



# Fact Sheet

Higher Certificate in  
Graphic Design

- Evening classes (part time)



# Higher Certificate in Graphic Design

## FACULTY OF DESIGN

### Higher Education Studies: 2024 Fact Sheet

Programme Title	SAQA ID	Credits	NQF
Higher Certificate in Graphic Design - Evening (Part time) classes*	110785	120	5

Available at: Bloemfontein, Boksburg, Polokwane, Potchefstroom, Pretoria, and Stellenbosch campus.

## Programme description

Where traditional art meets digital innovation. Gain industry-ready skills through hands-on experience with cutting-edge design tools, preparing you for entry-level graphic design roles or further education. Dive into a program that turns your creativity into your profession.

## Admission requirements

The minimum entry requirement for this qualification is:

- ▶ A Grade 12 Certificate with admission to Higher Certificate studies; Age Exemption (23 years or older); English at grade 12/NQF level 4 or equivalent; RPL option available.
- ▶ Art portfolio: The assessment of observational and conceptual skill

## Mode of study | Duration

**Evening Classes (part time):** 2 Years, (Monday, Wednesday and Thursday evening classes per week) (and two Saturdays per month)

## Programme outline

### Year 1 Semester 1 Subjects:

- ▶ DRW511: Principles of Drawing A
- ▶ DPO511: Design Programmes 1A

### Year 1 Semester 2 Subjects:

- ▶ GDF511: Graphic Design Fundamentals
- ▶ ENG511: English Communication

### Year 2 Semester 1 Subjects:

- ▶ IMA512: Image Appreciation
- ▶ DPO512: Design Programmes 1B

### Year 2 Semester 2 Subjects:

- ▶ GDA512: Graphic Design Application
- ▶ IMA512: Image Appreciation

## Overview of Modules

### Graphic design Fundamentals

The module introduces the student to the design process and design fundamentals, including design principles, design elements, typography, and layout conventions. Students are further introduced to basic research and creative strategies and are encouraged to apply these in developing essential visual solutions to stated design problems.

### Principles of Drawing A

The purpose of this module is to assist in the development of students' observational and technical skills. Students are introduced to the fundamentals of drawing that includes drawing elements, drawing principles and mark making. Students are required to apply these fundamentals in completing a variety of thematic drawings that include objects, interior/exterior spaces, landscapes and figures. Students will apply monotone media predominantly during this module.

### English Communication

The purpose of this module is to develop students' ability to write fictional and non-fictional scripts. Through practical application, the module assists in improving students' general writing skills for application in the visual communication field.

### Design Programs 1A

The purpose of this module is to provide students with practical knowledge of industry-standard desktop publishing software. Students are required to apply knowledge of a vector-based software package in developing digital art.

### Graphic Design Application

Students are introduced to the sub-fields within the graphic design field. They must apply knowledge and skills acquired in Design Fundamentals to develop various solutions that include corporate identity development, promotional design, packaging design and layout design. This module encourages students to apply skills acquired in Design Programs in professionally executing their design ideas.

### Drawing Application

This module encourages students to apply skills acquired in Drawing Fundamentals to develop and execute illustrative art for the communications industry. The module assists in developing students' skills in using a variety of conventional illustration media and encourages conceptual thinking in the field of visual communication. Students are further encouraged to explore the integration of conventional media in the execution of their ideas.

### Image Appreciation

This module aims to provide students with knowledge and skills to analyse, interpret, and evaluate visual art forms. The module further engages students with processes involved in artistic production and identifying the political, social, cultural, and aesthetic issues that artists examine in their work. The module aims to develop students' visual and textual analysis skills as well as their ability to conduct basic research.

## Design Programs 1B

The purpose of this module is to provide students with practical knowledge of industry-standard desktop publishing software. Students are required to apply knowledge of a raster-based software package in developing digital art.

## Teaching and Learning Methodology

A blended teaching and Learning methodology is followed. All theory classes will be conducted Virtually through Lecturer-led interactive teaching on a national basis. A flipped classroom approach will be followed in some sessions. This means that students are introduced to content at home and practice working through it during the applicable session, either the virtual theory sessions or the practical sessions.

All students will be allocated to lecturers that are not necessarily based at the campus of enrollment but who will always be subject matter experts. CTU implements a national academic standard and all lecturers have been appointed on the same criteria and use the same academic content in the teaching and learning process. The adherence to a national academic standard is monitored by the Academic Management team at the Head office. Therefore, all students will continue to receive the same quality of education.

Students will attend some practical, group, and research sessions on campus or virtually. The same work and time will be spent on both methods, face to face and VLIT, with students. Extra practical sessions can be booked at the campus with the Campus Operational Manager. Students will be expected to attend practical, group, and research classes on campus a minimum of two days a week, as per the campus schedule.

## Textbooks and e-guides

A list of prescribed textbooks will be provided in your e-guides. Students will receive an electronic version of the academic guides (e-guides) for this programme on the Teaching and Learning platform. Access is available to an electronic library of textbooks on O'Reilly, and it is included in the fees.

## Technology hardware, software and data requirements

A laptop is required to access the VLIT sessions, all study material, and complete assessments etc.

For additional information please consult the CTU Bring your own device guide. [Device Specifications and Stationery List](#).

**A minimum of 20 GB data per month (uncapped recommended) is required to access training material.**

## Student Support

Student support sessions with the facilitator will also take place on a one-on-one basis either virtually or physically at the campus per appointment or per the academic schedule.

## Certification

On successful completion of the programme, the student will receive a Higher Certificate in Graphic Design

## International Certifications

- ▶ Adobe Certified Professional in Graphic Design & Illustration Using Adobe Illustrator.

### Students Own Account

- ▶ Adobe Certified Professional in Visual Communication Using Adobe Photoshop.

## Further studies

Students may pursue further studies in Visual Communication or Graphic Design at an accredited institution of Higher Education. Admission to further your studies at a different institution remains the prerogative of each institution and its academic council.

## Career fields

### Students can be employed in the following career fields:

- ▶ Graphic design
- ▶ Visual Communication Design
- ▶ Multi-media design
- ▶ Interactive design
- ▶ Publishing

## Pricing\*

Programme	Registration Fees	Tuition fee
Year 1	R9 000	R23 500
Year 2	R9 000	R25 850
<b>Adobe CC student yearly subscription</b>		<b>R4 255</b>

**\*Excludes external fees and identified textbooks if applicable.**

**\* Prices are subject to annual adjustments.**

## Payment

Visit our website to view the payment method. [Payment Methods](#).

## [APPLY for Student Loan HERE!](#)

## Additional costs

Students must make provision for additional items such as textbooks, stationery, supplementary examinations, research costs and printing, field trips etc.



## Disclaimer

The content of this fact sheet is subject to change without notification due to market trends in the industry, legislation and/or programme version updates. Refer to website for the latest version of the prospectus. Creative & Technology Universitas, a division of CTU Training Solutions (PTY) Ltd, reserves the right to change the programme content without prior notice. Additional international exams may be written but are not included in the programme fee. Minimum student (capacity) group sizes will fall into the Virtual Instructor-Led programme commencing in the months of February & July of each year.

I (Name of student):..... hereby acknowledge that I understand the information stated in this document and fully comprehend the specifics explained above pertaining to this qualification.

Student signature:.....

Signature of legal guardian:.....

Name of legal guardian:.....

Consultant signature:.....

Name of sales consultant:.....

Date:.....

**\* Please note the original signed copy should be kept on the student record file.**

## CONTACT US

customerservice@ctutraining.co.za | ctutraining.ac.za | 0861 100 395