I.   CATALOG DESCRIPTION

Course Number: GDMA1136
Course Title: Computer Graphics I
Prerequisite(s):   Program Permission
Catalog Description: Computer Graphics I covers the basics of working with Adobe InDesign and Adobe Illustrator. This course teaches page layout, methods of formatting, and controlling type, introduces working with color, working with raster-based and vector-based images, plus methods for efficient file management and production.
Credit Hours: 3
Class Hours: 30
Lab Hours: 54
Total Contact Hours: 84

II.   COURSE OBJECTIVES: *Course will:*

A.   Familiarize students with font management and file management.
B.   Introduce Adobe InDesign and Adobe Illustrator, its interface, proper usage, tools, and features, as well as keyboard shortcuts and how they work together.
C.   Demonstrate proper techniques to scan handmade work, work with cloud storage, and use printers to deliver work to instructors/clients.
D.   Explore different digital illustration techniques and styles using Adobe Illustrator and how those illustrations can be paired with writing to communicate content more efficiently and effectively.

III.   STUDENT LEARNING OUTCOMES AND GENERAL EDUCATION LEARNING OUTCOMES:

A.   Student Learning Outcomes: *Students will be able to:*
1.   Demonstrate an understanding of organizing and saving files locally, via a network, cloud storage, and external storage to provide deliverables to the course instructor.
2.   Navigate the basic interface and working environments for Adobe InDesign and Adobe Illustrator.
3.   Create pages, format text, and paragraphs according to typographic standards, manage images, perform basic prepress preparation, as well as integrate graphics into layouts within InDesign.
4.   Use color palettes, basic editing tools, and create and edit vector graphics with the various vector-creation tools within Adobe Illustrator.
5.   Demonstrate an understanding of the difference between vector and raster graphics and apply that knowledge to making deliberate choices in using these two types of images.
6.   Demonstrate an understanding of the difference between screen and print resolutions and colors and apply that knowledge to making deliberate choices in using these two file types.
7.   Integrate Adobe Illustrator and Adobe InDesign together to create layouts while still using the programs as they were intended.

8. Demonstrate an understanding of the different illustration techniques and apply that knowledge to image making.
9. Demonstrate an understanding of how digital illustrations can improve the communication effectiveness of content which they're paired with.

    B. General Education Learning Outcomes (GELOs)
        1. GELO #6: Career and Life Skills
        Outcome 4: Use digital technology effectively to access, manage, integrate, evaluate, and present information.

IV. CONTENT/TOPICAL OUTLINE
    A. Macintosh Basics
    B. Introduction to InDesign
    C. Introduction to Illustrator
    D. Working with Technology
    E. Introduction to Graphics
    F. Introduction to Color
    G. Integration

V. INSTRUCTIONAL MATERIALS
    A. Required Text(s): none
    B. Other Resources: Handouts: worksheet, tutorial, assignment, and project

VI. METHODS OF PRESENTATION/INSTRUCTION
    A. Methods of presentation typically include a combination of the following:
        1. On-screen presentations, demonstrations, guided tutorials, and lecture
        2. Worksheets, charts, tutorials, projects/assignments
        3. One-on-one teaching and assistance
        4. Team teaching
        5. In-class exercises and activities
        6. Presentations by design professionals/employers
        7. Videos
        8. Field trips

VII. METHODS OF EVALUATION
    A. Methods of evaluation, although determined by the individual instructor, traditionally includes a combination of the following:
        1. Adherence of deadlines and completion of all assignments, exercises, worksheets, tests, quizzes, and tutorials and/or daily assessments.
        2. No late assignments will be accepted; no exception will be made. All assignments turned in past the scheduled deadline will result in a grade of failing (F) and will not be eligible for further revision. Please refer to the Course Information Document for attendance, submission, revision, extra credit, and missed exercises and quizzes policies.
        3. Students must submit their own work. Cheating on any assignment, exercise, tests, quizzes, tutorial, and/or daily assessment will result in a failure of that assignment with no possibility of revision (if applicable). Multiple instances will result in a failure of the course and may be grounds for disciplinary action or dismissal from the program.

     4.   Compliance with all Policies. For all GDMA program policy documents, please visit http://tinyurl.com/gdmapolicies.

     5.   Students must conduct themselves in a manner that is in consonance with the Professionalism requirements of GDMA courses, be adequately prepared for course work and discussion as well as actively participate in in-class activities and critiques. For the Professionalism requirement, visit http://tinyurl.com/gdmapolicies.

VIII. **SPECIFIC COURSE REQUIREMENTS**

    A.   Student must meet all of the following to receive a passing grade:

        1.   Student must complete this course with a minimum course grade of "C" (70%).

        2.   Students are expected to sign a Syllabus and Course Information Document Agreement and Anti-Plagiarism Agreement to represent their understanding of this information and the expectations within the course. For all GDMA program policy documents and anti-plagiarism information, please visit http://tinyurl.com/gdmapolicies

        3.   It is the responsibility of the student to take notes on all lectures, tutorials, assignments, and exercises. You will not be given printed instructions for assignments. This is to emulate professional expectations within the design industry.

        4.   Students are expected to assist in keeping all GDMA labs neat and orderly. Please pick up all scraps, waste materials, discarded printouts, etc. and place them in the recycling bins. Please promptly clean up all spills and messes on your desk spaces. Periodically and at the end of each term, students will be required to assist in cleaning the labs.

        5.   Each student is required to complete all parts of this course regardless of prior knowledge or experience.

        6.   For course specific policies please refer to the Course Information Document.