

Degree in Visual Arts - Art & Graphic Design

Program Details

The Visual Arts program provides students with the basic technical and intellectual foundation necessary to pursue a career as either a fine artist or graphic designer.

The Department of Visual Arts, guided by a faculty of experienced professional artists, offers two options: Art and Graphic Design, and Fine Arts. In each option, students are expected to develop an individual aesthetic within their discipline. The Visual Arts program is dedicated to encouraging and nurturing the pursuit of independent interests and personal vision while preparing students for careers in the visual arts field.

Graduates of the Visual Arts program will demonstrate competency in:

- Basic technical skills in the visual formats of drawing, color, and design (Fine Arts and Graphic Design)
- Basic technical skills in computer generated formats (Graphic Design)
- Basic technical skills in elective subjects such as painting, printmaking, sculpture, ceramics, photography and/or graphic design (for transfer as a junior to a baccalaureate degree program).

The Art and Graphic Design Option provides a strong technical and intellectual foundation in Graphic Design. The core of the curriculum is a series of foundation courses. Tracks in Illustration and Graphic Design follow in the second year. Electives allow students to incorporate additional media into their curriculum with courses from the Fine Arts Option.

Graduates earn an Associate in Applied Science Degree.

Program Outcomes

To prepare fine arts & graphic design students for entry-level positions in graphic design and/or advanced study beyond the Associates Degree by:

- Providing faculty who are experienced professionals dedicated to meeting the needs of community college students by creating a supportive environment necessary for learning visual communication.
- Providing lecture based and didactic instruction in art history and core curriculum studies.
- Providing studio instruction in drawing, color and design, painting, printmaking, sculpture, ceramics, photography and graphic design.
- Providing computer laboratory instruction in graphic design, animation and web site design.
- Providing individual and group critiques to discuss specific solutions to visual problems.
- Providing student outcomes that demonstrate an understanding of the vocabulary of artistic and creative expression and competency in the technical skills necessary to express an artistic vision.

Academic Map

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A minimum of 20 classes and 60 credits is required. At least 15 credits of your program must be taken at Massasoit. Note: Each course completed and passed can only fulfill one program requirement. The same course cannot be used to satisfy multiple program requirements.

Semester 1

3 Credits in ARTG 100
Art History of the Western World
3 Credits in ARTG 107
Drawing I
3 Credits in ARTG 113
Color and Design I
3 Credits in ARTG 281
Computer-Aided Graphic Design
3 Credits in ENGL 101
English Composition I

Semester 2

3 Credits in ARTG 108
Drawing II

3 Credits in ARTG 112
Typography
3 Credits in ARTG 114
Color and Design II
3 Credits in ARTG 115
Introduction to Graphic Design and Production
3 Credits in ENGL 102
English Composition II

Semester 3

3 Credits in ARTG 105
Graphic Design I
3 Credits in ARTG 205
Three-Dimensional Design
3 Credits in ARTG 211
Illustration I
(3 Credits in either PSYC 101 or SOCI 104)
General Psychology or Principles of Sociology
3 Credits in Math elective - Contemporary Math or higher

Semester 4

3 Credits in ARTG 106 or ARTG 212
Graphic Design II or Illustration II
3 Credits in Graphic Design elective
3 Credits in Printmaking elective
3 Credits in Science elective
3 Credits in Liberal Arts elective

This academic map is a suggested semester-by-semester guide to keep you on a clear path to program completion. Please note that some classes are offered only in certain semesters, have prerequisites, or minimum passing grades. Winter and/or Summer Session classes may be available for some classes. Your [academic advisor](#) will provide you with clear direction needed to stay on course and discuss scheduling options with you. Taking courses not reflected on this map may result in courses not counting toward the completion of your requirements.

Advisory Committees

This committee is composed of design professionals, educators, creative industry leaders, and community partners who collaborate to ensure the program remains current, innovative, and aligned with the evolving demands of the graphic design field. By offering insight into industry trends, software standards, portfolio development, and career pathways, the committee plays a key role in shaping a curriculum that prepares students for success in both transfer opportunities and the professional design world. Together, we are committed to fostering creativity, technical excellence, and real-world readiness in our students.

- **Valerie Cook**
President
Effie Noren Graphics
- **Effie Noren**
Founder
Effie Noren Graphics
- **Michelle Debatis-Killion**
Head Graphic Designer
Triad Advertising
- **Dan O'Brien**
Prepress + Art Direction
Albert Basse Associates
- **Tom Neville**
Owner + Graphic Designer
Neville Design
- **Donna Tone-Pah-Hote**
Alumna
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