

Course Title: GDT/ART 112 Computer Graphics

Date: June 26, 2014

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 problems
- 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 small exercises from the textbook *Foundations of Digital Art and Design with Adobe Creative Cloud* by Xtine Borrough
- 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 art and design assignments (originally graphic design assignments). There is no data as FA13 will be the first semester for the newly defined course.

Students did well on the midterm and the final and are able to move on to the next set our courses.

Follow-up

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

Students seem to do well on the projects and exams.

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 Creative Cloud product.