

Course Title: GDT-112 Computer Graphics

Date: December 2017

Course Leader: Audra Martenot

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?)

Bases on the last project of the semester the overall outcome score was a **3.9 on a 1-5 scale**.

Presentation 4.0/ Communication 3.8/ Creativity 4.0/ Layout-Composition 3.8

- Students complete design projects that vary in quality and skill level
- Student are improving in communication verbal skills and presenting their work to their peers
- Students explore design possibilities sufficiently to come up with solutions that show a good deal of thought and experimentation

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

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.