

Students seeking a BSc in Graphic and Multimedia Design / Technology must complete at least 137 credit hours:

1. Overall Structure (Table 1)
2. University Requirements/ Mandatory (Table 2)
3. University Requirements/ Branch Requirements/Mandatory (Table 3)
4. Faculty Requirements/ Mandatory (Table 4)
5. Faculty Requirements/ Electives (Table 5)
6. Core Specialization/ Mandatory (Table 6)

- The requirements outlined in Tables 2 and 3 (University Requirements/ Mandatory and Electives) differ based on the unique specifications of each academic branch.

Table 1: The Overall Graphic and Multimedia Design / Technology Structure

No.	Category	Credit Hours
1	University Requirements/ Mandatory	12
2	University Requirements/ Branch Elective	9
3	Faculty Requirements/ Mandatory	6
4	Faculty Requirements/ Electives	14
5	Core Specialization/ Mandatory	96
Total		137

Table 2: University Requirements/ Mandatory (12 Credit Hours)

Course Code	Course Title	Credit Hours	Prerequisites
TU170	Computing Essentials	3	EL111
EL111	English Communication Skills I	3	--

EL112	English Communication Skills II	3	EL111
GR101	Arabic communication Skills	3	--
Total		12	

Table 3: University Requirements/ Branch Requirements/Mandatory (9 Credit Hours)

Course Code	Course Title	Credit Hours	Prerequisites
GR111	Arabic Islamic Civilization	3	--
GR112	Issues and Problems of Development in the Arab World	3	--
GR115	Current International Affairs	3	--
GR131	History & Civilization of Jordan	3	--
EL118	Reading Comprehension	3	--
CH101	Chinese for Beginners (I)	3	--
CH102	Chinese for Beginners (II)	3	CH101
SL101	Spanish for Beginners (I)	3	--
SL102	Spanish for Beginners (II)	3	SL101
FR101	French for Beginners (I)	3	--
FR102	French for Beginners (II)	3	FR101
Total		9	

Table 4: Faculty Requirements/ Mandatory (6 Credit Hours)

Course Code	Course Title	Credit Hours	Prerequisites
GM101	Calculus 1/ College Mathematics	3	
GM102	Linear Algebra	3	
Total		6	

Table 5: Faculty Requirements/ Electives (14 Credit Hours)

Course Code	Course Title	Credit Hours	Prerequisites
GE103	Discrete Mathematics	3	
GE104	Data, Computing and Information	3	EL111
GE105	Data Structures and Algorithm	3	
GE106	Computer Organization and Architecture	3	
GE201	Programming for Digital Media	4	4AD010 -4VC012
GE202	Computer Aided Design	4	EL111 - 4VC012
GE301	3D Modelling and Animation Techniques	4	EL111- 5VC012
GE-302	Web Application Development – Server Side	4	
MT133	Numerical Analysis	4	GM101

Total	14
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Table 6: Core Specialization/ Mandatory (96 Credit Hours)

Course Code	Course Title	Credit Hours	Prerequisites
Level 4			
4AD010	Introduction to Art and Design in Context	5	EL111
4VC012	Studio Practice: Ideas, concepts and	5	EL111
4VC013	Elements, Composition and Digital Foundation	5	EL111
4VC014	Introduction to Programming and Interactivity for Media Arts	5	EL111 4AD010 - 4VC012 Ge104
4VC015	Digital Photography and Media Production	5	EL111
4VC016	Typography-I	5	EL111 4AD010 - 4VC012
Sub total		30	
Level 5			
5VC012	Visual Narrative	5	4VC013
5AD008	Critical and Contextual Issues in Art and Design	5	4VC015

5VC013	Typography-II and Computer Graphics	5	4VC016, GM102, 4VC014
5VC015	Digital and Emerging Media Design	5	4VC016
5VC017	Digital Visualization Studio	5	5VC012
5VC019	Visual Effects, Compositing and Mixed Media Production	5	5VC013
Sub total		30	
Level 6			
6AD002	Research Methods for Graphic Design	6	5AD008
6AD001	Creative Industries and Opportunities	6	5VC015
6VC012	Graduation Project	6	6VC018- All level 5 courses must be completed.
6VC015	Digital Media Design for Mobile Devices	6	4VC014-5VC013
6VC018	Independent Graphic Design Practice	6	5VC017
6VC019	Major Aspects of Visual Communication Projects	6	5VC019
Sub total		36	
Total		96	

Any special requirements?

- Higher level courses can only be taken on the completion of the preceding lower level courses.
- Software packages and licenses for the courses under consideration
- Laboratories/ personal computer should be equipped with appropriate graphic readiness (according to the requirements of software packages).
- Appropriate equipment for studio activities.

Brief description of mains areas within the overall specialisation

The main areas within the overall specialisation include Computer Graphic Design, Multimedia Production, Computer Aid Design, Computer Modelling and Animation Techniques. The Computer Graphic Design area deals with the effective use of Computer Technology towards the creation of creative and artistic designs and projects. The Multimedia Production part of the programme deals with the integration of sound, graphics, images and video content to create stimulating and inspiring multimedia projects. Computer Aid Design deals with the application of digital computer technology towards building advanced models of industrial parts and components necessary for building industrial products, tools and machinery. The Computer Modelling and Animation techniques enable users to produce developmental models and sketches of products, perform character and environment modelling, develop animatic actions, and undertake content development for games and animations.