

## Academic Area: Graphic Design

CISAustralia is a leading provider of overseas study, intern, and volunteer programs for Australian university students. We pride ourselves in providing personally and academically engaging programs in each of our carefully chosen overseas locations.

CISAustralia is committed to working closely with partner universities in Australia and providing students with academic credit towards their degree for any overseas study, volunteer or intern experience. Over 98% of CISAustralia participants receive academic credit from their Australian university for their CISAustralia study, volunteer or intern program.

Please find the following subjects and associated programs related to Graphic Design. (Please note: For exact program dates and subject offerings for programs with multiple sessions, please visit the specific program web pages).

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### July in Florence, Italy

[\(Click to view course and program details\)](#)

#### **VISUAL COMMUNICATION DESIGN FUNDAMENTALS STUDIO 1 – DIVCDF190 – 3 semester credits**

This course introduces students to the principles and basic elements of graphic design. Through a series of assignments and exercises, students will learn and practice hand, eye and problem solving skills. Topics include shape, basic color theory, framing, shape and color layout, formats, creative typography, logo creation, symbols and trademarks. The course will focus mainly on manual (non-computer) techniques. This class includes experiential learning with CEMI.

#### **DIGITAL GRAPHIC ILLUSTRATION – DIVCGI210 – 3 semester credits**

Prerequisites: Introduction to Computer Graphics is recommended. Please submit unofficial transcript to comply with course prerequisite.

This course explores illustration as an instrument of communication (i.e. advertising) and narration (i.e. comic books). It aims at improving drawing and design skills by teaching image making with an emphasis on edge, shape, color and value, Students will learn how to apply composition and design, color and conceptualization to a wider range of materials and techniques. Students will use illustration software to enhance traditional work and acquire important knowledge in the digital domain. Idea development within real-world parameters, originality, aesthetics and technical proficiency are emphasized. This class includes experiential learning with CEMI. This course features an experiential

learning project. Students will be involved in projects for Academic, Art Shows, and Students Life Activities.

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### **July in Los Angeles, CA, USA**

[\(Click to view course and program details\)](#)

#### **DESMA 10. DESIGN CULTURE – 5 US Credits**

Lecture, three hours; outside study, 12 hours. Open to nonmajors. Understanding design process, with emphasis on development of visual language; study of historic, scientific, technological, economic, and cultural factors influencing design in physical environment.

#### **DESMA 21. DRAWING AND COLOR – 4 US Credits**

Studio, six hours; outside study, six hours. For drawing, exploration of relationship between concept and image creation while fostering development of sound drawing and observation skills. For color, exploration of development of fundamental skills in mixing and applying pigments with brush on watercolor paper, as well as use of computer as tool for working with colors. Combination of painting and software to be predominant way of exploring and presenting ideas regarding color.

#### **DESMA 24. MOTION – 4 US Credits**

Studio, six hours; outside study, six hours. Introduction and integration of traditional design tools, camera, and digital technologies for application to visual thinking and fundamentals of design.

#### **DESMA 25. TYPOGRAPHY - 4 US Credits**

Studio, six hours; outside study, six hours. Focus on three typographic basics: letter, text, and grid. Introduction to fundamentals of typography. Assignments designed to develop understanding of form, scale, and shape of letters as single elements and as texture in layout. Emphasis on grid (structure and layout) and information hierarchy to create successful typographic messages.

#### **DESMA 28. INTERACTIVITY – 4 US Credits**

Studio, six hours; outside study, six hours. Introduction to concept of interactivity and field of media art that follows history of computer as media for artistic exploration in relation to print, animation, and interactivity. Discussion of potential and ideas related to interactivity, with focus on required skills for creating interactive work. Development of programming skills in service of creating examples of media art. Concepts and skills taught enhance student ability to excel in future courses about Internet, animation, interactive media, and game design. Discussion and readings on four themes – form/programming, motion, interactivity/programming, and interface.

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## **January in Dunedin, New Zealand**

[\(Click to view course and program details\)](#)

### **GENERAL PROGRAMMING - COMP160**

*Recommended Preparation: COMP 150*

An introduction to the art and craft of computer programming and object-oriented design using Java. A first look at building graphical applications.

If you're serious about computing, then COMP 160 is the key paper for you. It forms a base from which you can learn other programming languages and techniques. COMP 160 is a prerequisite for all second year papers in Computer Science. While it is suitable for students enrolled for any degree, it is particularly designed for students taking a BSc, BA or BCom degree.

#### **Assessment**

Mid-school test	15%
Laboratory-based exercises	25%
Final examination (2 hours)	60%

### **EFFECTIVE PROGRAMMING - COSC326**

*Prerequisite: COSC 242*

This paper aims to improve and develop programming skills by setting a series of exercises that require an analytical and creative approach to problem solving. Most, but not all, of these exercises will involve programming tasks. Some will not use computers at all; some will use them only for ancillary tasks. Each solution will be assessed against the requirements, and students will be expected to go back and rework each problem until it is completed satisfactorily. Students will be required to test and debug their programmes fully as well as learn to identify inefficiencies.

The main objectives of this course are to develop and foster general skills concerned with computer-related techniques, understanding a problem, problem-solving strategies and working with people. Most of the exercises will require working in pairs or in teams, although some exercises are individual.

#### **Assessment**

Mid-school test	15%
Laboratory-based exercises	25%
Final examination (2 hours)	60%

## January in Los Angeles, California

[\(Click to view course and program details\)](#)

### **DESIGN THINKING**

Design thinking is one of the most effective ways to strengthen your insights, thinking skills and ability to innovate as a designer. Informed by Stanford's school, this multi-disciplinary process strengthens familiar skills that are often undervalued. You learn to launch successful and innovative design solutions across the spectrum of media, including Web, print and packaging. Class topics include prototyping and testing, rapid iteration, radical collaboration, empathetic observation, interviewing for empathy, persona mapping, assuming a beginner's mindset, introduction of complex problems, and testing and observation. Weekly assignments encourage you to learn by doing, and take you through a series of hands-on exercises. The goal of design thinking is not simply to innovate, but to create innovators. By the end of the class, you will see solutions that would otherwise be invisible, which become what we call "innovation."

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## January in Tokyo, Japan

[\(Click to view course and program details\)](#)

### **JAPANESE ANIME AND POPULAR CULTURE – 3 US Credits**

This course is a survey of Japanese popular culture with particular topics covered as anime manga, fashion, music, art, and food. Part of the course will focus on Japanese animation within a historic and popular cultural perspective. Both anime and manga will be examined with particular emphasis on the art, culture and national and international popularity. The course issues a transcript with grade from Seisen University for each session. Four Seisen University credits will be given per course per session.

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### **Volunteer Abroad Programs:**

CISAustralia offer a wide range of Volunteer Abroad programs – over 18 in total – with broad project focuses, including community development, environmental conservation, wildlife, education, and health.

[View all Volunteer Abroad programs](#)

### **Intern Abroad Programs:**

CISAustralia offer a range of locations – 8 in total – for professional, customised internship programs that provide a comprehensive range of services and inclusions.

Please [enquire](#) about an internship placement in Graphic Design in one of our Intern Abroad program locations.

[View all Intern Abroad programs](#)

### **Additional Academic Areas:**

For short course offerings in other academic areas, please visit:

[www.CISAustralia.com.au/academic-areas](http://www.CISAustralia.com.au/academic-areas)

### **Enquire:**

[Submit an enquiry](#)

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