p>		



Course Number	Sequential Art and Storyboard Design	Credit Hours
2004231		3
Prerequisite:		
<p>This course examines the process of creating two-dimensional storyboards and developing narratives for animated stories and film scenarios. It views storyboard production as a visual treatment of a written script, adapting it according to the desired visual concept. The course provides an overview of the history of storyboarding and its various types. It covers the fundamental requirements for constructing storyboards, including perspective, composition, kinetic drawing, color and shading, timing, gestures, and camera angles, and their use in planning, editing, and directing sequential art.</p>		

Course Number	Stop Motion and Its Applications	Credit Hours
2004232		3
Prerequisite: ()		
<p>This course will provide the students with the basics and different techniques of traditional stop-motion animation. Students will also learn and apply the principles of animation, to creates a more fluid, dynamic illusion of movement, Emphasis is placed on skill acquisition and experimentation.</p>		

Course Number	Film Production	Credit Hours
2004220		3
Prerequisite: ()		



This course exposes the students to the basics of film and video production process, including scripting, story-boarding, pre-production planning, budgeting, casting, shooting, lighting, sound and editing.

Throughout the semester the students will be set numerous individual & group projects/assignments that will enable them to explore a range of cinematic arts forms as well as the social and industrial contexts in which they are produced and consumed.

With an emphasis on low-budget, independent film and video making they will get a chance to experience the different roles in the production team.

course Number	Interactive Print Design	Credit Hours
2004320		3
Prerequisite: ()		
<p>This course explores software applications in designing both paper and electronic print media. It specifically addresses the electronic aspect of publishing, focusing on interactive elements that engage the reader, such as clickable buttons, hyperlinks, video inserts, and audio files. The aim is to create a unique experience that attracts and retains the reader's interest, enhancing their engagement with and benefit from electronic publications.</p>		

Course Number	Interactive Design	Credit Hours
2004321		3
Prerequisite: ()		



This course focuses on learning to design and develop interactive media. Students are introduced to the fundamentals and principles of interaction design and apply this knowledge to create interactive digital experiences, including websites, mobile apps, digital interfaces, and electronic games. Topics such as usability, user interface design, and user experience are covered. The course encourages creative and technical thinking in creating interactive designs that attract and retain users' interest, with an emphasis on combining aesthetics and functionality.

Course Number	Motion Graphics Design	Credit Hours
2004322		3

Prerequisite: ()

This course will provide students with introductory exploration of fundamental design principles and motion design techniques. Additionally, it covers the integration of motion graphics into live-action videos, spanning various applications such as commercial, broadcast, corporate, training, tradeshow, and social media content. We will focus on establishing motion graphics fundamentals, encompassing aspects like visual rhythm, kinetic typography, brand consistency, and other intermediate techniques widely used in the industry.

Course Number	Web and App Interface Design and User Experience	Credit Hours
2004323		3

Prerequisite: ()



This course focuses on web design with an emphasis on User Interface (UI) design. Students learn to develop attractive and functional website designs, considering user experience and usability. The curriculum includes basics of UI design such as color selection, page layout, and the design of interactive elements. It also covers best practices in responsive web design and compatibility across various devices. The course aims to equip students with practical and theoretical skills to create exceptional web experiences, focusing on combining aesthetics and effectiveness in design.

Course Number	Packaging Design	Credit Hours
2004310		3

Prerequisite: ()

In this course, students learn the fundamentals of packaging design, focusing on how to convey a brand's identity and product values through attractive and effective packaging. The course covers topics such as material selection, printing techniques, and the development of packaging designs that combine aesthetics and functionality. Emphasis is placed on creativity in the use of shape, color, and texture to make packaging an integral part of the product experience. The course also includes a study of packaging's impact on purchasing decisions and the environmental sustainability of packaging design. It aims to enable students to develop innovative packaging solutions that reflect the brand identity and meet market needs.

Course Number	2D Animation	Credit Hours
2004330		3

Prerequisite: ()

This Course will serve as a platform for intensive investigation to the tools, techniques, and processes for classical as well as experimental digital animation. This course will serve as an Introductory to two-dimensional animation graphics.



Course Number	Digital Game Design	Credit Hours
2004331		3
Prerequisite: ()		
<p>Throughout this course, students will establish a robust groundwork for utilizing the Unity Engine, a potent cross-platform development engine designed for crafting video games and engaging immersive experiences. Participants will develop proficiency in programming, designing, and prototyping their own video games starting from the basics. This course does not necessitate any prior programming or game design expertise. Beyond the creation of personalized games, students will delve into the realms of video game history, theory, and production, gaining insights into current trends in digital games and gaming.</p>		

Course Number	3D Animation and Modeling	Credit Hours
2004430		3
() Prerequisite:		
<p>This course will introduce students with the creation of 3D models. Skills will be developed to work and deal navigationally with the 3D modelling workspace to construct 3D objects (mainly hard surface models). After this development, students will work with texturing, lighting, animating and rendering for motion graphic projects.</p>		

Course Number	Design and Presentation Systems	Credit Hours
2004420		3
Prerequisite: ()		
<p>This course provides knowledge and skills related to developing effective presentations using graphic principles employed in teaching, business, conferences, and other fields. It offers techniques in planning, designing, visualizing, and presenting using presentation development software along with multimedia authoring programs.</p>		



Course Number	Field Training and Professional Practice	Credit Hours
2004410		3
Prerequisite: ()		
<p>This course offers students the opportunity to learn and develop the necessary skills for engaging in professional life and career planning. It aims to assist students in various aspects of career development, including resume preparation, interview techniques, and job search strategies. The course also provides direct engagement with the job market, where students spend designated hours in relevant institutions and companies to gain necessary experience in their field of specialization. The training process, supervised academically and integrated with institutions for workplace performance assessment, aligns with international standards.</p>		

Course Number	Preparatory study for the graduation project	Credit Hours
2004411		3
Prerequisite: ()		
<p>At this stage, students begin by identifying the topic for their graduation project. This includes conducting a detailed case study and choosing a method of execution - whether it be designing advertising campaigns, animations, interactive designs, installation art, or other forms. Students focus on initiating research and exploring the historical aspects related to their topic. This phase also involves developing preliminary ideas for the project, considering both theoretical foundations and practical applications of design.</p>		

Course Number	Graduation Project	Credit Hours
2004412		3
(2044204) Prerequisite:		
<p>In this phase, students begin the application and execution of their final project. They work on developing and presenting all proposed outputs for their project, in continuous collaboration with their supervisor. This course focuses on preparing students to present and discuss their final project before a judging panel, emphasizing the application of skills and knowledge acquired throughout their studies in graphic design and multimedia.</p>		



Elective specialty courses

Course number	Digital exhibition design	Credit Hours
2004324		3
Prerequisite:		
<p>The course aims to introduce students to the foundations and principles used in designing digital exhibitions, and also aims to teach them how to employ a wide range of common digital technologies, such as two-dimensional drawings by drawing shapes and images on the surface, and employing traditional and digital paintings and drawings, in addition to using three-dimensional drawings for Creating models of the exhibits and content as a more interactive experience, and training students to use graphic and multimedia programs to add movement and dynamism to the exhibition, whether through video presentations or motion graphics.</p>		

Course number	Sustainable Design	Credit Hours
2004361		3
Prerequisite:		
<p>Description</p> <p>This course examines the basic aspects of sustainability in interior design. Students will learn about the environmental, social, and economic aspects of design-related decisions and practices that affect sustainable development, such as the use of renewable resources, reuse, recycling, and energy efficiency. This course will review aspects of sustainable design that can reduce negative environmental impacts and connect people with the surrounding environment.</p>		



Course number 2004460	Artificial intelligence in Interior Design	Credit Hours 3
Prerequisite:		
Description <p>This course aims to introduce students to the foundations, principles, and software (e.g. Planner 5D) related to the use of artificial intelligence in interior design. Students will learn how to design interior architecture and furniture by employing a wide range of common digital technologies such as those used in 2D and 3D drawings. Students will carry out a project that involves creating interactive models of interior architecture, including furniture, accessories, and content, so that they can gain experience in employing artificial intelligence in interior design.</p>		

Course Number 2004332	Digital Editing: Audio and Video	Credit Hours 3
() Prerequisite:		
<p>In this course, students will be introduced to the principles and hands-on application of editing video and audio through the use of professional-grade software tools. Students will grasp the essentials of media organization, audio incorporation, transition creation, title production, and the integration of effects. Moreover, students will acquire skills in editing audio files. The course will also cover the process of exporting video and audio for various purposes.</p>		

Course Number 2004311	Printing and Digital Printing Techniques	Credit Hours 3
Prerequisite: ()		



This course introduces students to printing techniques and their types, emphasizing how digital printing has become a fundamental element in the contemporary world. Students will learn about different types of books and publications, the materials used in their production, and design methods and styles, starting from book anatomy, including the introduction, body, index, and the binding methods used to assemble books. The course also covers various printing techniques such as relief, intaglio, planographic, and screen printing, along with modern design forms.

Course Number 2001121	Freehand Drawing 1	Credit Hours 3
Prerequisite: ()		
This course offers practical training focused on drawing the human figure as an expression and reflection of nature. It involves analyzing the human figure as an expressive subject and a structural composition that embodies human consciousness. This approach enhances and develops students' skills in drawing and illustration.		

Course Number 2004114	Design Laws and Regulations	Credit Hours 3
Prerequisite: ()		
Design plays a crucial role in production and marketing. Adequate protection of designs is essential for encouraging the creation of innovative products and, thereby, boosting the economy. This course primarily reviews local and global laws and regulations for design protection, intellectual property rights, design protection laws as they pertain to original artistic works, and copyright law.		

Course Number 2041302	Descriptive Perspective	Credit Hours 3
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**Prerequisite: ()**

This theoretical and practical course introduces students to the basic principles of architectural and interior perspective drawing and geometric projection. It presents the concept of vanishing points, projection axes, points of distance, and the level of projection through exercises in two and three dimensions. Students will learn to recognize degrees of shading through two-dimensional handling, which then progresses to dealing with the third dimension: mass and space. The course also teaches architectural projection drawings in both two and three dimensions, as well as shadow projections.

Course Number	History of Animation	Credit Hours
2004130		3

Prerequisite: ()

This course offers a comprehensive look at the history of animation from multiple perspectives, including drawing, illustration, cinema, and theater. It provides a historical study of key figures who contributed to the industry and development of animation, as well as major production companies. The course also reviews the techniques and methods historically used in this industry. It addresses issues of animation related to culture, entertainment, and various cultural industries, and technological evolution through seminar sessions. These sessions feature historical examples and student-presented research for discussion.

Course number	Islamic Arts	Credit Hours
2004141		3

Prerequisite:

The course focuses on learning about Islamic art and why it spread across Arab Islamic countries, as well as non-Arab countries, such as Iran and Turkey. Students will also learn about the principles and foundations on which Islamic art was built, with a focus on Islamic arts from the earliest times until the Ottoman period. Students will develop the ability to distinguish between schools of Islamic arts, such as between the East and Morocco, as well as between art



from Arab countries and art from Andalusia. Student will study the influence of Islamic art on European art, and the influence of Western artists on Arabic calligraphy and decoration. They will also learn about the spiritual dimensions of Islamic art, such as its relationship with the Creator of the universe, space, and other creatures, as well as the attempts of Muslim artists to embody these relationships.