

Course Title: GDT-142 Digital Illustration using Adobe Illustrator Date: 6/11/13

Course Leader: Ellen Smith

Expected Learning Outcomes for Course

- A Apply critical thinking skills to solve visual problems using Adobe Illustrator CS6
- B Demonstrate knowledge of Adobe Illustrator CS6 by selecting and applying appropriate tools to complete a variety of specific graphic design exercises
- C. Demonstrate knowledge of specific technical issues relative to the of vector files including resolution, prep for internet use, convert to bitmap, and output (print issues)
- D. Demonstrate knowledge of how Adobe Illustrator CS6 is used by designers for a variety of production processes including WEB, Multi-media and Print

Assessment

(How do students demonstrate achievement of these outcomes?)

- Students create 4 original design projects in Adobe Illustrator. The projects must follow the graphic design process including statement, research, sketches, designs, through to comprehensives.
- Students complete lessons from Adobe Classroom in a book CS6
- Students must print out their projects at a large size, as well as prepare files for upload to the internet as well as Moodle
- Students create and maintain a BLOG (Web log ... an online journal of their research and learning as they complete small assignments intended to force them to explore and evaluate to how vector graphics are being used in graphic design and illustration today

The projects are graded on a rubric originally found in Graphic Design Solutions by Robin Landa and modified by faculty where appropriate.

- Four graded projects
 - Mythological creature
 - Radial symmetry
 - Web Icons
 - Portrait or self portrait
- A grade for in class participation in critiques and online discussion of images for online course
- A grade for completion of exercises from the text book, Adobe Classroom in a book CS6
- A midterm and a final taken from Adobe Classroom in a book CS6

Validation

(What methods are used to validate your assessment?)

- Adobe Classroom in a book CS6 is used as the textbook because it is the company that creates Adobe Illustrator CS6 and this is the current standard in the field
- Physical evidence of completed exercises and design projects
- Many of these projects are included in final student portfolios

Course Outcomes 2013

- At times, the course has been taught by different adjunct instructors, however the materials, midterm and final, as well as projects have been exactly the same for the last two semester.

Results

(What does the data show?)

We have instituted a “portfolio review” which has been used to “close the loop” for the GDT (WEB and SDE) programs. Students have created projects that have been included in their portfolios in this course, GDT-142. The portfolios are presented at a portfolio review. The GDT (and SDE and WEB) program is evaluated as a whole in this process. Below is the most recent results from our portfolio review which took place on May 3, 2013.

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W
1		Responses																		Average		5= Exceeded Expectation	
2	HTML/CSS	4	4	4	3	4	5	3	3		3	5	4	3	3						3.7		4=Above Expectations
3	JavaScript/jQuery	4	4	4	3	3	4	3	5		3	4	4	3							3.7		3=Meets Expectations
4	Programming	5	4	3	3	4	4	2	3	4		3	5	3							3.6		2=Lower than Expected
5	Database	3		3	2			2	2					5							2.8		1=Far Below Expectations
6	Interface Design	4	3	3	2	3		3	2			4	3	4	3						3.0		
7	Photoshop	4	3	4	3	3	3	4	5	2	3	3	5	4	2	3	5	4	4		3.5		
8	Illustrator	4	4	4	3	4		4	3	4	4	3	5	3	4	3	5	4	4		3.8		
9	Page Layout/InDesign	4	3	4	4	3	2		3	4	3	3	4	5	3		4	5	3	4	3.6		
10	Typography	4	4	3	4	4	3	4	5	4	2	3	2	5	3	3		5	2	4	3.6		
11	Photography	4	3	3	3	5	4	3	2	4	3	4		5	3					4	3.6		
12	Video				3				1											4	2.7		
13	2D Design	4	3				3	3	5	4	3		5	4	4	5	4	4			3.9		
14	3D Modeling	4						4	3	3				3	5	2					3.4		
15	2D/3D Animation								3					3	5	2					3.3		
16	Interactivity Design				3	3		2	3	2				3	5				4		3.1		
17	Physics Integration							3													3.0		
18	Overall Design Skill	4	4	4	3	4	3	4	4	4	3	3	3	5	3	3	4	5	3	4	3.7		
19	Overall Technical Skill	3	4	4	4	3	3	3	4	2	3	4		4	3	4	5	4			3.6		
20	Portfolio Quality	3	4	4	3	4	3	3	5	4	3	4	3	4	3	5	5	5	4	3	3.8		
21	Professionalism of the Students	3	4	4	5	4	4	4	4	4	4	4		3	2	5	5	5	4		4.0		
22	Craftsmanship/Attention to Detail	4	4	4	3	3	3	4	4	2	3	3		3	4	5	5	3			3.6		
23	Communication and Presentation	2	4	4	3	4	4	4	4	3	4	4	3	4		5	5	4	4		3.8		

Follow-up

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

While not specific to this data... the course has been improved during the process of creating an online version. Every exercise in CIB Adobe Illustrator CS6 has been recorded as a step x step video. This is available to online and classroom students. Also, a common midterm and final has been created as well as weekly quizzes.

Budget Justification

(What resources are necessary to improve student learning?)

On previous COGs money was requested for validation via competitions. These are the results:

We have successfully (entries accepted but did not win awards... in the graphic design field, being accepted is a fairly high bar to begin with) several a yearly poster competition called "Poster Clash) sponsored by the Blue Ridge AIGA.

HCC's team **WON** Mockup, in FA 2012. This is a school team vs school team competition created by the Blue Ridge AIGA.