As we consider adding a second class in Adobe's Creative Suite to our design oeuvre at George Fox U, here is what the following universities have in their class listings.

Seattle Pacific University

ART 4505 Illustration Studio-Digital. (Prerequisites: 1102, 1103, 1104, 1202, 1204, 1205, 2502) This course focuses on digital illustration techniques for new and different uses of Adobe Illustrator. Students will develop digital rendering skills through a variety of skill based assignments. Course material covers: drawing skills and concepts toward characters and environments for editorial illustration, children's books, and graphic novels. Students also learn to create technical renderings of 3D objects and spaces. Extra Fee. Attributes: Upper Division only. Restrictions: Studio Art and Illustration Majors only.

ART 2201 Digital Lab 1: Publishing. Prerequisite: ART 1107. Overview and exploration of the rudimentary use of digital media as it relates to the design production of visual communications, art and illustration. Extra fee.

ART 2205: Digital Photography. Prerequisites: ART 1105 and 1107. Exploration of traditional and digital methods of capturing images for refinement, manipulation, or reference. Extra fee.

ART 3101: Digital Photography 2. Prerequisites: ART 1105, 1107, and 2205. Addresses lighting techniques for both interior and exterior environments, Interior & Exterior contextualization, output options for print and screen, building narratives through choice of subject matter, positioning in space, and relationships between subjects. Utilizes editing techniques in Adobe Photoshop, organizing and archiving images, and exposure to theoretical and historical precedents.

ART 3201 Digital Lab 2: Interactive Media. Prerequisite: ART 1107 and 2205. Introduction to the tools, processes, and strategies for time-based media. Concentration on fundamental properties of the electronic environment, along with development of appropriate skill base. Extra fee.

ART 4210 Digital Lab 3: Interactive Media. Prerequisites: ART 3201 and 3202. Continued development of design aspects related to time-based and interactive media. Emphasis placed on strategic use of theory, methodology, and refinement in the development of electronic interactive tools. Extra fee.

ART 4212 Digital Lab 4: Motion Design. Prerequisite: ART 3201 and 3202. Exploration and focus upon utilization of movement as a design element in the interactive electronic environment. Investigation of primitive to sophisticated uses of animation, and film as a communicative instrument. Extra fee.

ART 3202 Visual Communication I: Form. Prerequisite: ART 3200. Exploration of creative ideas, resources, digital processes, media, and terminology in the development of visual communication solutions. Extra fee.

ART 3204 Visual Communication 2:Application. Prerequisite: ART 3202. Continues exploration of terminology, processes, and theory in the development of design solutions for various forms of visual communication. Extra fee.

ART 4205 Visual Communications 3. Prerequisite: ART 3204. Covers design development and application related to a series of communication devices supporting a campaign, conference or event.

Extra fee.

ART 4207 Visual Communication 4:Information Design. Prerequisite: ART 3204. Covers design development and application related to a series of communication devices supporting a campaign, conference or event. Extra fee.

ART 4209 Visual Communication 5:Experience Design. Prerequisite: ART 3204. Explores spatial information environments and experience design. Investigates way-finding, navigation, exhibition, and/or signage. Extra fee.

Comments:
Seattle Pacific has two semester classes in digital photography where I presume Photoshop is explored. They have one semester devoted just to Adobe Illustrator in their ART 4505 Digital Illustration class. Finally, they have at least three semesters devoted to Visual Communications 1, 2, and 3 where again I presume Photoshop, Illustrator and InDesign are studied. If my counting is accurate, SPU devotes six semesters to Adobe's Creative Suite. At Fox, we are proposing just two.

Wheaton

ART 318. Graphic Design I. Typography; Students will engage the fundamental principles of design in structured and experimental ways. There will be primary focus on typography: its history, organization, and the relationship between the expressive quality of form and the communication of meaning. We will work both with our hands and also in the digital environment; exploring the basic type and layout capabilities the computer affords (Adobe Illustrator and InDesign).

ART 332. Graphic Design II. Visual Systems; Students will integrate typography and imagery in more complex systems and programs, with additional focus on Information design, publication design, and an introduction to motion sequences. We will also read and discuss writings of historical significance to the field. Prerequisite: ART 318.

ART 383. Digital Photography I. Basic studies in design and composition, camera operation, applicable technologies, visual literacy. Introduction to Adobe Lightroom, Photoshop, and related software. Emphasis on developing creative personal practices informed by art history and contemporary visual culture. Study of relevant works and significant artists. Cameras and basic equipment available for check-out.

ART 324. Digital Photography II. Continuation of ART 383. Photography explored creatively, informed by contemporary artistic concepts and methods. Students may explore documentary, artistic, and/or commercial practices, studio portrait lighting, animated 'moving' images, entrepreneurial possibilities. Prerequisite: ART 319 or 383 or consent of instructor.

Comments:
Wheaton has two classes in digital photography and two in graphic design. That is less than we have overall at Fox but they still have four classes that explore Photoshop, Illustrator and InDesign.

Azusa Pacific

ART 120, Introduction to Computer Graphics. This course introduces the computer as a medium used for graphic design and art. Design principles are explored in creating and organizing visual communication and other media. Students are introduced to graphics software programs such as QuarkXPress, Adobe InDesign, Adobe Illustrator, Adobe Photoshop, and Macromedia Dreamweaver. Meets six hours weekly. Special Fee Applies

ART 281, Graphic Design I, 3 Units. This studio course introduces students to the building blocks of design: typography and the principles of design. It includes a rigorous introduction to the fundamentals of designing with type with an emphasis on letters, text, and grid. Students develop a basic visual vocabulary by focusing on the formal aspects of design such as point, line, texture, color, and organizing principles such as scale, contrast, rhythm, and balance. Meets six hours weekly. Special Fee Applies. Prerequisite: ART 120

ART 320, Digital Imaging, 3 Units. This is an intermediate-level computer art class with projects in fine art, illustration, and graphics. QuarkXPress (or Adobe InDesign), Adobe Illustrator, and Adobe Photoshop are emphasized. Meets six hours weekly. Special Fee Applies. Prerequisites: ART 120 and ART 130 or instructor's permission.

ART 383, Graphic Design II, 3 Units. This studio course explores and develops concepts used in solving graphic design and visual communication opportunities. Projects address the elements and principles of design. Students use original photography and illustration and appropriate uses of typography for project solutions, creatively integrating both traditional media and digital production techniques. Meets six hours weekly. Special Fee Applies Prerequisite: ART 281 or Instructor Permission.

ART 385, Graphic Design III, 3 Units. This studio course for advanced graphic design students furthers the development of ideation skills introduced in Graphic Design I with continued emphasis on conceptual thinking and visualization skills. This class provides essential tools of good basic design thinking and the solid building blocks of the design process that are encountered in a professional setting. Class meets six hours weekly. Special Fee Applies. Prerequisite: ART 383.

ART 481, Graphic Design IV, 3 Units. This course addresses communication strategies including the effective use of metaphor, iconography, and cliche. The nature of symbols and cultural issues is applied to assignments where the dynamic role of image, photography, or illustration is stressed. The development of philosophical and professional attitudes related to the role of the designer as interpreter of society dealing with ethical issues is emphasized. Special Fee Applies. Prerequisites: ART 385 or instructor's permission.

Comments:
Azusa has two classes (ART 120 and ART 320) that mention by name the software included in Adobe's Creative Suite. The other design classes they have listed require Creative Suite competency.

Linfield

AAVC-242 Digital Media In Visual Arts. Introduction to basic graphic composition through use of digital programs such as Photoshop and Illustrator. Principles of image capture, basic web design and

printing. Emphasis placed on an approach of using the computer as an expressive tool. $75 lab fee. Prerequisite: 100 or consent of instructor. Offered fall. 4 credits. (CS)

AAVC-342 Digital Media II. Intermediate techniques in graphic design and emerging technology in the visual arts through a semester long independent project. May be repeated once for credit $75 lab fee. Prerequisites: 101 and 242. Offered fall. 4 credits (CS)

Comments:
Linfield does not offer as much in graphic design education as we do here at Fox. However, I speculate that they have two classes that require knowledge of Photoshop, InDesign, and Illustrator.

Oregon State University

ART 121 FOUNDATIONS: COMPUTERS IN VISUAL ARTS (3). An introductory course covering computer software for drawing and page layout and applications in art and design.

GD 121 ADOBE SOFTWARE BASICS (3). Instruction in drawing, editing, and layout techniques using Adobe Illustrator, and Photoshop CS6 and CC. PREREQS: Declared pre-graphic design as a major.

Comments:
OSU has two classes that cover Creative Suite

Whitworth

AR 124 Adobe Creative Suite And InDesign3. A beginning level course using basic graphic design applications. Students will learn to use Adobe Photoshop, Illustrator and InDesign. They will gain experience in manipulating images digitally. Provides a foundation for the study of advanced art and design topics. AR 120 recommended but not required. Fall and spring semesters. Fee.

AR 324 Graphic Design I. An introduction to the techniques and aesthetic approaches to digital art making. Students will be given the chance to develop and execute design and fine art ideas using digital image-making software programs. A beginning class for those considering the graphic and web design fields as well as those interested in using the computer as a fine art tool. Prerequisite: AR 120 and AR 124. Fall semesters. Fee.

AR 424 Graphic Design II. Advanced work in design graphics. Students will continue research into the technical and aesthetic issues related to computer-generated artwork. Exploration of object-based, page-layout software and multimedia applications. Prerequisites: AR 101 and AR 324. Periodic offering. Fee.

Comments:
Whitworth has one class devoted to the Creative Suite.

Bethel

DES105 • Introduction to Digital Media (fall, spring) 3 credits. Understand the tools and concepts

of digital art-making and graphic design with an emphasis on foundational proficiency in industry standard software and hardware. Utilize and combine digital tools to solve visual and technical problems as part of a growing design and studio art practice.

DES212 • Graphic Design I (fall, spring) 3 credits. Explore the foundational visual components of design and their communicative and creative potential through visual experiments, isolated studies, and careful observation. Develop original content through a design process that includes idea generation, material experimentation, evaluation, and iteration. Prerequisite: DES105.

DES312 • Graphic Design II (spring, odd # yrs) 3 credits. Combine and extend basic design and typography principles through a range of real-world project scenarios. Engage with clients and manage projects from initial ideation through production stages. Special attention to strategizing, problem-defining and solving, collaboration, client interaction, and production. Prerequisite: DES212.

ART250A • Introduction to Photography (fall, spring) 3 credits. Photography as a means of aesthetic and conceptual ideas within the fine arts, rather than for family and vacation snapshots, through both digital and analog forms. Includes technical instruction in camera operation, black and white film developing, printing, and basic Adobe Photoshop. Introduction to photo history and contemporary theory.

ART334 • Photo Manipulation (interim) 3 credits. Introduction to use and manipulation of photography in contemporary art practice. Utilizing photographs for conceptual ends, examining process, materiality, and the truth value of photography. Advanced skills developed with the camera, scanners, Adobe Photoshop, and ink jet printers. Software used to alter, manipulate, and composite photographs. Prerequisite: ART250A.

Comments:
Bethel has two classes devoted just to Photoshop (ART 250 and ART 334). I am assuming Illustrator and InDesign are covered in DES 105.

Westmont

ART 065 Digital Tool (4) An introductory to computer graphics and foundational digital skills for the contemporary artist, using Macintosh OS X system. Programs covered include Adobe Illustrator, Photoshop and InDesign. Lecture and lab time comprise the course. ART 10 or basic design background is helpful but not required. Limited to art majors and art minors; consent of instructor required for non-art students.

ART 167 Publication Design (4) Prerequisite: ART 065. An introduction to the fundamentals of graphic design using the page-layout program Adobe InDesign, in addition to Photoshop and Illustrator. Emphasis will be on software mastery, typography, page design, and pre-press. Students will complete several projects including brochures, posters and book design. Understanding the process of taking a project from concept to finished printed piece will be a key goal.

Comments:
Westmont has two classes devoted to Photoshop, Illustrator, and InDesign. All of our competing universities with the exception of Linfield have at least two semesters devoted to learning the Creative Suite.