



ANTELOPE VALLEY COLLEGE

Academic Affairs
Course Outline of Record

Academic Affairs Only

- New Course
- COR Revision 11/13/2008
- COR Update
- Pre Req/Advisories 11/13/08
- Other Changes 11/13/08
- Effective Date

COURSE SUBJECT & NUMBER: DM 103L

COURSE NAME: Graphic Design I Lab (formerly CG 103L, Computer Imaging I Lab)

COURSE UNITS: .5 **COURSE HOURS:** 24 hours total

COURSE REQUISITES: *(Follow format of similar courses found in the college catalog.)*

Corequisite: Concurrent enrollment in DM 103

COURSE DESCRIPTION: *(Write a short paragraph providing an overview of topics covered. Be sure to identify target audience--transfer, major, GE, degree/certificate, etc. If repeatable, state the number of times at end of description.)*

A laboratory in support of DM 103 is designed to allow students to advance their knowledge, complete course assignments and master learning objectives. This is a P/NP only course. (CSU, AVC) (R2)

COURSE OBJECTIVES: *(Use Bloom's taxonomy to formulate concise, performance-based measurable objectives common to all students. Objectives must be closely aligned with course content, assignments, and methods of evaluation.)*

Upon completion of course, the successful student will be able to:

1. Demonstrate an ability to work with the Macintosh computer and its operating system.
2. Identify graphic design industry standard equipment and software.
3. Work with graphic design industry standard input and output devices and components associated with applications and production.
4. Work with commonly used graphic design industry software.
5. Discuss the uses of print, illustration, typography, digital photography, video/audio, interactive media (web design, CD-ROM, DVD), animation, and game design within the graphic design industry.
6. Discuss emerging graphic design hardware, software and related technologies.
7. Create graphic design for typical industry assignments such as flyers, ads, and web pages.

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COURSE CONTENT: *(Enter course content in terms of specific topics or a specific body of knowledge that each instructor must cover. Put topics in outline form with major and minor headings. Title 5 requires that each instructor must cover all material listed below.)*

- Basic software and hardware for graphic design
- Delivery methods for graphic design
- Design styles and techniques for graphic design
- Resources available for use in graphic design industry jobs
- Typical entry-level job assignments in the graphic design industry

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TYPICAL HOMEWORK ASSIGNMENTS: (Do not include in-class work, quizzes, or tests)

This information is necessary for all credit courses. Assignments should be closely related to course objectives, content, and methods of evaluation. (See sample of a “Model Outline” in the AP&P Standards & Practices handbook.) Include a range of assignments (minimum of three) from which faculty may choose when designing their syllabus.

1. Describe nature and frequency of typical reading assignments if applicable; note if any are required:

2. Describe nature and frequency of typical writing assignments if applicable; note if any are required:

3. Describe nature and frequency of typical computational assignments if applicable; note if any are required:

NA

4. Describe other types of homework assignments that students may be asked to complete (oral presentations; special projects; visual/performing arts; etc); note if any are required:

Compete assignments based upon lecture course.

*For categories 1-4 above, list the estimated hours per week it would take a student to complete assignments. Title 5 (section 55002) requires that each unit must be shown to require three hours of work per week by the student either in or out of class. Homework formula: 3 hours of class work *times* each unit of credit *minus* classroom hours *equals* required homework hours.*

Reading Assignments:

Writing Assignments:

Computational Assignments:

Other Assignments:

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METHODS OF INSTRUCTION: *(Methods must be consistent with content and appropriate to objectives; state in terms of what instructor will be doing in order to present course content to students: for example, lecture, demonstration, present audio/visual materials; facilitate group work, etc. Do not list specific instructional equipment.)*

Instructor demonstration, follow-along hands-on demonstration, audio/visual materials, instructor class project critiques.

METHODS OF EVALUATION: *(These must be clearly related to course objectives and reflect course content and assignments in order to comply with Title 5 requirements. Describe what instructor will be looking for when evaluating various assignments and tests in order to determine whether students have met course objectives. Grades must be based on demonstrated proficiency in subject matter and determined, where appropriate, by essays, objective and essay tests, research papers or projects, problem solving exercises, or skills' demonstrations.)*

- Completion of instructor-supervised lab assignments that supplement DM 103 coursework.
- Participation in the DM lab.

Suggested Texts or other Instructional Materials *(list several when possible; include title, author, publisher, date, and latest edition.)*

Current suggested text.