Course Title: GDT/ART 112 Computer Graphics   **Date: June 11, 2013**

Course Leader: Ellen Smith

Expected Learning Outcomes
After successfully completing this course student will be able to:
A. Apply visual elements and principles while applying the steps in the graphic design process to solve two dimensional design problem
C. Analyze/critique a visual solution using the language and methods of a graphic designer
D. Evaluate which software and hardware will be involved in creating a particular visual solution
E. Create or edit a basic vector graphic, a bitmap graphic, a page layout, a flash animation, or website.

Assessment
- Completion of projects from the textbook *Digital Foundations: Intro to Media Design with Adobe Creative Suite* by Xtine Borrough & Michael Mandiberg. The projects will be graded on a rubric found in Graphic Design Solutions by Robin Landa and modified over the years
- Grades on a midterm and a final

Validation
(What methods are used to validate your assessment?)

These early projects are not suitable for a "portfolio review" but might be considered for peer to peer review i.e., faculty who teach the course share their student's work with each other.

Results
(What does the data show?)

The general education category that this course was in has been removed. This course has been reformatted to include the tryout of five software packages (originally three software packages), and include a variety of digital foundations assignments (originally graphic design assignments). There is no data as FA13 will be the first semester for the newly defined course.

Follow-up
(How have you used the data to improve student learning?)

    See above

Budget Justification
(What resources are necessary to improve student learning?)

To keep pace with industry standards, it is important that HCC maintain the latest version of the Adobe Creativesuite product which is currently CS6