

DDP 302B: ILLUSTRATOR B

New Course Proposal

Date Submitted: Wed, 22 Jan 2020 20:50:19 GMT

Originator

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Justification / Rationale

This course is Module 2 of 2 of a noncredit overlay version of DDP 102 Digital Illustration. The noncredit version provides basic skills training opportunities to the incumbent workforce and those currently underemployed or unemployed.

Effective Term

Fall 2021

Credit Status

Noncredit

Subject

DDP - Digital Design & Production

Course Number

302B

Full Course Title

Illustrator B

Short Title

ILLUSTRATOR B

Discipline

Disciplines List

Graphic Arts (Desktop publishing)

Modality

Face-to-Face

100% Online

Hybrid

Catalog Description

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

Schedule Description

Develop an online portfolio while preparing to take the Adobe Certification Associate (ACA) exam for Illustrator which validates entry-level skills in visual communication, for careers including, but not limited to, marketing, web development, digital media, social media, animation, and graphic design. It indicates an intermediate level of depth and breadth of Illustrator knowledge and experience and enhances the recipients' value in the job market. Prerequisite: DDP 302A

Non-credit Hours

81

In-class Hours

45

Out-of-class Hours

36

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.

Prerequisite Course(s)

DDP 302

Required Text and Other Instructional Materials**Resource Type**

Web/Other

Open Educational Resource

Yes

Class Size Maximum

25

Entrance Skills

Open, create and save files and choose appropriate document settings.

Requisite Course Objectives

DDP 302A-Open, create, save and open files and choose appropriate document settings.

Entrance Skills

Create, analyze and modify visual elements to provide appropriate solutions.

Requisite Course Objectives

DDP 302A-Create, analyze and modify visual elements to provide appropriate solutions.

Entrance Skills

Use libraries such as colors, swatches, gradients, brushes, symbols and patterns.

Requisite Course Objectives

DDP 302A-Use libraries, such as colors, swatches, gradients, brushes, symbols, and patterns.

Entrance Skills

Analyze the difference between raster and vector artwork.

Requisite Course Objectives

DDP 302A-Analyze the difference between raster and vector artwork.

Entrance Skills

Create layered graphics that can be exported for animation.

Requisite Course Objectives

DDP 302A-Create layered graphics that can be exported for animation

Entrance Skills

Design graphic documents using basic vector shapes and text.

Requisite Course Objectives

DDP 302A-Design graphic documents using basic vector shapes and text.

Course Content

1. Gmetrix training and Practice testing.
2. Design Fundamentals.
3. Copyright and fair use.
4. Develop an online portfolio.
5. Adobe Certification Associate (ACA) Exam Preparation.

Course Objectives

Objectives	
Objective 1	Develop creative content for online portfolio using Adobe Illustrator.
Objective 2	Demonstrate Illustrator skills using Gmetrix testing.
Objective 3	Discuss the strategies and preparation needed to pass the Adobe Certification Associate exam for Illustrator.

Student Learning Outcomes

Upon satisfactory completion of this course, students will be able to:	
Outcome 1	Discuss the strategies and preparation needed to pass the Adobe Certification Associate exam for Illustrator
Outcome 2	Develop a portfolio of art work using Adobe Illustrator.

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.
Laboratory	Students can use the MAC computer lab for the course projects, or their personal computer with the appropriate software and hardware.
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.
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	Skill demonstration through completion of computer exercises.	In and Out of Class
Critiques	Students will participate in group critiques, addressing the requirements of the assignment as well as the creative exploration and graded with a rubric.	In Class Only
Portfolios	Students will create assignments with given criteria and will work to solve the design/art challenge as well as apply key fundamental compositions.	In and Out of Class
Tests/Quizzes/Examinations	All forms of formal testing, other than skill performance exams.	In Class Only

Presentations/student demonstration observations	Students will explain how they analyzed, chose, and synthesized a variety of possible elements to create an original artwork	In Class Only
Other	Use of rubric by instructor to evaluate student projects.	In and Out of Class
Mid-term and final evaluations	Comprehensive examinations on key art and media terminology including the principles and elements of design.	In Class Only
Other	Out-of-class hours will be monitored electronically through the Learning Management System.	Out of Class Only

Assignments

Other In-class Assignments

- Participate in class critiques.
- Research career opportunities to work in the design industry.
- Identify the purpose, audience, and audience needs for preparing images.
- Determine the type of copyright, permissions, and licensing required to use specific content.
- Each portfolio piece produced will be accompanied by a written procedural documentation form and evaluation.
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Other Out-of-class Assignments

- Development digital vector content projects for online portfolio.
- Illustrator training using Gmetrix.
- Research copyright information.

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

Other Non-credit 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

General Education Status

Not applicable

Support Course Status

Course is not a support course

Allow Audit

No

Repeatability

Yes

Repeatability Limit

NC

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**

3/19/2020

Academic Senate Approval Date

3/26/2020

Board of Trustees Approval Date

5/15/2020

Chancellor's Office Approval Date

07/02/2020

Course Control Number

CCC000618745

Programs referencing this course

Digital Illustration Certificate of Completion (<http://catalog.collegeofthedesert.eduundefined?key=299/>)