

# COURSE SYLLABUS

<b>LAST REVIEW</b>	Spring 2021
<b>COURSE TITLE</b>	Graphic Design: Multi-Media and Web I
<b>COURSE NUMBER</b>	DIGI0176
<b>DIVISION</b>	Arts, Communications, and Humanities
<b>DEPARTMENT</b>	DIGI
<b>CIP CODE</b>	10.0303
<b>CREDIT HOURS</b>	3
<b>CONTACT HOURS/WEEK</b>	Class: 3.00                      Lab: X                      Clinical: X
<b>PREREQUISITES</b>	DIGI 0115, Beginning Photoshop

**COURSE PLACEMENT** Students must meet the correct placement measure for this course. Information may be found at:  
<https://www.kckcc.edu/admissions/information/mandatory-evaluation-placement.html>

## COURSE DESCRIPTION

Students will acquire an introductory knowledge of the design and development of multimedia interactive interfaces and production of graphic images for those interfaces. A variety of software programs will be utilized in the production of still images and animations including some video editing.

## KANSAS SYSTEMWIDE TRANSFER: DIGI0176

The learning outcomes and competencies detailed in this course outline or syllabus meet or exceed the learning outcomes and competencies specified by the Kansas Core Outcomes Groups project for this course as approved by the Kansas Board of Regents.

## PROGRAM ALIGNMENT

This course is part of a program aligned through the Kansas Board of Regents and Technical Education Authority. For more information, please visit:  
[https://kansasregents.org/workforce\\_development/program-alignment](https://kansasregents.org/workforce_development/program-alignment)

### **General Education Learning Outcome**

- Basic Skills for Communication
- Mathematics
- Humanities
- Natural and Physical Sciences
- Social and Behavioral Sciences

### **Institutional Learning Outcomes**

- Communication
- Computation and Financial Literacy
- Critical Reasoning
- Technology and Information Literacy
- Community and Civic Responsibility
- Personal and Interpersonal Skills

### **TEXTBOOKS**

<http://kckccbookstore.com/>

### **METHODS OF INSTRUCTION**

A variety of instructional methods may be used depending on content area. These include but are not limited to: lecture, multimedia, cooperative/collaborative learning, labs and demonstrations, projects and presentations, speeches, debates, panels, conferencing, performances, and learning experiences outside the classroom. Methodology will be selected to best meet student needs.

### **COURSE OUTLINE**

- I. Review of Multimedia and Interactive Interfaces.
  - A. CD- ROM and multimedia delivery
  - B. Interface types
  - C. Project design stages
  - D. Hardware and software used for multimedia
- II. Using Multiple Production Platforms
  - A. Production for Macintosh and PC/ Windows
  - B. Networking Macintosh and Windows computers
  - C. Memory storage devices
  - D. Input devices
  - E. Output Hardware
- III. Basic Tools
  - A. Text editing and OCR tools
  - B. Painting and drawing tools
  - C. Image editing tools
  - D. Sound editing tools
  - E. Animation, Video and Digital Movie tools
- IV. Multimedia Authoring Tools

- A. Types of authoring tools
  - B. Card and page based authoring tools
  - C. Icon based tools
  - D. Time based tools
  - E. Object-oriented authoring tools
  - F. Linking Multimedia objects and actions
  - G. Office suites and presentation tools
- V. Images
- A. Planning and organization
  - B. Bitmaps, vector drawing and 3-D rendering
  - C. Natural color, computerized color, color palettes
  - D. File formats
- VI. Animations
- A. Principles of animation
  - B. Animation file formats
  - C. Animation techniques
- VII. Designing and Producing User Interfaces
- A. Project planning
  - B. Designing the project structure
  - C. Interface types and interaction with project structure
  - D. Producing the interface mock up
- VIII. Designing Interfaces for the World Wide Web
- A. HTML and Multimedia
  - B. Images for the web
  - C. Image maps, invisible tables
  - D. Video and animations for the web
- IX. Interactivity Testing
- A. Alpha and beta testing
  - B. Delivery on CD-ROM
  - C. DVD-platform
  - D. Web testing

### **COURSE LEARNING OUTCOMES AND COMPETENCIES**

Upon successful completion of this course, the student will:

- A. Understand Production Platforms
- B. Use Basic Imaging Tools
- C. Use Basic Multimedia Authoring Tools
- D. Design and produce Basic Graphic Images
- E. Design and product Basic Animations
- F. Design and Producte User Interfaces
- G. Design Inerfaces for the World Wide Web
- H. Test Interactivity

## **ASSESSMENT OF COURSE LEARNING OUTCOMES AND COMPETENCIES**

Student progress is evaluated through both formative and summative assessment methods. Specific details may be found in the instructor's course information document.

## **COLLEGE POLICIES AND PROCEDURES**

*Student Handbook*

<https://www.kckcc.edu/files/docs/student-resources/student-handbook-and-code-of-conduct.pdf>

*College Catalog*

<https://www.kckcc.edu/academics/catalog/index.html>

*College Policies and Statements*

<https://www.kckcc.edu/about/policies-statements/index.html>

*Accessibility and Accommodations*

<https://www.kckcc.edu/academics/resources/student-accessibility-support-services/index.html>.