

DDP 301B: DIGITAL IMAGING B

New Course Proposal

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Originator

mabril

Justification / Rationale

This course is Module 2 of 2 of a non-credit overlay version of DDP 1A Computer Graphics 1A. The noncredit version provides basic skills training opportunities to the incumbent workforce and those currently underemployed or unemployed.

Effective Term

Fall 2020

Credit Status

Noncredit

Subject

DDP - Digital Design & Production

Course Number

301B

Full Course Title

Digital Imaging B

Short Title

DIGITAL IMAGING B

Discipline

Disciplines List

Graphic Arts (Desktop publishing)

Modality

Face-to-Face

100% Online

Hybrid

Catalog Description

This noncredit course prepares you to take the Adobe Certified Associate (ACA) exam for Photoshop. A Photoshop ACA earned certification validates entry-level skills in visual communication, for careers including, but not limited to, marketing, Web development, photography, digital media, and graphic design. It indicates an intermediate level of depth and breadth of Photoshop knowledge and experience and enhances the recipients' value in the job market. You will continue your Photoshop training and begin taking practice tests in preparation for the ACA exam. You will also develop Photoshop projects to build your online portfolio.

Schedule Description

Prepare to take the Adobe Certification Associate exam for Photoshop which validates entry-level skills in visual communication, for careers including, but not limited to, marketing, Web development, photography, digital media, and graphic design. It indicates an intermediate level of depth and breadth of Photoshop knowledge and experience and enhances the recipients' value in the job market.

Non-credit Hours

81

Lecture Units

0

Lab Units

0

Lab Semester Hours

0

In-class Hours

45

Out-of-class Hours

36

Total Course Units

0

Total Semester Hours

81

Override Description

Noncredit courses do not have lecture and lab so outside of class hours must be adjusted so the noncredit course has the same total hours as the credit equivalent.

Class Size Maximum

25

Course Content

1. Gmetrix training and Practice testing
2. Design Fundamentals
3. Copyright and fair use
4. Projects using Adobe Photoshop
5. Adobe Certification Associate (ACA) Exam Preparation

Course Objectives

	Objectives
Objective 1	Create digital raster imagery and artwork utilizing selections, layers, design elements, and effects.
Objective 2	Develop portfolio pieces based on Photoshop techniques.
Objective 3	Continue Photoshop training using Gmetrix.
Objective 4	Practice photoshop testing using Gmetrix.
Objective 5	Prepare to take the ACA exam.

Student Learning Outcomes

	Upon satisfactory completion of this course, students will be able to:
Outcome 1	Develop portfolio art work using Adobe Photoshop while training to pass the ACA exam.

Methods of Instruction

Method	Please provide a description or examples of how each instructional method will be used in this course.
Technology-based instruction	All course work uses current technology in the field, the students will learn the software and create physical and digital projects with the technology. Instructors will use the technology in demonstrations as it pertains to the assignments.
Participation	Students will participate in critiques, in class exercises and general feedback on visual examples.
Collaborative/Team	Students will critique as teams/groups on various projects/design challenges.
Lecture	Lectures will be provided on historical and contemporary approaches to digital art and media, as well as demonstrations on how to use software as it relates to the assignments.
Discussion	Students will verbally pitch their art and design concepts to the group as well as in progress discussions.
Individualized Study	Students will research historical and contemporary approaches to digital art and media and develop their compositions and execute them for class discussion.

Laboratory	Students will use the MAC computer lab for the course assignments, or their personal computer with the appropriate software and hardware.
Self-exploration	Students will explore their own conceptual approaches, ideas and perspectives to the assignments.
Skilled Practice at a Workstation	A large portion of the lab will be dedicated to time for students to create digital artwork on an individual workstation. Each student will need to be have access to a computer to participate in this course.

Methods of Evaluation

Method	Please provide a description or examples of how each evaluation method will be used in this course.	Type of Assignment
Student participation/contribution	Students will be graded in their participation at critiques and group discussions.	In and Out of Class
Critiques	<p>Students will create a "body of work" that will be evaluated with a rubric.</p> <p>Student will be evaluated on their ability to comprehend the and physically complete assignments.</p> <p>Students will create assignments with given criteria and will work to solve the design/art challenge as well as apply key fundamental compositions.</p> <p>Students will use rubrics to self evaluate their own progress as well as evaluate the work of their peers.</p> <p>Students will be quizzed on key art and media terminology including the principles and elements of design.</p> <p>Students will have both a mid term and final evaluation. The culmination of the course will be a graded assignment/project or physical test of knowledge pertaining to software or hardware.</p> <p>Students will be graded in their participation at critiques and group discussions.</p> <p>Type of Assignment In and Out of Class In and Out of Class In and Out of Class In and Out of Class In and Out of Class In and Out of Class In and Out of Class In and Out of Class In and Out of Class Critiques</p>	In Class Only
Portfolios	Students will create a "body of work" that will be evaluated with a rubric.	In and Out of Class
Self/peer assessment and portfolio evaluation	Students will use rubrics to self evaluate their own progress as well as evaluate the work of their peers.	In and Out of Class
Tests/Quizzes/Examinations	Students will be quizzed on key art and media terminology including the principles and elements of design.	In Class Only
Other	Out-of-class hours will be accounted for electronically through the learning management system.	Out of Class Only

Assignments

Other In-class Assignments

1. Using painting tools with varying options to paint on an image, and save the image both for printing (PSD) and to display on the Web (JPEG).
2. Build an image by using at least three selection tools/techniques to make detailed selections of image elements from copyright-clear images and combine those selections to form an entirely new image.
3. Manipulate the resolution of a digital camera image so that it prints correctly on an inkjet or color laser printer.
4. Analyze the overall tone and exposure of an image, and use at least four adjustment commands to correct problems found in the image.
5. Repair image defects and damage in an image using the Clone Stamp, Spot Healing Brush, and Red Eye (removal) Tool.

6. Use the Preset Manager to load, modify, and save libraries of swatch, gradient, and pattern presets.
7. Explore the proper usage of filters, including those used for special effects and image retouching.
8. Each document produced will be accompanied by a written procedural documentation form and evaluation.

Other Out-of-class Assignments

1. Development digital image projects.
2. Photoshop training using Gmetrix.

Grade Methods

Pass/No Pass Only

Distance Education Checklist

Include the percentage of online and on-campus instruction you anticipate.

Online %

50

On-campus %

50

Lab Courses

How will the lab component of your course be differentiated from the lecture component of the course?

Student will work on projects via canvas for evaluation.

From the COR list, what activities are specified as lab, and how will those be monitored by the instructor?

Design and development of projects submitted to Canvas as well as student's online portfolio.

How will you assess the online delivery of lab activities?

Via Canvas.

Instructional Materials and Resources

If you use any other technologies in addition to the college LMS, what other technologies will you use and how are you ensuring student data security?

Within Course Management System:

Discussion forums with substantive instructor participation

Regular virtual office hours

Private messages

Online quizzes and examinations

Video or audio feedback

Weekly announcements

External to Course Management System:

Direct e-mail

Posted audio/video (including YouTube, 3cm mediasolutions, etc.)

Briefly discuss how the selected strategies above will be used to maintain Regular Effective Contact in the course.

This class if online is being taught via Canvas. Instructors will use asynchronous text and video messages to interact with the students. Also, discussions boards, constant announcements will be used. Zoom virtual office hours with screen sharing and interaction capabilities will be available.

If interacting with students outside the LMS, explain how additional interactions with students outside the LMS will enhance student learning.

Canvas is used for external interaction as well.

Effective Student/Faculty Contact

Which of the following methods of regular, timely, and effective student/faculty contact will be used in this course?

Within Course Management System:

Discussion forums with substantive instructor participation

Chat room/instant messaging

Regular virtual office hours

Private messages
Online quizzes and examinations
Video or audio feedback
Weekly announcements

External to Course Management System:

Direct e-mail
E-portfolios/blogs/wikis
Posted audio/video (including YouTube, 3cm mediasolutions, etc.)
Synchronous audio/video
Teleconferencing

For hybrid courses:

Scheduled Face-to-Face group or individual meetings
Field trips
Library workshops
Orientation, study, and/or review sessions
Supplemental seminar or study sessions

Briefly discuss how the selected strategies above will be used to maintain Regular Effective Contact in the course.

Active participation and multiple modes of information delivery; announcements, asynchronous text, video messages, discussions boards, and Canvas email.

Other Information**MIS Course Data****CIP Code**

11.0803 - Computer Graphics.

TOP Code

061460 - Computer Graphics and Digital Imagery

SAM Code

C - Clearly Occupational

Basic Skills Status

Not Basic Skills

Prior College Level

Not applicable

Cooperative Work Experience

Not a Coop Course

Course Classification Status

Workforce Prep Enhanced Funding

Approved Special Class

Not special class

Noncredit Category

Short-Term Vocational

Funding Agency Category

Not Applicable

Program Status

Program Applicable

Transfer Status

Not transferable

Allow Audit

No

Repeatability

Yes

Repeatability Limit

3X

Repeat Type

Noncredit

Justification

Noncredit courses are repeatable until the student achieves the skills and knowledge required to meet the objectives and outcomes of the course.

Materials Fee

No

Additional Fees?

No

Approvals**Curriculum Committee Approval Date**

11/05/2019

Academic Senate Approval Date

11/14/2019

Board of Trustees Approval Date

12/19/2019

Chancellor's Office Approval Date

01/10/2020

Course Control Number

CCC000611560

Programs referencing this courseDigital Imaging Certificate of Completion (<http://catalog.collegeofthedesert.eduundefined?key=275/>)