



University of Derna - Libya
Faculty of Art & Architecture



Graphic Design Program

The program aims to develop practical skills in graphic design, including print design, artistic printing, and calligraphy, adhering to academic and professional standards.

Vision: To promote scientific and artistic research in arts and design, addressing the needs of the local community and supporting development plans.

Mission: To provide distinguished academic and professional training for specialists in graphic design, keeping pace with creative and technological advancements across diverse design fields.

Objectives: The department seeks to deliver advanced educational services through innovative research projects in graphic design, print production, and calligraphy, aiming to achieve global standards and produce graduates who meet evolving market demands.

Curriculum: The curriculum consists of mandatory core courses forming the foundation of the specialization: at least 59% are specialized graphic design courses, 30% are supporting art courses, and 11% are general education courses.

○ **First year general studies at the department of Art**

This department functions as a foundational preparatory phase for art students. It provides a comprehensive curriculum of core courses that cover the fundamental principles across all art disciplines. This enables students to make an informed choice of specialization based on their skills and interests. The program also includes complementary art courses and general education requirements.

The first year (General year for all other specialist)

1 st Semester	2 ^{ed} Semester
Drawing foundation	Basic of water painting
Arabic calligraphy art	Islamic decoration
Introduction to technical works 1	Introduction to technical works 2
Basic computer	English language
Arabic language	Introduction to Pottery
Introduction to Sculpture	Art history in ancient civilizations
The history of primitive art	The basic of perspective
Basic design 1	Basic design 2
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The second year

3 th Semester	4 rd Semester
Drawing 1	Drawing 2
Basic and fundamental design 1	Basic and fundamental design 2
Artistic Printing 1 (Relief Printing)	Artistic Printing 2 (Relief Printing) 2
Printing Technology 1 (Relief Printing)	Printing Technology 2
Ancient History of Arts in the far east region	Artistic Anatomy 2
Perspective and Shadows	History of Medieval Arts
Artistic Anatomy 1	Software of arts application
Philosophy of Aesthetics	\\ \\
Art Terminology	\\ \\ \\

The third year

5 th Semester	6 th Semester
Drawing (Expressive Style)	Print Design 2 (Brochure, Book, and Magazine Cover Design)
Print Design 1 (Logo Design)	Artistic Printing 4 (Batik Art)
Artistic Printing 3 (Monoprint)	Printing Technology 4 (Planography Printing)
Printing Technology 3 (Screen Printing)	Photographic Imaging 2
History of Print Arts	History of Art in the Baroque and Rococo Periods
History of Renaissance Art	Computer Applications in Print Design
Principles of Photographic Imaging 1	Methodologies art research

The fourth year

7 th Semester	8 th Semester
History of Modern Art	History of Contemporary Art
Expressive Media 1	Expressive Media 2
Artistic Printing 5 (Open Screen Printing)	Artistic Printing 6
Print Design 3 (Print Project Execution)	Artistic Printing 6 (Photo-sensitive Screen Printing)
Project Design 1	Project Design 2
Art Criticism 1	Art Criticism 2

The fifth year

9 th Semester	10 th Semester
Graduation Project 1 – Theoretical Part	Graduation Project 2 – Practical Part
Field Applications 1	Field Applications 2
Elective Studies	Elective Studies 2