

**Course Title: GDT-142 Digital Illustration using Adobe Illustrator May 2018**

**Course Leader: Audra Martenot**

### **Expected Learning Outcomes for Course**

- A. The student will know how to use Adobe Illustrator CC software, prepare files for print, and web production.
- B. The student will follow the steps involved in solving graphic design problems from sketch through final portfolio presentation piece.
- C. The student will gain a current knowledge of how Adobe Illustrator CC is used in the field of graphic design and illustration

### **Assessment**

(How do students demonstrate achievement of these outcomes?)

- Students complete lessons from Classroom in a Book.
- Students will create original projects in Adobe Illustrator. The projects must follow the graphic design process including statement, research, sketches, designs, through to comprehensives.

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

- Eight projects
  - Mythological creature
  - Radial symmetry
  - Pathfinders
  - Flat shapes
- A grade for in class participation in critiques and research paper
- A grade for completion of exercise from the text book
- One quizzes on topics from textbook

### **Validation**

(What methods are used to validate your assessment?)

- Physical evidence of completed exercises and design projects.
- Visible improvement in use of Adobe Illustrator software program
- Many of these projects are included in final portfolios

### **Results**

(What does the data show?)

Bases on the last project of the semester the overall outcome score was a 4.1 on a 1-5 scale.

Body of work 4.2/ Problem Solving 4.2/ Creativity 4.2 / Layout-Composition 4.3 / Vector 4.1/ Format 4.2 / Typography 4.2 / Color 4.2 / Critique 4.2

- 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?)

Professor would like to start entering student work in appropriate graphic design shows, contests and magazines. There are entry fees.