sessions college

- NEW PROGRAM -

UNDERGRADUATE CERTIFICATE IN FILMMAKING AND DIGITAL MEDIA

Degree Programs

CATALOG

Advertising Design
Digital Media
Digital Photography
Filmmaking
Graphic Design
Illustration
Web Design

2024-2025

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> "Creativity is inventing, experimenting, growing, taking risks, breaking rules, making mistakes, and having fun." - MARY LOU COOK

Welcome

Thank you for exploring the Sessions College catalog as you consider the next steps for your creative journey. Our team consists of many talented individuals who are dedicated to supporting and inspiring students to exceed their own expectations.

Success in creative industries requires many attributes including talent, passion, perseverance, expertise, and problem-solving skills. The Sessions College Team is ready to collaborate with you to enhance your existing skillsets in preparation for beginning or advancing your career as a professional creative.

Our online project-based curriculum is compelling, industry relevant, and focused on preparing to students to achieve their creative and career goals. By working with industry professionals (our instructors) and your peers, you will have the opportunity to elevate your work and expertise while having fun along the way!

We are optimistic that your creative journey includes Sessions College.

Wishing you all the best,

Meryl Epstein
Dean of Academic Affairs
Sessions College

OUR MISSION

Sessions College prepares students for careers at the intersection of design, technology, and communication through project-based, industry relevant, and affordable online education.

Our faculty of industry professionals guide and inspire students to develop the digital media, design, storytelling, and creative problem-solving skills required for success across fast-evolving industries.

WHAT MAKES SESSIONS COLLEGE DIFFERENT

CONNECT, COLLABORATE, CREATE.

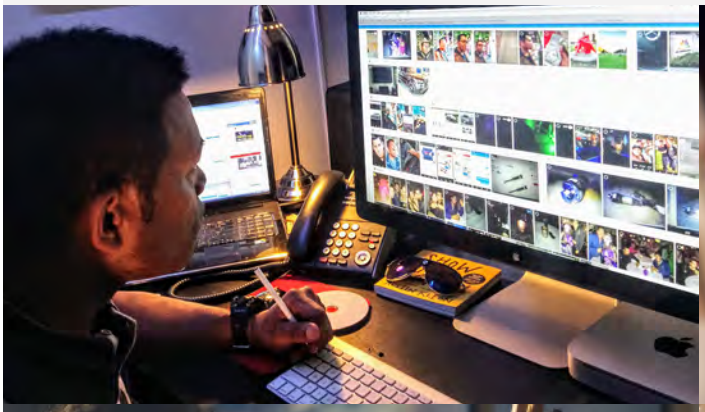
Since 1997, Sessions College has been a leader in online education. From our days as a New York City startup through our recognition as a degree-granting Arizona college, we've focused solely on providing the highest quality online education to prepare students to be creative professionals.

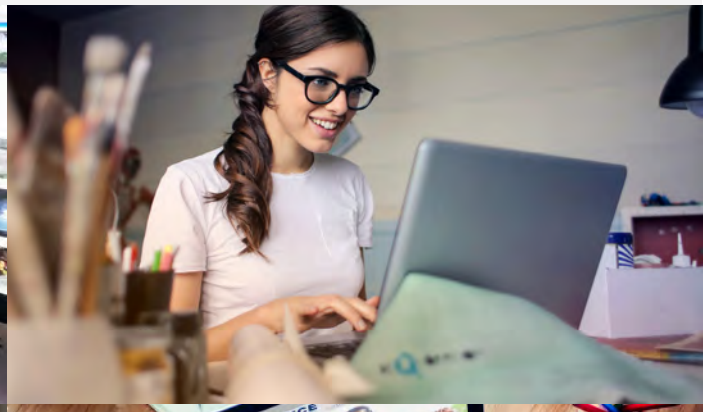
We serve a diverse, international student body of adult learners. We've graduated thousands of students from more than 100 countries around the world. Whatever your creative goals, we offer an accessible, affordable, and excellent online program that advances your career on your schedule.

BE CREATIVE ON YOUR SCHEDULE

Gaining the skills to embark on a creative career requires dedication and commitment. We've helped tens of thousands of students achieve their goals with the flexibility and power of online learning.

- **Project-Based Learning.** Develop your skills through creative projects every week.
- **Flexibility.** With weekly deadlines and no set logins, you can fit your studies around your schedule.
- **Build Your Portfolio.** Develop an exciting portfolio with 24/7 access to your courses and feedback from expert instructors.
- **Achieve your Goal.** Earn your degree with the support of creative pros and designated advisors.
- **Accredited and Affordable.** Financial aid and scholarships available to eligible students.





OUR FACULTY

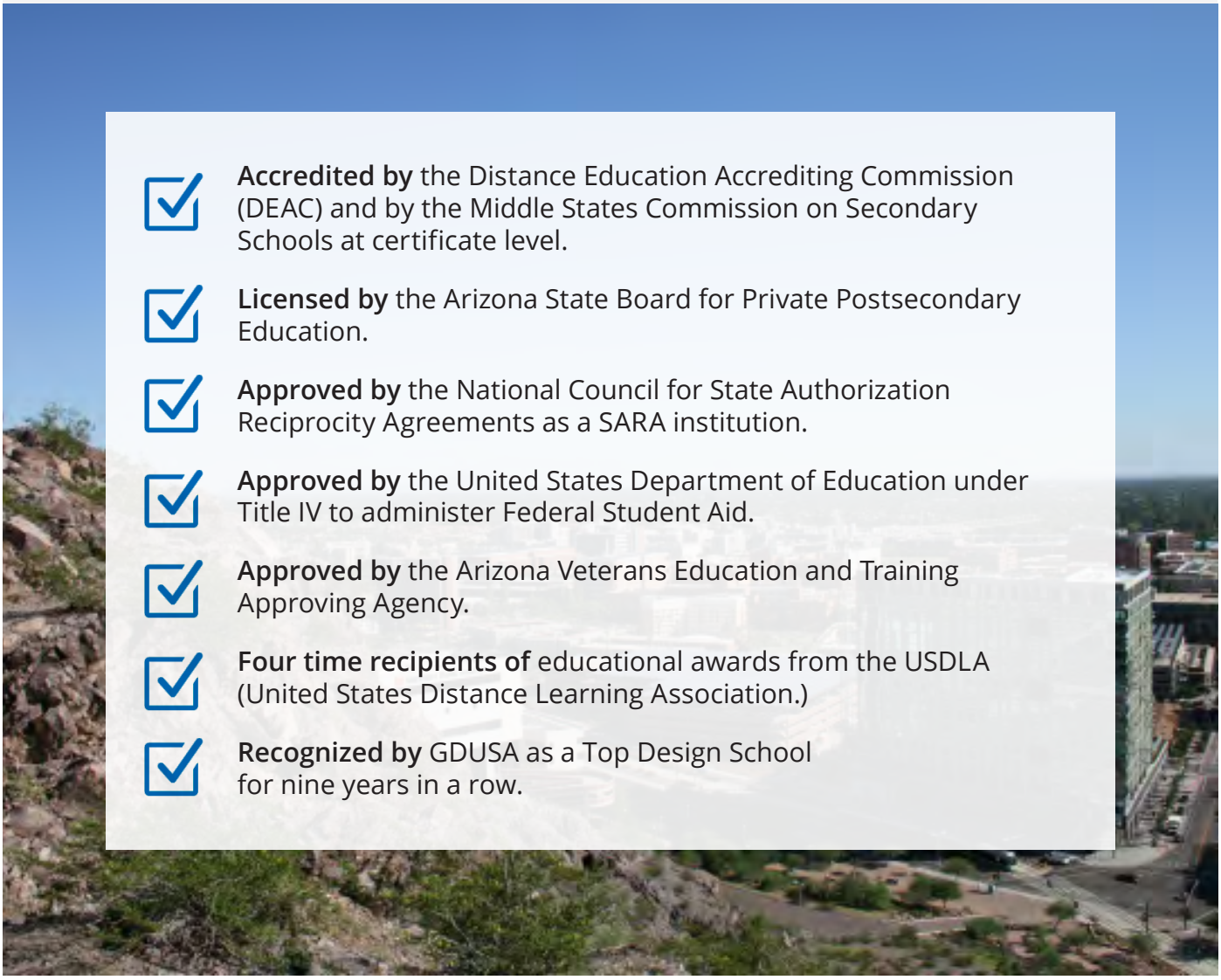
Our faculty members are industry-leading artists and designers who bring together decades of professional and educational experience to deliver excellent courses and online instruction.

Our team has years of experience building their careers in New York, LA, San Francisco, and other major markets. You can gain insights, build skills, and grow your portfolio with the benefit of mentoring and critique from creative pros who are passionate about what they do.

VISIT ALL FACULTY

ACCREDITATIONS AND AWARDS

Whether you're looking for college or further education, make sure you look for a school that is accredited. In the United States education system, accreditation is a sign of quality assurance and consumer protection. It shows that established authorities in government, state, and in education recognize the quality of a school and its programs, and regularly monitor and approve its business practices.



- **Accredited by** the Distance Education Accrediting Commission (DEAC) and by the Middle States Commission on Secondary Schools at certificate level.
- **Licensed by** the Arizona State Board for Private Postsecondary Education.
- **Approved by** the National Council for State Authorization Reciprocity Agreements as a SARA institution.
- **Approved by** the United States Department of Education under Title IV to administer Federal Student Aid.
- **Approved by** the Arizona Veterans Education and Training Approving Agency.
- **Four time recipients of** educational awards from the USDLA (United States Distance Learning Association.)
- **Recognized by** GDUSA as a Top Design School for nine years in a row.

DEGREE PROGRAMS AT A GLANCE
GETTING STARTED

WINTER 2025	JANUARY 6, 2025
WINTER 2025 MIDTERM	FEBRUARY 10, 2025
SUMMER 2025	APRIL 28, 2025
SUMMER 2025 MIDTERM	JUNE 2, 2025
FALL 2025	AUGUST 25, 2025
FALL 2025 MIDTERM	SEPTEMBER 29, 2025

1

ADMISSIONS

Bachelor's Degree, Associate Degree, and Undergraduate Certificate program classes start in January, April, and August. Additional mid term start options are available in February, June, and September.

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.

The following is a detailed list of degree program application requirements:

- Completed application form.
- Original 500-word essay, written in your own words, expressing why you are interested in your chosen major (Graphic Design, Digital Media, Illustration, and so on.) *Essays will be evaluated for style and content, as well as grammar, vocabulary, punctuation, and spelling. Submission of AI-generated writing is not acceptable.*
- 5-10 samples of your original art, design, or digital media work* OR an original written creative skills assessment (Available on request.)
- Transcripts from your high school ** OR any college courses and/or programs completed. (Transcripts must be provided for any course you wish evaluated for credit transfer.)
- A $75 Application Fee to process your application

The Undergraduate Certificate an open admissions program. Entering students are expected to have earned a high school diploma, GED, or state-approved home school equivalent.

2

TUITION AND FEES

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

Net Tuition Costs for Full-Time and Part-Time Students

$300 per credit, $3,600 per semester

(Per-credit tuition for part-time students is the same as for full-time students.)

See Tuition and Fees

3

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 up 50% of credits from other institutions into BFA, AOS, or UC programs.
- Financial Aid. United States Federal Student Aid is available to eligible students.
- 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. Career certificate program graduates can transfer up to 24 credits into the AOS or BFA program.
- Scholarships. Sessions College awards scholarships up to $3,000 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.

4

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 Associate Degree in Graphic Design program:

- Mac or Windows computer with an Internet connection.
- Adobe Photoshop, Illustrator, and InDesign Creative Cloud software.
- Your computer must meet software manufacturer requirements.
- Basic drawing supplies including pencils, charcoal, and sketch paper.
- Digital camera that offers manual control over aperture, shutter speed, ISO and white balance.
- MS word or equivalent application.
- Webcam, headphones or speaker, VPN connection, and microphone connected to the computer for live proctored exams.

Click here to see technical requirements for all programs.

FOR MORE INFORMATION:

Degree Program Admissions
Undergraduate Certificate Admissions
Academic Policies for Degree Programs

WHAT PROGRAMS ARE AVAILABLE?

Our Bachelor's Degree, Associate Degree, and Undergraduate Certificate programs help you develop the skills, portfolio, and career training you need to enter a career in the art and design field.

Bachelor of Fine Arts (BFA)

Digital Photography – Graphic Design – Illustration

Associate of Occupational Studies (AOS)

Digital Media – Digital Photography

Graphic Design – Illustration – Web Design

Undergraduate Certificate (UC)

Advertising Design – Digital Media – Digital Photography – Filmmaking

Graphic Design – Illustration – Web Design

Looking for information on our flexible, self-paced programs?
Check out our Career Certificate Catalog.

CAREER CERTIFICATE CATALOG

BFA

Bachelor's Degree

GRAPHIC DESIGN 13
ILLUSTRATION 16
DIGITAL PHOTOGRAPHY 19

The Sessions College Bachelor of Fine Arts (BFA) program prepares creative individuals with the skills and attributes for a global audience and tomorrow's challenges. Students establish a strong foundation in the technical, design, and critical thinking skills required by employers in creative industries.

Bachelor's Degree majors include Graphic Design, Illustration, and Digital Photography. In a 10-semester program completed in under four years, students work with senior faculty to develop a customized educational plan, helping them craft a strong portfolio of work to achieve their personal or professional goals.

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.

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 (12 credits)

DES 121 **Photoshop I**
DES 106 **Design Foundations**
DES 111 **Drawing I**
GEN 104 **English Composition***

SEMESTER 2 (12 credits)

DES 204 **The Study of Graphic Design**
DES 131 **Logo Design I**
DES 141 **Illustrator I**
DES 151 **Digital Photography I**
GEN 105 **Computer Technology***

SEMESTER 3 (12 credits)

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

YEAR TWO

SEMESTER 4 (12 credits)

DES 211 **Graphic Design I**
DES 222 **Photoshop II**
ADV 207 **Creative Concept Development**
GEN 207 **Copywriting***

SEMESTER 5 (12 credits)

WEB 101 **HTML and CSS I**
DES 205 **Print Production**
DES 212 **Graphic Design I**
GEN 204 **Intro to Marketing***
GEN 206 **Creative Business***

SEMESTER 6 (12 credits)

WEB 222 **UX/UI Design**
DES 208 **Packaging Design**
DES 232 **Logo Design II****
DES 260 **Graphic Design Capstone and Portfolio Review**

YEAR THREE

SEMESTER 7 (12 credits)

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

SEMESTER 8 (12 credits)

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

SEMESTER 9 (12 credits)

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

FINAL SEMESTER

SEMESTER 10 (12 credits)

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

* 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.

VISIT COURSE LIST

PROGRAM OUTCOMES

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

1. **Art/Design Principles:** Employ and present the ability to create quality work by exploring and experimenting with the use of color, visual hierarchy/organization, concept development, typography, composition, and other art/design principles.
2. **Technology:** Create images and produce design layouts by effectively and efficiently utilizing design software including Adobe Photoshop, Illustrator, and InDesign and other industry and web-based technologies.
3. **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 artists and designers as well as considering the influence of design on culture and context when producing innovative work.
4. **Design Process:** Develop and advance the ability to work independently, support concepts and creative work, effectively collaborate with others; produce strategic 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:** Conceive, produce, and present a cohesive body of work by synthesizing technical expertise, art/design principles and employing critical thinking and creative problem solving, in response to constructive feedback and critiques. Portfolio pieces display professional design aesthetic and concepts aligned with the student's career and creative goals.
6. **Critical Thinking, Communication, and Writing:** Employ critical thinking and information literacy to generate, support, evaluate, and convey ideas through writing and oral communication for academic or professional contexts while considering divergent perspectives, cultural framing, historical context, research, and ethical concerns.
7. **Professional Readiness:** Construct and present 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, and clearly communicate ideas.
8. **Design Planning & Systems:** Explore and refine the ability to conceive, develop, and produce well-considered design systems and employ strategies based upon marketing theories, 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."

- GRAPHIC DESIGN DEPARTMENT HEAD
ANDREW SHALAT

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.

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 (12 credits)

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

SEMESTER 2 (12 credits)

ILL 121 **Drawing II**
GEN 105 **Computer Technology***
DES 106 **Design Foundations**
DES 151 **Digital Photography I**

SEMESTER 3 (12 credits)

DES 204 **The Study of Graphic Design**
GEN 204 **Intro to Marketing***
ILL 111 **Life Drawing I**
GEN 106 **History of Art***
ILL 142 **Illustrator II**

YEAR TWO

SEMESTER 4 (12 credits)

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

SEMESTER 5 (12 credits)

ILL 207 **Portrait Painting**
GEN 206 **Creative Business***
ILL 209 **Commercial Illustration**
GEN 207 **Copywriting***
ILL 202 **Digital Illustration II**

SEMESTER 6 (12 credits)

DES 222 **Photoshop II**
DES 102 **Typography II****
ILL 210 **Technical Illustration and Infographics**
ILL 260 **Illustration Capstone and Portfolio Review**

YEAR THREE

SEMESTER 7 (12 credits)

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

SEMESTER 8 (12 credits)

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

SEMESTER 9 (12 credits)

ILL 404 **Senior Project**
GEN 401 **Accounting for Creatives***
ILL 412 **Global View of Illustation**
DEG 410 **Internship and Entrepreneurship**

FINAL SEMESTER

SEMESTER 10 (12 credits)

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

* 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.

VISIT COURSE LIST

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:** Employ and present the ability to create quality work by exploring and experimenting with the use of color, visual hierarchy/organization, concept development, typography, composition, and other art/design principles.
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:** Conceive, produce, and present a cohesive body of work by synthesizing technical expertise, art/design principles and employing critical thinking and creative problem solving, in response to constructive feedback and critiques. Portfolio pieces display professional design aesthetic and concepts aligned with the student's career and creative goals.
7. **Critical Thinking, Communication, and Writing:** Employ critical thinking and information literacy to generate, support, evaluate, and convey ideas through writing and oral communication for academic or professional contexts while considering divergent perspectives, cultural framing, historical context, research, and ethical concerns.
8. **Professional Practice and Readiness:** Construct and present 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, and clearly communicate ideas.

"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 image making.

- ILLUSTRATION DEPARTMENT HEAD
JORDON SCHRANZ

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 Bachelor of Fine Arts (BFA) in Digital Photography 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.

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 (12 credits)

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

SEMESTER 2 (12 credits)

DES 106 **Design Foundations**
DES 121 **Photoshop I**
PHO 105 **Photo Lighting and Planning**
GEN 105 **Computer Technology***

SEMESTER 3 (12 credits)

PHO 104 **History of Photography**
PHO 154 **Landscape Photography**
PHO 106 **Photo Retouching**
GEN 106 **History of Art***
GEN 107 **General Psychology***

YEAR TWO

SEMESTER 4 (12 credits)

PHO 204 **Commercial Photography I**
PHO 208 **Color Correction**
DES 222 **Photoshop II**
GEN 207 **Copywriting***

SEMESTER 5 (12 credits)

ADV 207 **Creative Concept Development**
PHO 207 **Commercial Photography II**
DIG 201 **Digital Video Editing**
GEN 204 **Intro to Marketing***
GEN 206 **Creative Business***

SEMESTER 6 (12 credits)

WEB 101 **HTML and CSS I****
PHO 214 **Narrative Photography**
DIG 204 **Digital Video Production**
PHO 260 **Digital Photography Capstone and Portfolio Review**

YEAR THREE

SEMESTER 7 (12 credits)

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

SEMESTER 8 (12 credits)

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

SEMESTER 9 (12 credits)

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

FINAL SEMESTER

SEMESTER 10 (12 credits)

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

* 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.

VISIT COURSE LIST

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:** Employ and present the ability to create quality work by exploring and experimenting with the use of color, visual hierarchy/organization, concept development, composition, and other art/design principles.
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:** Conceive, produce, and present a cohesive body of work by synthesizing technical expertise, art/design principles, visual storytelling, and employing critical thinking and creative problem solving, in response to constructive feedback and critiques. Portfolio pieces display professional design aesthetic and concepts aligned with the student's career and creative goals.
7. **Critical Thinking, Communication, and Writing:** Employ critical thinking and information literacy to generate, support, evaluate, and convey ideas through writing and oral communication for academic or professional contexts while considering divergent perspectives, cultural framing, historical context, research, and ethical concerns.
8. **Professional Practice and Readiness:** Construct and present 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, and clearly communicate ideas.

"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

AOS

Associate Degree

GRAPHIC DESIGN 23
WEB DESIGN 26
DIGITAL MEDIA 29
ILLUSTRATION 32
DIGITAL PHOTOGRAPHY 35

The 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, and Digital Photography.

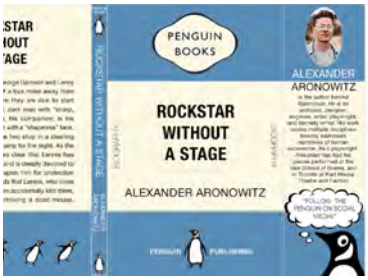
Designed for high school graduates and adult learners, the program offers a strong foundation in visual design and a working knowledge of contemporary software and production techniques. Throughout the program, emphasis is placed on a professional workflow that involves research, practice, and critique.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

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.

STUDENT WORK BY: Bobbie Villarruel, Zachari Haselow, Adriaan Schiltkamp



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 (12 credits)

DES 121 **Photoshop I**	DES 106 **Design Foundations**	DES 111 **Drawing I**
GEN 104 **English Composition***		

SEMESTER 2 (12 credits)

DES 204 **The Study of Graphic Design**	DES 131 **Logo Design I**	DES 141 **Illustrator I**
DES 151 **Digital Photography I**	GEN 105 **Computer Technology***	

SEMESTER 3 (12 credits)

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

YEAR TWO

SEMESTER 4 (12 credits)

DES 211 **Graphic Design I**	DES 222 **Photoshop II**	ADV 207 **Creative Concept Development**
GEN 207 **Copywriting***		

SEMESTER 5 (12 credits)

WEB 101 **HTML and CSS I**	DES 205 **Print Production**	DES 212 **Graphic Design II**
GEN 204 **Intro to Marketing***	GEN 206 **Creative Business***	

SEMESTER 6 (12 credits)

WEB 222 **UX/UI Design**	DES 208 **Packaging Design**	DES 232 **Logo Design II****
DES 260 **Graphic Design Capstone and Portfolio Review**		

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

VISIT COURSE LIST

PROGRAM OUTCOMES

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

1. **Art/Design Principles.** Produce visually compelling work by employing art and design principles including the use 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.** Produce and present 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 a cohesive body of work that showcases technical and creative skills to employers and potential clients.

"When I was looking into going back to school, I was searching for a program that was 100% remote and affordable. I chose Sessions because it is tailored for learners of all walks of life. I needed something practical and straightforward that would get me to where I wanted to be."

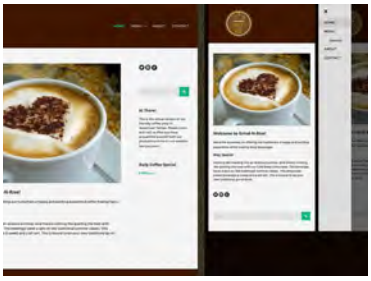
- COURTNEY NICLI
AOS in Graphic Design, Class of 2022

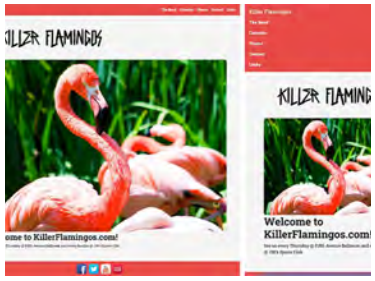
ASSOCIATE OF OCCUPATIONAL STUDIES (AOS) IN WEB DESIGN

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.

STUDENT WORK BY: Nicole Porata, Sabrina Timmermans, John Olson





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 (12 credits)

DES 121 **Photoshop I**	WEB 101 **HTML and CSS I**	DES 106 **Design Foundations**
GEN 104 **English Composition***		

SEMESTER 2 (12 credits)

DES 204 **The Study of Graphic Design**	DES 131 **Logo Design I**	DES 141 **Illustrator I**
WEB 213 **Bootstrap Using Dreamweaver I**		GEN 105 **Computer Technology***

SEMESTER 3 (12 credits)

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

YEAR TWO

SEMESTER 4 (12 credits)

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

SEMESTER 5 (12 credits)

WEB 231 **Web Design I**	WEB 222 **UX/UI Design**	WEB 207 **Internet Marketing**
GEN 207 **Copywriting***		

SEMESTER 6 (12 credits)

DES 201 **InDesign I****	WEB 241 **Wordpress for Designers**	GEN 204 **Intro to Marketing***
GEN 206 **Creative Business***	WEB 260 **Web Design Capstone and Portfolio Review**	

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

VISIT COURSE LIST

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.** Produce visually compelling work by employing art and design principles including the use 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.

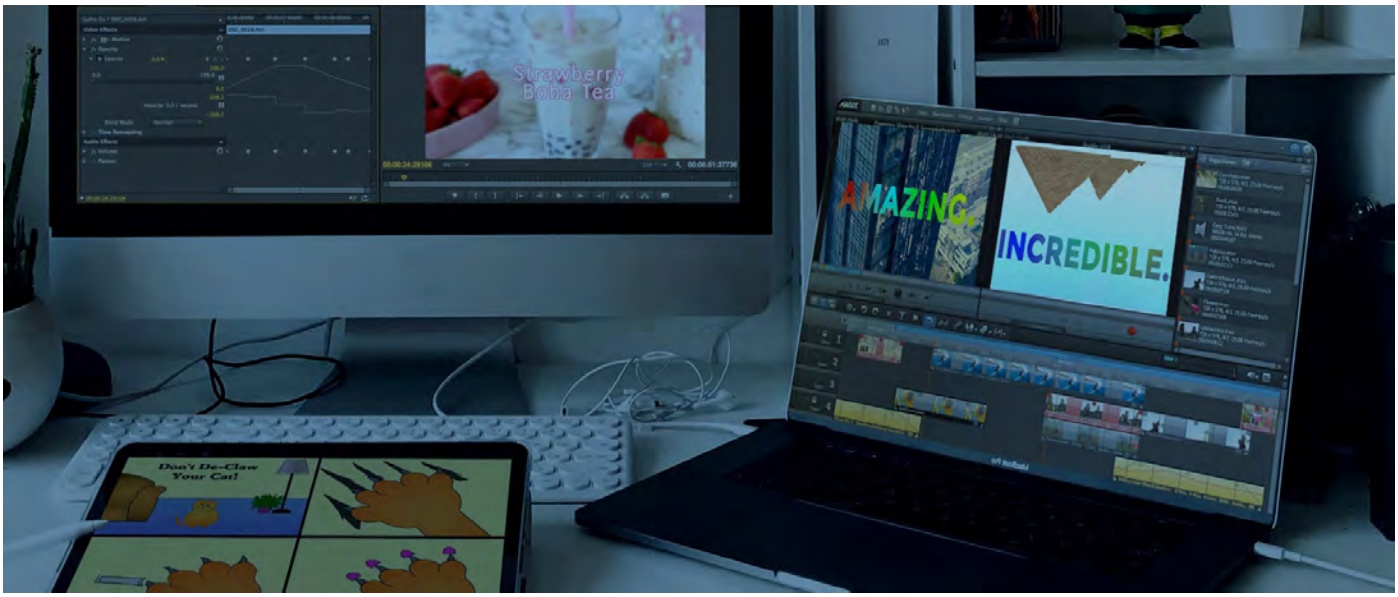
5. **Marketing.** Implement basic techniques for marketing web sites, including SEO, search advertising, and email marketing.

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 a cohesive body of work that showcases technical and creative skills to employers and potential clients.

"Studying online was definitely worth it. There are so many opportunities to interact with your peers and professors. Your college schedule can be organized to fit your lifestyle. You can obtain a degree catered to your needs, and still get a great education."

- SABRINA TIMMERMANS
AOS in Web Design, Class of 2022



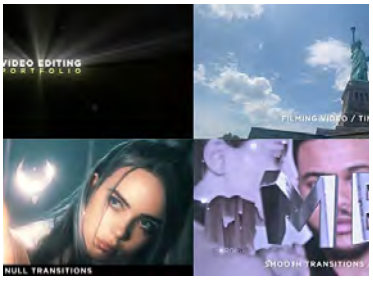
ASSOCIATE OF OCCUPATIONAL STUDIES (AOS) IN DIGITAL MEDIA

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, editing, filmmaking, 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 majors choose one of two curricular paths: an emphasis upon Design or an emphasis upon Filmmaking. Students pursuing either path will gain experience in art and design fundamentals and the use of time-based media techniques to create compelling content. Students develop and advance technical skills using Adobe Premiere, Animate, After Effects and a foundation in video production, editing, and motion graphics.

STUDENT WORK BY: Kurt Balcom, Karen Sorano, Nick Fairman



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 (12 credits)

DES 121 **Photoshop I**	DES 106 **Design Foundations**	DES 111 **Drawing I**
GEN 104 **English Composition***		

SEMESTER 2 (12 credits)

DIG 205 **Intro to Motion**	DES 141 **Illustrator I**	DES 151 **Digital Photography I**
GEN 105 **Computer Technology***	DES 131 **Logo Design I**	

SEMESTER 3 (12 credits)

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

YEAR TWO

SEMESTER 4 (12 credits)

DIG 204 **Digital Video Production**	DIG 208 **After Effects I**	GEN 207 **Copywriting***
PHO 105 **Photo Lighting and Planning**		

SEMESTER 5 (12 credits)

DIG 209 **Time-Based Media**	DES 102 **Typography II**	DIG 212 **After Effects II**
ILL 142 **Illustrator II**		

SEMESTER 6 (12 credits)

DES 222 **Photoshop II**	WEB 222 **UX/UI Design****	GEN 204 **Intro to Marketing***
GEN 206 **Creative Business***	DIG 260 **Digital Media Capstone and Portfolio Review**	

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

AOS in Digital Media students may choose between two 12-credit track options: Design or Filmmaking. The Design track provides a rounded foundation in design for students looking to explore video editing and motion graphics. The Filmmaking track provides an exposure to principles of filmmaking and its application to digital media.

Design Track

DES 111 **Drawing I**
DIG 205 **Intro to Motion**
DES 131 **Logo Design I**
PHO 105 **Photo Lighting and Planning**
DES 102 **Typography II**

Filmmaking Track

FLM 101 **Cinematography**
FLM 103 **Screenwriting**
FLM 104 **Directing**
FLM 201 **Filmmaking Concepts for Digital Media**

VISIT COURSE LIST

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, and other industry technologies.

3. **Animation.** Prepare and present short animations employing basic animation techniques.

4. **Art/Design Principles.** Produce visually compelling work by employing art and design principles including the use of color, pattern, details, 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 a cohesive body of work that showcases technical and creative skills to employers and potential clients.

"I feel the quality of the instructors is the best thing about Sessions College. They all have passions and expertise that show in their interactions and critiques with students. By growing my video and editing abilities, as well as my storytelling skills, I can better assist my clients, and myself, to tell stories that need to be told."

- JOHN OLSON
AOS in Digital Media, Class of 2022

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, 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.

STUDENT WORK BY: Brandi Kambalov, Tamara Lance, Chloe Koster

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 (12 credits)

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

SEMESTER 2 (12 credits)

ILL 121 **Drawing II**	DES 106 **Design Foundations**	DES 151 **Digital Photography I**
GEN 105 **Computer Technology***		

SEMESTER 3 (12 credits)

DES 204 **The Study of Graphic Design**	ILL 111 **Life Drawing I**	DES 142 **Illustrator II**
GEN 204 **Intro to Marketing***	GEN 106 **History of Art***	

YEAR TWO

SEMESTER 4 (12 credits)

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

SEMESTER 5 (12 credits)

ILL 207 **Portrait Painting**	ILL 209 **Commercial Illustration**	ILL 202 **Digital Illustration II**
GEN 206 **Creative Business***	GEN 207 **Copywriting***	

SEMESTER 6 (12 credits)

DES 222 **Photoshop II**	ILL 210 **Technical Illustration and Infographics**
DES 102 **Typography II****	ILL 260 **Illustration Capstone and Portfolio Review**

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

VISIT COURSE LIST

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.** Produce visually compelling work by employing art and design principles including the use of color, pattern, details, typography, and composition.

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 a cohesive body of work that showcases technical and creative skills to employers and potential clients.

"I truly enjoyed studying online. I am an independent learner and I like going at my own pace. I loved having the freedom and flexibility to work on my studies when it best fit my schedule."

- KRISTY REN-HAYZLETT
AOS in Illustration, Class of 2022

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.

STUDENT WORK BY: Danielle James, Alexa Vasquez, Brielle Saling

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 (12 credits)

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

SEMESTER 2 (12 credits)

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

SEMESTER 3 (12 credits)

DES 105 **Design and Composition**
PHO 154 **Landscape Photography**
PHO 106 **Photo Retouching**
GEN 106 **History of Art***
GEN 107 **General Psychology***

YEAR TWO

SEMESTER 4 (12 credits)

PHO 204 **Commercial Photography I**
PHO 208 **Color Correction**
DES 222 **Photoshop II**
GEN 207 **Copywriting***

SEMESTER 5 (12 credits)

PHO 207 **Commercial Photography II**
ADV 207 **Creative Concept Development**
DIG 201 **Digital Video Editing**
GEN 204 **Intro to Marketing***
GEN 206 **Creative Business***

SEMESTER 6 (12 credits)

WEB 101 **HTML and CSS I****
PHO 214 **Narrative Photography**
DIG 204 **Digital Video Production**
PHO 260 **Digital Photography Capstone and Portfolio Review**

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

VISIT COURSE LIST

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.** Produce visually compelling work by employing art and design principles including the use 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 a cohesive body of work that showcases technical and creative skills to employers and potential clients.

"We all lead busy lives, and studying online allows you to control your own schedule and study when it works best for you! You also have a community of classmates and instructors that you can share your work with and get real time feedback."

- JAMES WARREN
AOS in Digital Photography, Class of 2021

UC Undergraduate Certificates

GRAPHIC DESIGN 39
WEB DESIGN 41
FILMMAKING 43
DIGITAL MEDIA 45
ILLUSTRATION 47
ADVERTISING DESIGN 49
DIGITAL PHOTOGRAPHY 51

The Sessions College Undergraduate Certificate (UC) 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, Filmmaking, Digital Media, Illustration, 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 art/design skills; there is no general education course requirement.

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.

CURRICULUM

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

SEMESTER 1 (12 credits)

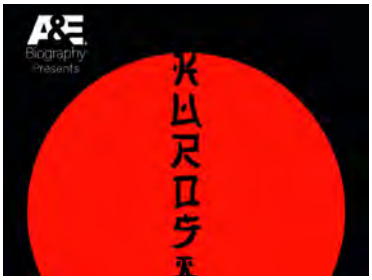
DES 121 **Photoshop I**
DES 106 **Design Foundations**
DES 111 **Drawing I**
DES 141 **Illustrator I**

SEMESTER 2 (12 credits)

DES 204 **The Study of Graphic Design**
DES 131 **Logo Design I**
DES 201 **InDesign** I
DES 102 **Typography II**
DES 211 **Graphic Design I**

VISIT COURSE LIST

STUDENT WORK BY: Luis Cueva, Nicole Reynolds, Kevin Barnett



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.** Produce visually compelling work by employing art and design principles including the use 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.

"Growing up I have always had a passion for art, whether it be drawing, baking, or even music. I always wanted to solve problems, so I decided to solve problems through design. I can help people with issues they don't see and bring solutions to questions they don't know to ask."

- DONEK MORTON
Undergraduate Certificate in Graphic Design, Class of 2020

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 to 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.

CURRICULUM

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

SEMESTER 1 (12 credits)

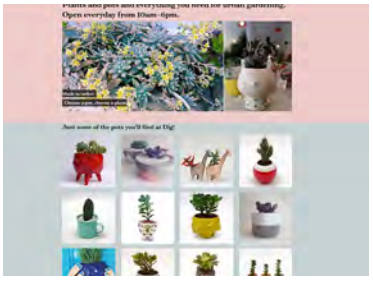
DES 121 **Photoshop I**
DES 106 **Design Foundations**
WEB 101 **HTML and CSS I**
DES 141 **Illustrator I**

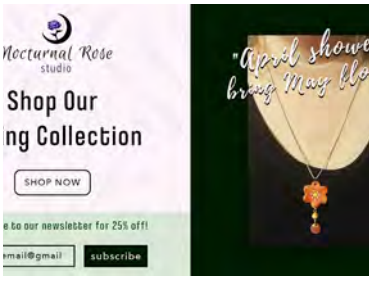
SEMESTER 2 (12 credits)

WEB 213 **Bootstrap Using Dreamweaver I**
WEB 205 **JavaScript for Designers I**
WEB 232 **Web Typography**
WEB 209 **Advanced CSS**
WEB 222 **UX/UI Design**

VISIT COURSE LIST

STUDENT WORK BY: Michael Davis, Rhonda Query, Grace Holden





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 employing 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.** Produce visually compelling work by employing art and design principles including the use 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.

"The instructors were knowledgeable and considerate. The course material focused on real world scenarios. This made the course material relevant and easy to master."

- ANGELIQUE SHIPLEY
Undergraduate Certificate in Web Design, Class of 2022

UNDERGRADUATE CERTIFICATE IN FILMMAKING AND DIGITAL MEDIA

In the Undergraduate Certificate in Filmmaking and Digital Media program, students build a foundation for entry-level work in filmmaking/digital media or further study. Immersed in a project-based curriculum, students explore the art of filmmaking from various professional perspectives, acting as cinematographer, screenwriter, director, and editor. In the program, students build skills through a series of hands-on filmmaking projects, showcasing their talents by producing a 10-minute movie as a final project. Students gain experience of the filmmaking process, learning how to develop a screenplay and production plan, fulfil the role of director, cast and lead a team, light and shoot scenes, and edit their ideas into a compelling visual story.

CURRICULUM

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

SEMESTER 1 (12 credits)

FLM 101 **Cinematography**
FLM 102 **Editing**
FLM 103 **Screenwriting I**
FLM 104 **Directing**

SEMESTER 2 (12 credits)

FLM 201 **Filmmaking Concepts for Digital Media**
FLM 202 **Screenwriting II**
FLM 203 **Film Criticism**
FLM 204 **Final Project**

VISIT COURSE LIST

PROGRAM OUTCOMES

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

1. **Storytelling.** Effectively communicate a story in writing by developing a plot, characters, treatments, and dialogue, and translate that story into visual media.

2. **Directing.** Collaborate with others to successfully develop and execute a production plan, directing a cast and team members to realize a shared vision for a project.

3. **Art/Design Principles.** Employ design and art principles such as composition, lighting, camera angles, lens usage, color, texture, and continuity to support a story and concept being developed and conveyed.

4. **Technology.** Utilize cameras, lighting, and audio equipment, Adobe Premiere, and other software as needed, to produce and edit compelling content for viewing and distribution.

5. **Critical Analysis.** Employ analytical skills to develop and refine creative work including screenplays, written film criticism, and visual media.

"This exciting program provides creative storytellers the opportunity to develop and produce their ideas with feedback from professional filmmakers and digital creators."

- ANDRÉ ROBERT LEE
Department Head of Filmmaking

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.

CURRICULUM

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

SEMESTER 1 (12 credits)

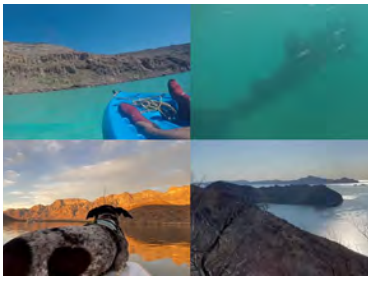
DES 121 **Photoshop I**
DES 104 **Color Theory**
DIG 205 **Intro to Motion**
DIG 201 **Digital Video Editing**
DES 111 **Drawing I**

SEMESTER 2 (12 credits)

DIG 210 **Animate I**
DIG 204 **Digital Video Production**
DIG 208 **After Effects I**
DES 141 **Illustrator I**

VISIT COURSE LIST

STUDENT WORK BY: Michael Parlacoski, Percy Cortez, Brian Krantz



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.** Produce visually compelling work by employing art and design principles including the use of color, pattern, details, and composition.
5. **Storytelling.** Conceptualize, compose, and deliver images, animations, and movies demonstrating an effective use of visual communication and storytelling.

"This course has helped me become confident in my skills and passion. Taking a deeper look into video production with guidance from the instructors and diversity of the class was so valuable."

- BRETT YOKOTA
Undergraduate Certificate in Digital Media, Class of 2023

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.

CURRICULUM

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

SEMESTER 1 (12 credits)

DES 121 **Photoshop I**
DES 106 **Design Foundations**
DES 141 **Illustrator I**
DES 111 **Drawing I**

SEMESTER 2 (12 credits)

ILL 202 **Digital Illustration II**
ILL 111 **Life Drawing I**
ILL 204 **Painting I**
ILL 209 **Commercial Illustration**

VISIT COURSE LIST

STUDENT WORK BY: Brooke Dryden, Brandon Bailey, Abby James

PROGRAM OUTCOMES

By completing the program, Undergraduate Certificate in Illustration 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 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.** Produce visually compelling work by employing art and design principles including the use of color, pattern, details, typography, and composition.
5. **Projects.** Produce and present a variety of illustration projects.

"I live and work in one of the most expensive cities in the world, so despite my passion for illustration, I simply could not afford a full time, on-campus degree. Sessions online program has allowed me to overcome the hurdles of my financial and schedule restrictions, and it has been an absolutely life-changing experience."

- MAGGIE BROWNSTONE
Undergraduate Certificate in Illustration

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.

CURRICULUM

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

SEMESTER 1 (12 credits)

DES 121 **Photoshop I**
DES 106 **Design Foundations**
DES 141 **Illustrator I**
ADV 207 **Creative Concept Development**

SEMESTER 2 (12 credits)

DES 201 **InDesign I**
ADV 205 **Marketing Design**
ADV 206 **Copywriting**
ADV 201 **Advertising Design I**

VISIT COURSE LIST

STUDENT WORK BY: Brittany Weeks, Kristy Nilsson, Robin Imse

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.** Produce visually compelling work by employing art and design principles including the use 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.

"The best part about studying online is the freedom. The ability to have a full-time job, travel, and then still schedule when you can sit down and focus on your work is priceless. The instructors and advisors are there for you no matter what. You are never on your own and you are 100% supported throughout your entire program."

- KRISTY NILSSON
Undergraduate Certificate in Advertising Design, Class of 2020

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.

CURRICULUM

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

SEMESTER 1 (12 credits)

DES 151 **Digital Photography I**
PHO 205 **Lightroom**
PHO 154 **Landscape Photography**
DES 104 **Color Theory**
PHO 104 **History of Photography**

SEMESTER 2 (12 credits)

PHO 105 **Photo Lighting and Planning**
DES 121 **Photoshop I**
PHO 204 **Commercial Photography**
PHO 208 **Color Correction**

VISIT COURSE LIST

STUDENT WORK BY: Derrick Wright, Douglas Gorman, Julie Solberg

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**. Produce visually compelling work by employing art and design principles including the use 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.

"I've been self-taught for years, and early this year I decided to search for an online photography program. I came across Sessions, and I loved the fact that I could focus solely on photography courses. Online school has allowed me to be able to have a flexible schedule for my clients, and schedule shoots whenever I need to."

- PAIGE WINDUS
Undergraduate Certificate in Digital Photography, Class of 2020

COURSE LIST

Below are course descriptions for all courses in degree level programs. To access available courses online, visit our degree course catalog.

ADV 201: ADVERTISING DESIGN – 3 credits

Ready to put on your Madison Advenue shoes? In this online advertising course, you'll learn the principles of the advertising design from both a creative and a business perspective. 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 newspapers, magazines, subways, and transit/outdoor applications, and a final project in which you create an entire ad campaign.

ADV 205: MARKETING DESIGN – 3 credits

Marketing designers have a daunting task: communicate with visuals and text in a way that entices consumers. Large corporations, small businesses, and non-profits alike require effective marketing design to promote their products and services. In this online marketing course, you'll make design decisions through research, writing, and planning techniques that set marketing designers (and their clients) apart from the competition. Each course lecture features real-life case studies as well as industry best practices for concept development, branding extensions, image-building, presentation, and even non-traditional marketing.

ADV 206: COPYWRITING – 3 credits

Every ad designer must grasp the basics of persuasive copywriting. In this online copywriting course, students will study how text and images 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. Working with a professional writer and editor, you'll hone your copywriting skills on realistic projects.

ADV 207: CREATIVE CONCEPT DEVELOPMENT – 3 credits

In advertising, illustration, and design, you need to be able to generate many ideas for your clients and projects. You can have all the skills in the world, but unless you can develop creative concepts, your products and content will get lost in the sea of what's out there. This online creativity course 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.

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.

DEG 344: PROFESSIONAL PRACTICES – 3 credits

During this class you will develop and/or enhance your business forms and collateral materials for your photography, illustration, and design business based upon industry standards and best practices. In preparation for running your own creative services 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 creatives through local industry organizations and/or respected creative work sharing sites and implement your internship outreach plan in preparation for the DEG 410 Internship and Entrepreneurship.

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.

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.

DEG 460: BFA PORTFOLIO – 3 credits

In this class, you will finalize your portfolio, business materials, and resume, in preparation for pursuing or advancing your design career. Working with your instructor, you will hone your BFA-level projects into a persuasive presentation of final work. 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.

DES 102: TYPOGRAPHY II – 3 credits

Typography, technology, and culture are intertwined. Type has the power to communicate meaning and mood through its quirks and beauty, its history and diversity. In this advanced online typography course, you'll learn advanced concepts in typography, building your portfolio through hands-on projects. You'll experiment with type fusion, learn the details of text layout and information hierarchy, create a visual identity for product package and a civic authority, and even design your own currency.

DES 104: COLOR THEORY – 1.5 credits

Color is an essential tool for any designer. Though each color has its own specific hue and value, the expression and perception of a color changes in different contexts. In this online color theory course, you'll learn how to work with color, discovering how to develop color schemes for your design projects. The course will range from fundamental color concepts and terminology to the practical application of color in typography and using color effectively on-screen.

DES 106: DESIGN FOUNDATIONS – 3 credits

Color is a fundamental medium for any artist or designer. Typography is what sets designers apart from other artists. Composition, literally the assembly or construction of elements, is the artful arrangement that guides the viewer's eye through an image. In this course, you will analyze everything from Grand Masters to Madison Avenue ads to tubes of toothpaste, and discover how color, type, and composition are combined to create effective and powerful visual communications. Class projects challenge you to build and apply your design skills in application to real-life creative scenarios.

DES 111: DRAWING I – 3 credits

Many people are afraid to draw, but the truth is that drawing is not as hard as it seems. If you can relax, get your mind around the task, and begin to understand what you see, you can draw. In this online drawing course, you'll learn how to analyze what you see in the world around you and communicate it on paper. 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

Adobe Photoshop is the premiere image manipulation tool for print design, Web design, and photography. You can learn to tame this creative powerhouse of a program in this online Photoshop course. Working with a design pro, you'll learn 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.

DES 131: LOGO DESIGN I – 1.5 credits

Logos are the front line—the identity of a company. They are ubiquitous, and they are vital. In this introductory online logo design course, you'll learn how to design logos that will strengthen the visual image of your own or your client's company. Working with a design pro, you'll explore the development of logos through a series of case studies. Each exercise combines a written, conceptual component with hands-on projects for creating an effective logo.

DES 141: ILLUSTRATOR I – 3 credits

Adobe Illustrator is a powerful and versatile tool for creating illustrations, logos, and graphics for print and the web. You can learn to produce detailed and scalable art in this online Illustrator course. Working with an expert instructor, you'll build a strong foundation, exploring shape tools, drawing tools, layers, the Pen tool (a lesson unto itself) as well as transformations/distortions, type tools, and modifying paths and shapes. Hands-on illustration projects include creating a robot, a series of album covers, a marketing postcard, an advertisement vehicle wrap, and a company logo.

DES 151: DIGITAL PHOTOGRAPHY I – 3 credits

In this course, you'll build a foundation in fundamental photography techniques. You will gain control over your camera's manual settings, learning how to balance the elements in the Exposure Triangle (ISO, Shutter Speed, and Aperture/F-Stop. You will discover how to set White Balance appropriately, create depth of field, and capture motion. We will explore composition concepts to help you make your photographs more interesting and effective and equip you for the types of adjustments photographers make to adjust to different lighting conditions. To give you experience in some important genres, you will gain practical experience in shooting different kinds of portrait photographs and sports/motion photographs.

DES 201: INDESIGN I – 3 credits

Layout designers today need the skills to move seamlessly between print and digital projects. Luckily, Adobe InDesign can handle it all. In this online InDesign course, you'll explore a host of essential InDesign techniques and focus on developing efficient workflows. The course will impart a working knowledge of InDesign's main capabilities, everything from basic features to using parent pages, importing and manipulating objects, controlling text flow and style, and organizing content with tables, layers, links, and conveyor tools. Projects give you training in a range of real world print/digital publishing projects, from brochures to catalogs, magazines to ePubs, and even an interactive folio for the iPad.

DES 204: THE STUDY OF GRAPHIC DESIGN – 1.5 credits

Professional designers make choices informed by the present and the past. In this online design history course, you'll explore design movements from the early 20th century through today and gain experience in research, idea-building, and production of creative concepts. Working with an experienced art director, you'll learn how to use historical knowledge and cultural awareness as a springboard for your contemporary design projects.

DES 205: PRINT PRODUCTION – 3 credits

For a novice designer, sending a job to the printer is a mysterious (and expensive) process of trial and error. To manage a print job effectively, you must understand how print shops work, how to communicate with them, and how to identify the best design solution for your budget. In this online print production course, you can learn the fundamentals of producing professional-looking print publications. Working with an expert instructor, you'll learn to choose papers and Pantone inks, modify your materials and processes based on a budget, use Adobe InDesign to prepare designs for print, manage the phases of the production workflow, and most importantly produce high-quality work.

DES 208: PACKAGING DESIGN – 3 credits

What makes a product stand out on a crowded shelf? What makes it attract the eye—excite, inform, and appeal, motivating customers to buy? In this online packaging design course, you'll learn the art and craft of package design, studying with a seasoned pro. Working from detailed briefs, you'll design packages for a wide variety of projects, clients, and customers. Key course concepts will include seeing and designing in three dimensions, mass vs. prestige design, and new product launches. Portfolio projects range from pizza store boxes to champagne and fragrance cartons.

DES 211: GRAPHIC DESIGN I – 3 credits

Graphic designers today must be ready to tackle a wide range of projects from identity design to editorial design to product and packaging design. In this online graphic design course, you'll establish a firm foundation for professional design work. Gain insights from industry veterans and explore the challenges of designing posters, logos, magazine covers, book layouts, 3D designs, and brand identities. Hone your design process, as you research each project, develop concepts, work with expert instructor feedback, and begin to develop pieces for your portfolio.

DES 212: GRAPHIC DESIGN II – 3 credits

Graphic design is the art of visual communication, the visual representation of ideas or concepts. In this advanced graphic design course, you'll study the movements that shaped today's design world. Working with a professional designer, you'll discover how to conceptualize projects, reinvent clichés, distill complex information, and motivate your audience. Class assignments include postage design, annual report layout, poster and book design, an art poster, and a direct mail piece.

DES 222: PHOTOSHOP II – 3 credits

How well do you know Adobe Photoshop, the industry-standard imaging app? In this advanced online Photoshop course you'll transcend your current skill set with vector illustration techniques, photo-realistic painting, high-impact typography, and professional editing methods that preserve the editability of your original images. Working with a Photoshop pro, you'll build proficiency with the Pen tool, Adobe Color, Smart Objects and Filters, and more.

DES 232: LOGO DESIGN II – 3 credits

In the words of the late, great Paul Rand, logos should be like flags: universal, timeless, and durable. Do you have have the skills to create identities that endure? Find out, in this advanced online logo design course. Working with an expert instructor, you'll study important identity design concepts including corporate identity, image, branding, and repositioning. The focus will be on learning how to approach each stage of the logo design process, from concept to execution and client presentation.

DES 260: GRAPHIC DESIGN CAPSTONE AND PORTFOLIO REVIEW – 3 credits

The Graphic Design Capstone and Portfolio Review class offers an opportunity to develop a multifaceted portfolio piece and hone your creative work into a polished presentation for future clients and employers. The Graphic Design Capstone Project provides a simulation of an extended client design project. Students will take a project from concept to final presentation. Students participate in Portfolio Review in weeks 9-15 of the semester. Students will learn to recognize strengths and weaknesses in their work, and feedback will help students identify specific works or subject areas that need improvement.

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 judgment, 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.

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.

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 that 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 411: INTERACTIVE MARKETING – 3 credits

As a designer working today, you'll 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.

DES 422: GLOBAL DESIGN – 3 credits

A contemporary designer must be prepared to produce work that can appeal to a global 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.

DIG 201: DIGITAL VIDEO EDITING I – 3 credits

Digital video is an exciting field, recently described by FaceBook CEO Mark Zuckerberg as a megatrend. In this online video editing course, you'll learn the art and craft of editing videos using Adobe Premier, or equivalent NLE program. Working with a pro digital artist, you'll learn time-honored concepts in editing, including shot types, story structure, scripting, editing sound, continuity editing, CODECs, adding text and graphics, compressing and expanding time, and storytelling strategies. Through a series of creative projects, you'll learn how to create polished movies for digital and social media applications.

DIG 204: DIGITAL VIDEO PRODUCTION – 3 credits

Can you hear Sundance calling? In this online video production course, you'll learn the basics of planning and shooting videos. You'll learn how to control your video camera, execute different kinds of shots, and maintain continuity in your projects. Working with an expert instructor, you'll gain experience in shooting different kinds of videos, focusing on storytelling, production planning, and sound editing, with the ultimate goal of telling stories that move audiences. This course will empower you with the knowledge to tell compelling stories for news, corporate video, and social media.

DIG 205: INTRO TO MOTION – 1.5 credits

How does animation actually work? In this online introductory animation course, you'll learn the 12 essential principles of animation including squash and stretch, anticipation, and

exaggeration. Working with a professional animator, you'll explore how fundamental concepts in physics and motion are used to create sophisticated, convincing motion art in sequential art, video, 2D animation, and 3D animation, and more. Practical projects include stop-motion and flipbook-style animation.

DIG 208: AFTER EFFECTS I – 3 credits

Adobe After Effects is a powerful application for motion graphics and visual effects for film and video. After Effects is used for broadcast graphics, music videos, feature films, video rotoscoping, corporate presentations, and conferences. In this online After Effects course, you can study with a leading animator and 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, effects, and more.

DIG 209: TIME-BASED MEDIA – 3 credits

This creative online time-based media course explores storytelling and allows students to integrate 2D animation, 3D animation, motion graphics, and video in an advanced After Effects environment. You will emerge with both a solid grasp of movie making techniques and a varied portfolio including a commercial, movie credit sequence, a dramatic short story, a visual illustration of a complex idea, a movie trailer, and an abstract tone poem. The course will explore useful techniques for research, scripting, and storyboarding with reference to film, television, and Web-based movies.

DIG 210: ANIMATE I – 3 credits

In this course you'll get a thorough, hands-on introduction to 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, animating objects on a path, masks, and lip syncing. You'll also master new techniques to make your animations more fluid and realistic. By the end of the course you will have created your own animated instructional or educational video.

DIG 260: DIGITAL MEDIA CAPSTONE AND PORTFOLIO REVIEW – 3 credits

The Digital Media Capstone and Portfolio Review class offers an opportunity to analyze and develop your areas of creative strength and hone your creative work into a polished presentation for future clients and employers. The Digital Media Capstone Project provides you with a series of assignments focused on skill evaluation, multitasking, visual storytelling, interviewing and project pitching. Students participate in Portfolio Review in weeks 9-15 of the semester. This provides students the opportunity to gather and develop a portfolio of work and present it to faculty and classmates for feedback.

FLM 101: CINEMATOGRAPHY – 3 credits

What makes the cinematography of the great filmmakers so compelling? In this course, you will develop an understanding of foundational cinematic principles, including shot types, composition, and lighting, and explore how to apply them in a series of creative projects. The course culminates in a final project demonstrating your ability to plan and execute a visually compelling scene in which actions speak louder than words.

FLM 102: EDITING – 3 credits

As a film or video editor you are storyteller with the power to affect your viewer in ways you may not even imagine. In this course, you'll study the tools and techniques used by professional editors, learning the basics of how to manage projects in Premiere as you explore how editing affects the pacing and mood of a scene. Lectures on montage, coverage, and B-roll explore how creative editors make the connections between each shot that pull a scene together. In final project, students demonstrate the ability to edit a set of footage in two distinct moods.

FLM 103: SCREENWRITING I – 3 credits

Do you have what it takes to write for the screen? In this class, you will analyze and write screenplays, developing your ability to work with dialogue, character development, and plot structure. During the class you will learn how to interpret and correctly format a script. By the end of the class, you will have created a compelling short dialogue scene between two or more characters.

FLM 104: DIRECTING – 3 credits

What does it mean to direct a movie? Directing has been compared to many things, ranging from leading an army into battle to managing a corporation. In this course, you'll gain hands-on experience of many aspects of directing including interpreting a script, using camera movement, sound design, and working with actors. Throughout the course, there is a focus on what makes a director's work distinctive, and how do you begin to develop those qualities in your work? In the final project, you will test your ability to creatively interpret a script for the screen in your own unique style.

FLM 201: FILMMAKING CONCEPTS FOR DIGITAL MEDIA – 3 credits

This multi-faceted course will enhance your filmmaking and digital media skills with an emphasis on planning, producing, and distributing creative work through web-based applications and venues such as YouTube, Instagram, TikTok, and Twitch (livestreaming). You will research, conceive, plan (using storyboards and other planning aids), and produce a variety of creative pieces by applying filmmaking principles such as storytelling, cinematography, directing, and editing to short-form

digital media projects to distribute and stream through multiple web-based venues and channels.

FLM 202: SCREENWRITING II – 3 credits

Utilizing a collaborative workshop strategy you will develop a concept for a 3-act narrative short script. You will write a concept and an outline, then transform it scene by scene into a script. As a screenwriter, you will workshop ideas at multiple stages in the creative process, and gaining critical feedback to improve your script from the instructor and your peers. Throughout the course, you will gain inspiration from the exploration and analysis of outstanding examples of professional screenwriting.

FLM 203: FILM CRITICISM – 3 credits

To make great films, you need to understand what makes them tick—how they are put together. And the best, most transformational way to do that is to closely study some of the greatest movies ever made. In this class, you will learn and apply concepts and principles for the critical analysis of films. You will explore six classic and contemporary films in great depth, engaging in focused discussions of specific scenes, and writing critical analyses that demonstrate your understanding and appreciation of the elements of filmmaking. Through critical analysis you will learn how to look and write about films, gaining insights that will enrich your future filmmaking.

FLM 204: FINAL PROJECT – 3 credits

Produce a complete short narrative or documentary film from concept to screening. Guided by your instructor, students will script, shoot, and edit a short narrative or documentary film. In the first half of the course, students will complete all aspects of pre-production: scripting, planning, recruiting, and more. In the second half, students will shoot and edit their film, refining their project into a polished production. having gained insights from multiples rounds of feedback, informed by course content, inspiration and your lived experience.

GEN 104: ENGLISH COMPOSITION – 3 credits

Writing is an essential skill in almost any professional career you can name. In this online english composition course, students learn to become better readers and writers. Your goal is to produce clearer, more active sentences, better structured paragraphs, and more coherent and interesting personal and analytical essays. Throughout the semester, class discussions will use the critique of images and videos on art as a stimulus for writing. Students will develop two polished essays that will be presented for peer critique.

GEN 105: COMPUTER TECHNOLOGY – 3 credits

To succeed in today's digital workplace, it's imperative to understand how computers work. In this online computer technology course, you'll gain a foundation in modern computer systems. The course provides a foundation in the computer concepts that every working professional should know. Lectures explore the history and technical evolution of computing, with a focus on the development of hardware, software, and the Internet have developed. Course assignments challenge students to master concepts and relate their studies to relevant professional scenarios, including data representation, programming, and social issues in computing.

GEN 106: HISTORY OF ART – 3 credits

What essentials do artists and designers just need to know? In this online art history course, you'll build a foundation in art and the artists who created it. You'll 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

An understanding of human psychology is essential for any designer. In this online psychology course, you'll build a foundation in theories of the mind. The course focuses on the biological and environmental bases for human behavior, including motivation, emotions, states of consciousness, learning, and personality. Students examine classic theories and theorists in psychology and complete research- and reflection-based projects.

GEN 204: INTRO TO MARKETING – 1.5 credits

Today's business clients are looking for designers who can apply their creative talents in ways that enhance strategic business goals. In this online introductory Marketing Design course, you'll learn tried-and-true marketing concepts and explore how they affect the design process. You'll gain a solid grasp of the marketing process, understand key terms and concepts that every marketer uses, and pick up smart questions to ask in client meetings.

GEN 206: CREATIVE BUSINESS – 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.

GEN 207: COPYWRITING – 3 credits

Every digital content creator must grasp the basics of persuasive

copywriting. In this online copywriting course, students will study how text and images 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. Working with a professional writer and editor, you'll hone your copywriting skills on realistic projects.

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 balance sheets, financial statements, assets and liabilities, and equity, as well as an exploration of business ethics.

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. 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 409: CULTURAL ANTHROPOLOGY – 3 credits

As a creative professional, you will communicate ideas to complex and diverse audiences. This course explores multiple theories of cultural anthropology 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 410: THE SCIENCE OF LIGHT, COLOR, AND 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.

ILL 111: LIFE DRAWING I – 3 credits

Life drawing is a fundamental artistic challenge. Capturing the human figure in all its infinite, intricate variations requires both a mastery of technique and a thorough understanding of the body. In this online life drawing course, you'll make your figure drawings come to life with guidance with feedback from an expert instructor. Following traditional methods, you'll learn the standard measures and proportions artists use to achieve naturalistic and expressive figure drawings. The course builds progressively from the fundamentals to the challenges of portraiture, three-dimensional form, composition, and expression.

ILL 121: DRAWING II – 3 credits

You can learn to observe the world around you and draw it. 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 142: ILLUSTRATOR II – 3 credits

Adobe Illustrator puts any conceivable vector art objective at your fingertips. But most digital designers only scratch the surface of Illustrator. To make a splash, one must delve deeper. In this advanced online Illustrator course, you'll create photo-realistic illustrations, complex patterns, rich designs, and learn how to accelerate your efforts with helpful workflow features. Working with an expert instructor, build on your existing Illustrator skills and tackle high-end projects with depth, dimension, and wow-power.

ILL 202: DIGITAL ILLUSTRATION II – 3 credits

Digital illustration is a challenging and expressive area of graphic design. With Adobe Illustrator, you can develop your unique personal style as an artist. In this online advanced digital illustration course, you'll learn professional illustration and Adobe Illustrator techniques for communicating your creative concepts. Working with a pro designer, illustrator, you'll learn approaches for creating editorial illustrations, icons, retro poster designs, 3D illustrations, and restaurant identity designs.

ILL 204: PAINTING I – 3 credits

For centuries, artists have used paint to represent the physical world. Now you too can learn how to paint online. In this online painting course, you'll learn a traditional approach to oil painting or acrylic painting. Working with a professional artist, you'll study a time-honored approach to painting that enables you to capture proportion, perspective, and lighting in the world around you. You'll learn how to build a foundation with preparatory sketches and underpainting, find out how to mix your paints correctly, and gain control over value through monochromatic painting and color studies.

ILL 206: CARTOONING AND SEQUENTIAL ART – 3 credits

The great cartoon artists know how to tell a story with one image. In this online cartooning course, you'll explore concepts for visual storytelling. Working with a veteran cartoonist, you'll discover how master cartoonists tell stories simply and effectively and apply what you learn in practical projects that help you grow your sequential art portfolio. Course topics include panel transitions, time and motion effects, character studies, speed drawing, and polishing and presenting your work to publishers.

ILL 207: PORTRAIT PAINTING – 1.5 credits

Portraiture has a rich history. In this online portrait painting course, you can learn time-honored techniques for portrait painting in oil. Working with an experienced painter, you'll utilize your knowledge of anatomy, learning how to construct a painting from drawing to underpainting to final work. Along the way you'll learn essentials for lights and darks, flesh tones, and laying on color. Helpful critiques on your drawings and paintings will help you improve your techniques and build your style.

ILL 208: WATERCOLOR – 1.5 credits

Watercolor 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. In this intensive online watercolor course, you'll explore traditional techniques including various washes, glazes, scumbles, resists, and more, getting feedback from a professional artist to help you hone your skills and perfect each project. The class involves creating a series of complete watercolor paintings.

ILL 209: COMMERCIAL ILLUSTRATION – 3 credits

Explore business applications for your illustration work, from editorial and commercial to advertising and marketing. In this online commercial illustration 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

Information design is the practice of creating visual presentations that communicate information for the purpose of instruction. In this online infographics course, you'll explore approaches and concepts in technical illustration and infographics. Working with a skilled illustrator, you'll learn methods for creating instructional illustrations that communicate clearly and effectively.

ILL 212: LIFE DRAWING II – 1.5 credits

Life drawing is an endless, fascinating challenge for an artist. In this online advanced life drawing course, you'll learn how to observe and capture the clothed human figure and explore basic techniques for all figure drawings. Working with a trained illustrator, you'll learn essential concepts in form, structure, and motion as you address subjects that interest and engage you. Discover the seven functions of the line, constructing scenes, and incorporating color.

ILL 260: ILLUSTRATION CAPSTONE AND PORTFOLIO REVIEW – 3 credits

The Illustration Capstone and Portfolio Review class offers an opportunity to develop a multifaceted portfolio piece and hone your creative work into a polished presentation for future clients and employers. The Illustration Capstone Project provides students the opportunity to complete a multidimensional illustration project in three stages, working closely with a department head. Students participate in Portfolio Review in weeks 9-15 of the semester. This provides students the opportunity to gather and develop a portfolio of work and present it to faculty and classmates for feedback.

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.

ILL 304: SPECIAL TOPICS – 3 credits

Students will enhance their ability to produce compelling illustrations and artwork in alignment with their professional and creative goals. In collaboration with the instructor, students will select or "spec out" and complete multi-faceted projects that support their portfolio goals. The course instructor will serve as the client, and class grades will be based not only on the quality of work but also on the 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

Students will focus on advancing their 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.

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, and enhance your creative workflow while producing new portfolio pieces. This multi-faceted course has been developed to provide a path for your academic and professional success.

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 412: 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 multi-faceted illustration projects 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.

PHO 104: HISTORY OF PHOTOGRAPHY – 1.5 credits

When photography was "invented" in 1839, the scientific breakthrough brought forth a new way of seeing. In this online photography history course, we'll trace the development of photography from its pioneering days in the 19th century to the experimental movements of today. We'll discuss major innovations and photographers in each period, and really put into practice what we're learning. Each exercise will require you to take photos that emulate historical styles, genres, or techniques.

PHO 105: PHOTO LIGHTING AND PLANNING – 3 credits

Planning a photo shoot can be challenging as you struggle to properly prepare while keeping the artistic juices flowing. In this online photography lighting course, you'll focus on the planning and preparation that lead to the successful execution of a photo shoot. You will develop a thorough understanding of different types of lighting, both natural and artificial, and learn how to work within varied shooting conditions. Working with a photography pro, you'll explore ways to effectively stage and style photographs to achieve your desired effect.

PHO 106: PHOTO RETOUCHING – 1.5 credits

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 online photo editing course, you'll learn how to turn good photographs into showstoppers. Using Photoshop's tools and filters, you'll learn to make seamless changes, realistically enhancing your images so that no one knows work was done. Photographers and designers will benefit from learning systematic professional routines taught in this course.

PHO 154: LANDSCAPE PHOTOGRAPHY – 3 credits

Landscape photography can be fascinating and endlessly inspiring, just like the natural world. In this course, you will explore a wide range of concepts and techniques to help you get more out of your nature photography. Each assignment will challenge you to go out and photograph the natural world, exploring compositional concepts and shooting techniques for different kinds of subjects

and environments, ranging from macro and mobile to HDR and panoramic shots. To help you organize, edit, and showcase your work, the course will explore editing techniques using Adobe Lightroom. By the end of the course, you'll have created a stunning portfolio of images celebrating your favorite natural location(s).

PHO 204: COMMERCIAL PHOTOGRAPHY I – 3 credits

Event photography is the primary source of business for most professional photographers. Capturing the important moments in a concert, wedding, or sporting event requires planning and a mastery of equipment, lighting, and location. In this course, you'll learn practical skills for managing paid event photography shoots. Working with a professional photographer, you'll learn how to approach projects professionally and deliver the client a high quality product.

PHO 205: LIGHTROOM – 3 credits

Have you ever spent more time working on a photo shoot at your desk than you did taking the pictures? If so, consider managing, developing, printing, and presenting your images efficiently with Adobe Lightroom Classic. In this online Lightroom course, working with a photography pro, you'll learn how to import and catalog your images with ease, and use basic and advanced development and retouching tools to create stellar shots, taking advantage of advanced production techniques and workflows.

PHO 207: COMMERCIAL PHOTOGRAPHY II – 3 credits

Are you looking to branch out and make a career as a commercial photographer? This advanced commercial photography course teaches you how to market yourself and gain new clients, shooting commercial subjects like buildings, products and food for e-commerce, advertising, and lifestyle industries. Other exciting areas of focus include portraiture photography and photojournalism.

PHO 208: COLOR CORRECTION – 3 credits

Do you know how to get the best out of your digital images? As every art director knows, 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. In this online color correction course, you'll learn systematic techniques for every aspect of Photoshop color management using Photoshop. Working with a Photoshop guru, you'll learn how to identify classic color scenarios and use both comprehensive and quick-and-dirty methods for correcting them.

PHO 214: NARRATIVE PHOTOGRAPHY – 3 credits

They say a picture is worth a thousand words. Readers and publishers expect photographers to be able to tell stories with images. In this online photojournalism course, you will explore how to utilize an editorial or narrative approach to photography. Throughout the course, you will use conceptualism in conjunction with documentary to build photo essays and other narrative projects. Studying with a respected photojournalist, you'll learn how to research, pitch, shoot, edit, and present a body of work that encompasses unifying themes.

PHO 260: DIGITAL PHOTOGRAPHY CAPSTONE AND PORTFOLIO REVIEW – 3 credits

The Digital Photography Capstone and Portfolio Review class offers an opportunity to develop a multifaceted portfolio piece and hone your creative work into a polished presentation for future clients and employers. The Digital Photography Capstone Project provides a simulation of an extended photography project. Students will take a photography project from concept to final presentation. Students participate in Portfolio Review in weeks 9-15 of the semester. This provides students the opportunity to gather and develop a portfolio of work and present it to faculty and classmates for feedback.

PHO 301: PHOTOGRAPHIC GENRES – 3 credits

Which genres of photography are you interested in? Which genres would you like to be recognized for? In alignment with your creative and professional goals, this course will allow you to take a deep dive into areas of focus within commercial photography, editorial photography, and 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 302: 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.

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 360: PROJECT MANAGEMENT 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 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 print, promote, and present your photographic 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.

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.

WEB 101: HTML AND CSS I – 3 credits

In order to build a Web site today, you need to know how to code using HTML and CSS. In this online HTML/CSS course, you'll learn just how fun and creative hand coding and designing Web sites can be. Working with a professional Web designer, you'll discover how to create Web pages with HTML and control page design and layout with CSS. Working with a pro Web designer, you'll get up to speed with current Web design practices including HTML5, CSS3, semantic coding, Web fonts, and responsive design. By the end of the course, you'll have designed several Web sites, including your first responsive Web site.

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

Taking a business online? Building a commercial Web site for yourself or a client is just the start. In this online Internet Marketing course, you'll learn practical skills for growing your business on the Web. Studying with a professional Internet marketing consultant, you'll learn how to develop an entire marketing plan for your online business. Course projects will include target audience analysis, site planning, content development strategy, email marketing campaigns, optimizing for search engines, building a Facebook page, and more.

WEB 209: ADVANCED CSS – 1.5 credits

Looking to take your CSS to the next level? In this online CSS course, you'll learn how to utilize flexbox, a new set of CSS properties that easily adapt to different screen sizes and different sizes of content, providing limitless, robust ways to structure page content, and design navigation, column-based layouts, even sticky footers! Working with an expert instructor, you'll study how to how to use flexbox with scalable vector graphics (SVG) and CSS3 animation, adding interactive and creative power to your Web graphics.

WEB 213: BOOTSTRAP USING DREAMWEAVER I – 3 credits

Bootstrap provides a framework of HTML, CSS, and JavaScript to speed up your site development. Designing with Bootstrap puts a wealth of useful code at your fingertips. In this course, you'll learn how to build responsive, mobile-first web sites using Bootstrap 5 and Dreamweaver, Adobe's HTML editor. Working with an expert instructor, you'll learn how to design web sites from using HTML and CSS to structure and design page layouts, and ensuring that your designs work on a range of platforms and devices. Each project includes accessibility testing as an integral part of the workflow.

WEB 214: BOOTSTRAP USING DREAMWEAVER II – 3 credits

The powerful assets of Bootstrap are made easier to access using Adobe Dreamweaver. In this advanced course, you'll learn how to build responsive layouts using Bootstrap, add advanced CSS styles and transitions, add JavaScript and jQuery features, all without reams of code. Working with a pro Web designer, you'll learn how to apply these techniques to practical design project scenarios.

WEB 222: UX/UI DESIGN – 3 credits

UX/UI is a hot field in software development and web design today. Companies need designers who can rapidly prototype the interface for an app or a website, applying principles of usability and accessibility to create intuitive, engaging user experiences. In this course, you'll work with veteran UX/UI designer Michael Hamm to 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.

WEB 231: WEB DESIGN I – 3 credits

Students will create a small business site working step by step, researching and creating a blueprint, developing wireframes or priority guides to map pages, creating a custom logo, developing responsive layouts, and using mood boards to develop and implement color choices in CSS. The site will be tested, validated, and profiled for performance and students will explore how to add a Shopify template. In addition, students will use Adobe Portfolio to create a simple online portfolio, learning how to create a presentation of work samples for prospective clients.

WEB 232: WEB TYPOGRAPHY – 1.5 credits

Crafting the experience of Web type remains the quiet bulk of a Web designer's work. In this online Web type course, you'll learn how to enhance your Web designs with the the latest techniques for styling, typesetting, and embellishing text. Working with a pro designer, you'll get up to speed on the latest in Web font options and how to use CSS font stacks. You'll study a mix of classic and cutting edge techniques to ensure on-screen readability and effective rhythm, including CSS3 effects and typography-driven information graphics.

WEB 241: WORDPRESS FOR DESIGNERS – 3 credits

Everywhere you look, there's another website built with WordPress. As a savvy web designer, you need WordPress skills in your ninja belt. In this online WordPress course, you'll learn how to develop sites that take advantage of the power, versatility, and community of WordPress. You'll start learning the main attributes of a CMS and explore themes, plugins, ways to install, information and support, functions, pages and posts, headers and footers, widgets, and more, all with one big goal in mind: learning the techniques and tools essential to developing excellent WordPress sites.

WEB 259: WEB DESIGN CAPSTONE PROJECT – 2 credits

The Web Design capstone project is a complete client project in Web design, from concept to the final presentation of a series of client pieces. Students work closely with the department head using a full project brief to create information design concepts, a complete Web site and associated graphics, and a banner advertisement. The project is executed in three stages with feedback and a discussion at each stage. Students are expected to discuss, present, and critique their work with the highest level of professionalism, and implement research strategies that contribute to the overall finished project.

STUDENT SERVICES

STUDENT ADVISORS

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. Arizona 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
Brian Lorti, Senior Military Advisor	blorti@sessions.edu
Christoper Liguori, Student Advisor	christopher@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. All 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.

STUDENT AMBASSADORS

The Student Ambassadors are a group of volunteer students who represent the Sessions College experience. They provide school administrators feedback on institutional strategy and planning and participate in outreach and events. Student Ambassadors achieve these goals by working closely with Education and Student Services teams. Since 2010, this annually elected group has been an important part of the growth and development of Sessions College.

CELEBRATING 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 announced at the sessions.edu website. Each honor roll student receives a letter of recognition from the Academic Director.

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.

OUTSTANDING GRADUATE AWARDS

Each fall, our Outstanding Graduate Awards 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 and an award trophy.

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. Degree program graduations are announced within 30 days of the end of semester. Career Certificate graduations are posted quarterly.

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. 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.

ADMISSIONS POLICIES

GENERAL ADMISSIONS POLICY

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.

DEGREE PROGRAM ADMISSIONS

The following is a detailed list of application requirements:

1. Completed application form..
2. Original 500-word essay, written in your own words, expressing why you are interested in your chosen major (Graphic Design, Digital Media, Illustration, and so on.) *Essays will be evaluated for style and content, as well as grammar, vocabulary, punctuation, and spelling. Submission of AI-generated writing is not acceptable.*
3. 5-10 samples of your original art, design, or digital media work* OR an original written creative skills assessment (available on request).
4. Transcripts from your high school ** OR any college courses and/or programs completed. (Transcripts must be provided for any course you wish evaluated for credit transfer.).
5. A non-refundable $75 Application Fee to process your application.

Notes:

* Notice on the use of AI generated work: Any art, design, or digital media work or written content provided must be your original work. This means that you did not alter someone else's work and/or use generative Artificial Intelligence (AI) to create your work (visual or written). If you included royalty free images in your work, include a document that features your source materials along with links to the images.

** GED and state-approved home school transcripts are acceptable alternatives to high school transcripts.

WHAT IF I DON'T HAVE A PORTFOLIO?

That's OK. We are not looking for professional-level work from our entering degree program students, but rather evidence of creativity or passion for design. Any examples of design, drawings, photographs, or other creative work are acceptable. Check out our Degree Program Application Guide for helpful advice.

NOTE: As an alternative to a portfolio, students may complete an alternate written assessment (available on request).

UNDERGRADUATE CERTIFICATE ADMISSIONS

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.

VERIFICATION OF HIGH SCHOOL DIPLOMA

Students enrolling in degree or certificate programs are expected to self-certify that have received a high school diploma or acceptable alternative in their college application and their FAFSA application (if applicable). If there is reason to believe that a student's high school diploma or alternative is not valid, the school reserves the right to confirm its validity through dialogue with the high school or relevant department or agency in the state.

ENGLISH AS A SECOND LANGUAGE

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.

The code for submitting TOEFL scores is **6346**.

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.

DISABILITY POLICY

Sessions College is committed to providing qualified students who have a disability an equal opportunity to access the benefits of educational programs and activities in compliance with The Americans with Disabilities Act of 1990 and Section 504 of the Rehabilitation Act of 1973. Accommodations are provided to qualified students with disabilities. Students who believe they

require accommodations should contact a Student Advisor at advisor@sessions.edu or call 800-258-4115 Option 2.

WHEN DO CLASSES START?

Students may enter Bachelor's Degree, Associate Degree, and Undergraduate Certificate programs in January, April, and August. (Midterm starts are available in February, June, and September.)

Classes are administered in three 15-week semesters each year. See our Academic Calendar

WHAT KIND OF COMPUTER DO I NEED?

To enroll in any program at Sessions College, you need a computer with an Internet connection, and may need specific software and/or art supplies. Click here to see requirements by program.

CREDIT TRANSFER

CREDIT TRANSFER POLICY

Sessions College 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 career certificate graduates may be able to transfer to Degree programs credits for courses in which their work and grades are strong. See Career 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.

CAREER CERTIFICATE TO DEGREE BRIDGE PROGRAM

The Sessions College Career Certificate/Degree Bridge Program rewards academic achievement among our non-credit certificate students. Graduates of Sessions College career programs (Professional and Advanced Certificate) may to 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.

Who is Eligible? In order to be eligible, you need to be a Sessions College career 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.

What are the Program Benefits? You can apply up to 24 credits from your Career Certificate to a Bachelor's Degree or Associate Degree, or up to 12 credits to an Undergraduate Certificate. Students with prior credits from other college studies (such as General Education courses) may only be 3-4 semesters from completing a degree program. With its rigorous scheduled courses, with projects, discussions, critiques, portfolio reviews, and more, our degree programs can help you complete your education.

How Do I Apply? Complete the degree program application, providing 5-10 work samples from prior Sessions College work. A strong academic track record will be an asset to your application. You may also be able to apply college credits from another institution to maximize your credit transfer.

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 career training.

FOREIGN TRANSCRIPT POLICY

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.

ARTICULATION AGREEMENT

Students looking to earn a Bachelor's degree can apply credits from a Sessions College Associate Degree or Undergraduate Certificate programs to a Bachelor's degree at Excelsior College, a regionally accredited online college. Visit this page for more information.

CAN I APPLY FOR PRIOR LEARNING ASSESSMENT (PLA)?

Yes. Sessions College now offers a Prior Learning Assessment (PLA) program that enables prospective students with evidence of college-level skills or knowledge to have their skills and experience evaluated for credit towards a degree.

CREDIT TRANSFER TO OTHER INSTITUTIONS

Some students may consider further academic study after completing their Sessions College degrees courses or programs.

While Sessions College is an accredited school, credit transfer is not guaranteed. The acceptance of earned credits is determined by the receiving institution. Students who seek to transfer credit beyond their current program should always check with the college or university that they wish to transfer credits to before they enroll.

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

Our 2024-25 tuition is:

$300 per credit	$7,200 per academic year
$3,600 per semester	$21,600 total program tuition (Associate Degree) $36,000 total program tuition (Bachelor's Degree)

The total program tuition listed above is for first-time students with no credit transfer. Per-credit tuition is the same for full-time and part-time students.

UNDERGRADUATE CERTIFICATE PROGRAMS

Our 2024-25 tuition is:

$300 per credit	$7,200 total program tuition (Undergraduate Certificate)
$3,600 per semester	

The total program tuition listed above is for first-time students with no credit transfer. Per-credit tuition is the same for full-time and part-time students.

2023-24 TUITION

$510 per credit	$12,240 per academic year
$6,120 per semester	

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. 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 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 (Bachelors Degree, 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.

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.

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 https://www.benefits.va.gov/gibill.

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 degree program applicants, Sessions College offers seven scholarships of up to $3000 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. Undergraduate Certifiicate in Filmmaking and Digital Media may apply for a Digital Filmmaker Scholarship to receive a grant of $100 per credit hour for every semester until the completion of the program.

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 April 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.

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.

300-400 LEVEL COURSES

In addition to components included in 100-200 level courses, 300-400 level courses also include Creative Briefs that 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. Additionally, Research Guidelines are provided that list relevant information resources as starting point for students to begin their research in preparation for developing their project(s). Another feature of 300-400 level courses are three video chat meetings allowing students to meet with their instructor and peers. Attendance is not required but highly recommended.

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 assessment - 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.

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.

PROGRAM REQUIREMENTS

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.

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.

PROGRAM START

All students are expected to start their programs on a timely basis. In order to start, a student must submit at least one graded exercise/discussion during their first week of scheduled assignments each semester. Students who are non-starts will be dismissed within 10 calendar days of the start of term.

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.

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.

ATTENDANCE POLICY

The program of study is delivered in 15-week semesters. Each week, students are expected to complete a scheduled academic assignment in each class. **Academic assignments in classes are categorized as Exercises, Discussions, or Critiques**. These assignments are due by midnight, 11:59AM on Friday, Arizona time. Additional points for discussions/critiques can be earned by posting earlier in the week. Assignments will be evaluated by instructors and grades will be posted within seven days from the assignment deadline. Students can access a detailed schedule of assignment due dates in their online courses at the beginning of each semester.

Students are considered "attending a class" if they participate in assigned Discussions/Critiques or post assigned Exercise on a weekly basis. If a student repeatedly fails to participate in class by not posting their exercises or participating in discussions/critiques, they can be dropped from that class. Being dropped from a class due to lack of participation results in a grade of AF (Administrative Failure). This counts as a failing grade and will affect the student's GPA and could result in financial implications.

There are **two scenarios** that could lead to a student being dropped from a class or classes due to non-participation:

Scenario 1: Student does not post/submit a scheduled academic assignment (Exercise, Discussion, or Critique) for **three consecutive weeks**.

Scenario 2: Student fails to submit **three Exercises** (not submitted and are overdue).

If a student faces challenges that interfere with their ability to actively and consistently participate in class, we strongly recommend that the student contact their Academic Advisor or the Student Services department as soon as possible.

PROCTORED ASSESSMENTS

In the Degree program, general education courses contain final exams to be overseen by live proctors. Online proctors are provided by ProctorU (www.proctoru.com/sessions) for a fee of $22.50 per exam. Details regarding scheduling and completion of proctored assessments are provided in the Orientation class and in each class with a proctored assessment.

TECHNOLOGY REQUIREMENTS

To enroll in any program at Sessions College, you need a computer with an Internet connection, and may need specific software and/or art supplies. To get the most out of your online program at Sessions College you will need to meet the General Technology Requirements:

- Mac or Windows computer with an Internet connection. A broadband connection is recommended.
- Your computer must meet current Adobe Creative Cloud system requirements.
- Adobe Creative Cloud subscription.
- Additional software or art supplies may be required by program.

There are no textbook or course material costs to participate in our online programs. Student discount on Adobe Creative Cloud software is available to enrolled students.

ACADEMIC POLICIES

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.

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.

SATISFACTORY ACADEMIC PROGRESS (SAP) POLICY

The Satisfactory Academic Progress policy is applied equally to all students enrolled in Bachelor's Degree, Associate Degree, and Undergraduate Certificate programs. 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.
- Be able to complete the program within 150 percent of the published length of the program, measured in credit hours.

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 hours completed and not towards hours attempted. 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.
- All transfer credits that apply toward a student's current program will be counted as hours completed and not towards hours attempted.

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

Students who fail to meet Satisfactory Academic Progress (SAP) requirements will receive official notification from the Student Services Department within 2 business days of the end of term.

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.

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.

REPEATED NON-STARTS AND WITHDRAWALS

A "Non-Start" student is an individual who repeatedly (more than once) enrolled in a Sessions College degree level, matriculated into a program, but did not officially start the program. A "Withdrawal" student is an individual who has previously started a semester and withdrawn after the "drop add" period.

Any student who has repeatedly become a non-start or withdrawal from a degree level program (Undergraduate Certificate, Associate Degree, or Bachelor's Degree) will be required to submit a Returning Student application for Acceptance Committee review, in addition to submitting all the required materials per admissions and financial aid. Returning Student applications will be evaluated to assess whether the student is academically prepared to enter the program, with answers evaluated for logic, critical thinking, and quality of written communication.

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
404 S. Mill Avenue, Suite 201
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.

STUDENT INTEGRITY AND 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 submit or post creative or written work that has been developed using generative Artificial Intelligence (AI) tools unless authorized.
- 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 at enrollment 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 or college transcripts to financial aid documents. Any information used for student identification is private and confidential and not shared with third parties. During interactions with staff, students may be asked to provide their Student Identification Number, along with other requested sources of personally identifiable information, at any time, to verify their identity. In order to access their classes, students are issued unique passwords for secure entry to the online learning environment. It is the responsibility of students to protect their passwords and prevent unauthorized access to their accounts at all times. School administrators can track IP addresses and login patterns at any time.

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.
- Submitting AI Generated work. Students may not submit either creative work or written documents/discussion posts that have been generated by AI unless authorized by their instructor and/or per the assignment criteria. If AI generated work is submitted in lieu of original creative or written work, this action is considered plagiarism. The same disciplinary process for plagiarism will be followed for unauthorized submission of AI generated work (written or creative).
- 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/resources/complaint-forms*
- DEAC: *https://ppse.az.gov/student-complaint-procedure*
- Middle States Commission on Secondary Schools: *https://msa-cess.org/contact-us/*

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: https://azsara.arizona.edu/complaints. In addition to submitting complaints to AZ SARA, 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.

CREDIT HOUR DEFINITION

Our policy for determining and assigning credit hours is consistent with Federal guidelines for credit hours outlined in Title 34, Code of Federal Regulations, sections 600.2 and 600.4, first published in 2011, and revised July 1, 2020, with the requirements of our accrediting agency, and with generally accepted practices in higher education. A credit hour must reasonably approximate but not be less than an amount of student work that is equivalent to "One hour of classroom or direct faculty instruction and a minimum of two hours of out-of-class student work each week for approximately fifteen weeks or the equivalent amount of work over a different period of time." Consistent with updated regulations (Title 34, Code of Federal Regulations, sections 600.2 and 600.4), a credit hour is measured by academic activities as established by the institution, which may range from reading or consuming course material, conducting research, participating in discussions, completing assignments, interacting with instructors or other students, and other academic activities required to achieve course and program outcomes. In determining the amount of work associated with a credit hour, faculty are expected to take into account a variety of delivery methods, measurements of student work, academic calendars, disciplines, and degree levels.

COPYRIGHT POLICY

All courses and programs are owned by Sessions College and are protected by United States copyright laws and international treaty

provisions. Therefore, you must treat Sessions College Course Material like other copyrighted material (e.g. a book or musical recording). Your course is limited to your personal use and you are prohibited from sharing your password or any of the Course Materials. You may not rent or lease the Course Material, nor may you modify, adapt, translate, reverse engineer, decompile, or dissemble them. If you violate any part of the Agreement, your right to take Sessions College courses terminates immediately and your password will be deactivated. Under no circumstances shall Sessions College be liable for any incidental, special or consequential damages that might result from the use or inability to use the Course Material or related documentation. Sessions College Course Material and related documentation are provided with RESTRICTED RIGHTS. Use, duplication, or disclosure by the Government is subject to restrictions as set forth in Subdivision (b) (3)(ii) of The Rights in Technical Data and Computer Software clause. Responsible developer is Sessions College, 404 S. Mill Avenue, Suite 201, Tempe, AZ 85281.

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.

ACADEMIC FREEDOM

Sessions College 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.

STUDENT CONFIDENTIALITY AND PRIVACY POLICY

The Family Educational Rights and Privacy Act of 1974 (FERPA) is a federal law that protects the confidentiality of student education records. FERPA requires that schools provide a written policy protecting student privacy rights. Student privacy rights at Sessions College are as follows:

"Student" status applies immediately upon access to the individual's first course at Sessions College. All students are covered under FERPA while attending Sessions College and upon exiting Sessions College for any reason.

Students have the right to request access to their education records, have their education records provided within 45 days of student request, and challenge the contents of their education records. The request for access must be in writing, by email to registrar@sessions.edu, by fax to 866-308-9411, or by mail to Sessions College, 404 S. Mill Avenue, Suite 201, Tempe, AZ 85281.

Amendments or challenges to the education record must be presented in writing to the Registrar, who will review the request and notify the student of the decision.

A student's education records are only released to outside parties (such as spouses, parents, or employers) with written consent of the student, except to the extent that FERPA authorizes disclosure without consent. Students' education records are disclosed to Sessions College officials with legitimate academic interests.

Sessions College collects general "directory information" about students that may be disclosed or published publicly. For a full guide to the kind of information considered "directory information" under FERPA, visit this ED.gov page. Students may opt out of release of directory information. The complete directory information policy and opt-out form is available from the Financial Aid Department.

Students have the right to file a complaint with the U.S. Department of Education concerning alleged failures by a school to comply with the requirements of FERPA. The name and address of the Office that administers FERPA is: Family Policy Compliance Office, U.S. Department of Education, 400 Maryland Avenue SW, Washington, DC 20202

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 specifics 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.

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)

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 https://www.benefits.va.gov/gibill.

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
• 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)	• Associate Degree • Undergraduate Certificate • Professional Certificate (CH 31 only)
• Tuition Assistance (TA)	• Associate Degree • Undergraduate Certificate
• MyCAA Scholarship	• Associate Degtree

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.
- Career 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.)
- Career 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.

CAREER PROGRAMS

Program Extensions

Career certificate 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 career 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.

CALIFORNIA STUDENTS - NOTICE REGARDING STUDENT TUITION RECOVERY FUND (STRF)

The State of California established the Student Tuition Recovery Fund (STRF) to relieve or mitigate economic loss suffered by a student in an educational program at a qualifying institution, who is or was a California resident while enrolled, or was enrolled in a residency program, if the student enrolled in the institution, prepaid tuition, and suffered an economic loss. Unless relieved of the obligation to do so, you must pay the state-imposed assessment for the STRF, or it must be paid on your behalf, if you are a student in an educational program, who is a California resident, or are enrolled in a residency program, and prepay all or part of your tuition.

You are not eligible for protection from the STRF and you are not required to pay the STRF assessment, if you are not a California resident, or are not enrolled in a residency program.

It is important that you keep copies of your enrollment agreement, financial aid documents, receipts, or any other information that documents the amount paid to the school. Questions regarding the STRF may be directed to the Bureau for Private Postsecondary Education, 1747 North Market Blvd., Suite 225, Sacramento, California, 95834, (916) 574-8900 or (888) 370-7589.

Eligibility for STRF

To be eligible for STRF, you must be a California resident or are enrolled in a residency program, prepaid tuition, paid or deemed to have paid the STRF assessment, and suffered an economic loss as a result of any of the following:

1. The institution, a location of the institution, or an educational program offered by the institution was closed or discontinued, and you did not choose to participate in a teach-out plan approved by the Bureau or did not complete a chosen teach-out plan approved by the Bureau.
2. You were enrolled at an institution or a location of the institution within the 120 day period before the closure of the institution or location of the institution, or were enrolled in an educational program within the 120 day period before the program was discontinued.
3. You were enrolled at an institution or a location of the institution more than 120 days before the closure of the institution or location of the institution, in an educational program offered by the institution as to which the Bureau determined there was a significant decline in the quality or value of the program more than 120 days before closure.
4. 4. The institution has been ordered to pay a refund by the Bureau but has failed to do so.
5. The institution has failed to pay or reimburse loan proceeds under a federal student loan program as required by law, or has failed to pay or reimburse proceeds received by the institution in excess of tuition and other costs.
6. You have been awarded restitution, a refund, or other monetary award by an arbitrator or court, based on a violation of this chapter by an institution or representative of an institution, but have been unable to collect the award from the institution.
7. You sought legal counsel that resulted in the cancellation of one or more of your student loans and have an invoice for services rendered and evidence of the cancellation of the student loan or loans.

To qualify for STRF reimbursement, the application must be received within four (4) years from the date of the action or event that made the student eligible for recovery from STRF.

A student whose loan is revived by a loan holder or debt collector after a period of non-collection may, at any time, file a written application for recovery from STRF for the debt that would have otherwise been eligible for recovery. If it has been more than four (4) years since the action or event that made the student eligible, the student must have filed a written application for recovery within the original four (4) year period, unless the period has been extended by another act of law.

However, no claim can be paid to any student without a social security number or a taxpayer identification number.

ABOUT SESSIONS COLLEGE

SCHOOL MISSION

Sessions College prepares students for careers at the intersection of design, technology, and communication through project-based, industry relevant, and affordable online education. Our faculty of industry professionals guide and inspire students to develop the digital media, design, storytelling, and creative problem-solving skills required for success across fast-evolving industries.

Founded in 1997, Sessions College (sessions.edu) provides a range of 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.

BOARD OF DIRECTORS

Greg Mauro	Co-Founder and Managing Partner, Learn Capital
Rob Hutter	Co-Founder and Managing Partner, Learn Capital
Zane Vella	Chief Executive Officer

Sessions College for Professional Design, Inc. is a C corporation. The company was first incorporated as Sessions New York in 1997. Learn Sessions Holdco, LLC owns 100% of the shares in the company.

SCHOOL MANAGEMENT

Chief Executive Officer	Zane Vella, Master's in Education, Bachelor of Science in Foreign Service
President	Gordon Drummond, MA in English Literature
Chief Financial Officer	Carole Anne Bailo, MBA in Taxation, BA in Accounting
Chief Technology Officer	Evan Eustace, Trinity College, Dublin, 1990-91
Dean of Academic Affairs	Dr. Meryl Epstein, EdD in Educational Leadership, MFA in Fine Arts
Controller	Christine Colotla, MA in Accounting
Senior Director of Student Services	Tyler Drake, MA in Sports Leadership
Senior Director of Admissions	Jessica De La Garza, BS in Business Administration, AAS in Graphic Design
Senior Director, Technology and Operations	Jason Wollard, Courses in business and technology
Director of Financial Aid	Debra Richards, MS in Information Systems
Director of Enrollments and Admissions	Vicki Messler, BA in Peace Studies and Conflict Resolution

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)

3819-33 Chestnut Street, Suite 310
Philadelphia, PA 19104-3171
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
Manager, Faculty and Curriculum Development	Lauren Hernandez
Content Editor	Madison Stratford

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
Filmmaking	André Robert Lee

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.

Jeff Greco	Web Design/UX-UI Design
Leslie McDougall	Graphic Design
Jessica Layton	Digital Photography
Keara Fallon	UX and Interactive Product Design
Michael Bartalos	Illustration/Graphic Design
Deniz Coker	Film and Digital Media

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Fiorella Shalat
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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

Jordon Schranz
MFA in Combined Media, City University of New York, BFA in Painting, Maryland Institute College of Art

Jose Ramos
AS in Fashion and Illustration, Art Institute of Fort Lauderdale

Kevin Hedgpeth
BA in Studio Art at Arizona State University, AZ

Kristen Becker
MA in Digital Arts, Maryland Institute College of Art, MD, BA in Environmental Systems, University of Maryland, MD

Lorie Marshall
Bachelor of Science in Business, Northern Arizona University, Flagstaff, AZ, Certificate of Teaching, Secondary Education, Ottawa University, Phoenix, AZ

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.

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

Madison Stratford
MFA in Intermedia Arts, Arizona State University, BFA in Sculpture, Cornish College of the Arts, WA

Michael Hamm
Diploma in Graphic Design, Art Institute of Houston, TX

Mike Atkinson
MFA, English / Creative Writing, LIU Brooklyn,
BFA, Film & Communications, LIU Post

Natalie La Scala
MFA in Film and Television, Savannah College of Art and Design, GA, BA in Studio Art, University of Kentucky, KY

Piper Nilsson
AOS in Graphic Design, Pratt, NY

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 Franscisco, CA; Bachelor of Fine Arts, Tufts University/School of the Museum of Fine Arts, Middlesex County, MA

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

Dr. Taz Tally
PhD in Geology, University of California Santa Barbara, CA

Tim Kirkman
M.A. in Media Studies, the New School, BA in Environmental Design in Graphic Design; Minor in Journalism

Valeriya Golovina
MFA in Film, Victoria University of Wellington, New Zealand

Vivian Spiegelman
Master of Fine Arts (Photography), Arizona State University, Tempe, AZ, BA, Arizona State University, Tempe, AZ

Walt Dombrowski
BA in Engineering, Stevens Institute of Technology, NJ

VISIT ALL FACULTY

CONTACT US

SCHOOL ADDRESS

Originally established in New York, in 1997, Sessions College is located in Tempe, Arizona::

Sessions College,
404 S. Mill Avenue, Suite 201,
Tempe, AZ 85281
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	education-team@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. Arizona Time. Admissions Advisors (for prospective students) can be reached 8a.m.-6 p.m. Arizona Time. Sessions College administrative offices are closed on the following days in 2024-25:

New Year's Day	Wednesday, January 1, 2025
Martin Luther King Day	Monday, January 20, 2025
President's Day	Monday, February 17, 2025
Memorial Day	Monday, May 26, 2025
Independence Day	Friday, July 4, 2025
Labor Day	Monday, September 1, 2025
Thanksgiving	Thursday, November 27, 2025
Day after Thanksgiving	Friday, November 28, 2025
Christmas Eve	Wednesday, December 25, 2024
Christmas Day	Thursday, December 25, 2025
New Year's Day	Thursday, January 1, 2026

ACADEMIC CALENDAR

Below is the academic calendar for Degree and Undergraduate Certificate programs in 2024-2025:

WINTER 2025: JANUARY 6 - APRIL 18

Priority application deadline	Monday, November 4, 2024
Final Application deadline	**Monday, December 2, 2024**
New student orientation begins	Monday, December 30, 2024
End of regular registration period	Friday, January 3, 2025
Classes begin	**Monday, January 6, 2025**
Last day of late registration and drop/add period	Friday, January 10, 2025
Classes begin for Mid-Term Start	Monday, February 10, 2025
Course withdrawal deadline	Friday, March 28, 2025
Classes end	**Friday, April 18, 2025**

SUMMER 2025: APRIL 28-AUGUST 10

Priority application deadline	Monday, February 24, 2025
Final Application deadline	**Monday, March 31, 2025**
New student orientation begins	Monday, April 21, 2025
End of regular registration period	Friday, April 25, 2025
Classes begin	**Monday, April 28, 2025**
Last day of late registration and drop/add period	Friday, May 2, 2025
Classes begin for Mid-Term Start	Monday, June 2, 2025
Course withdrawal deadline	Friday, July 18, 2025
Classes end	**Friday, August 8, 2025**

FALL 2025: AUGUST 25-DECEMBER 7

Priority Application Deadline	Monday, June 23, 2025
Final Application Deadline	**Monday, July 28, 2025**
End Registration	Monday, August 11, 2025
New student orientation begins	Monday, August 18, 2025
Classes begin	**Monday, August 25, 2025**
Last day of drop/add period	Friday, August 29, 2025
Midterm start	Monday, September 29, 2025
Course withdrawal deadline	Friday, November 14, 2025
Classes end	**Friday, Dec 5, 2025**

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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. 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.