

**Course Title: GDT-112 Computer Graphics**

**Date: May 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 **3.8 on a 1-5 scale**.  
Presentation 3.8/ Communication 4.0/ Creativity 3.7/ Layout-Composition 3.7

- 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.