

8/29/2022 DATE



REQUIRED COURSE



ELECTIVE COURSE

Business DIVISION

☐ NEW COURSE☒ REVISION

Lake Land College

Course Information Form

COURSE NUMBER:		ITT-053		TITLE: (30 Characters Max)		Digital Media Arts							
SEM CR HRS:	3	Lecture:		3	Lab:	0			ECH:	3			
Course Level:	<input type="checkbox"/> Gen Ed / IAI		<input checked="" type="checkbox"/> Career/Technical		Clinical Practicum:	0	SOE/ Internship:	0	SOE ECH:	0			
	<input type="checkbox"/> Baccalaureate /Non-IAI		<input type="checkbox"/> Dev Ed/ Not in Degree Audit										
COURSE PCS #	12		IAI Code						Contact Hours Per Week				
Repeatable (Y/N):	Y	Pass/Fail (Y/N):	N	Variable Credit (Y/N):	N	Min:		Max:		16 Wks	150	8 wks	300
Prerequisites:		Previous computer experience; CIS-088 recommended.											
Catalog Description: (40 Word Limit)		An introduction to using digital technology to produce artistic creations on the computer. Students will learn basic art theories of design, color, typography, and visual elements and how to apply them in a digital environment.											

List the Major Course Segments (Units)	Contact Lecture Hours	Contact Lab Hours	Clinical Practicum	Non-Clinical Internship/ SOE
Design Principles, Theory and Application	7			
Visual Elements Principles, Theory and Application	7			
Typography Principles, Theory and Application	6			
Color Principles, Theory and Application	6			
Creative Design Problem Solving	7			
Using Input Devices	5			
Computerized Drawing	7			
TOTAL	45	0	0	0

EVALUATION

QUIZZES	<input type="checkbox"/>	EXAMS	<input checked="" type="checkbox"/>	ORAL PRES	<input checked="" type="checkbox"/>	PAPERS	<input type="checkbox"/>
LAB WORK	<input type="checkbox"/>	PROJECTS	<input checked="" type="checkbox"/>	COMP FINAL	<input checked="" type="checkbox"/>	OTHER	<input type="checkbox"/>

COURSE MATERIALS

TITLE:	Design Fundamentals for New Media	
AUTHOR:	James Gordon Bennett	
PUBLISHER:	Delmar Cengage Learning	
VOLUME/EDITION/URL:	2nd Edition	
COPYRIGHT DATE:	2013	ISBN-13: 9781133131137

MAJOR COURSE SEGMENT	HOURS	LEARNING OUTCOMES
		<i>The student will be able to:</i>
Design Principles, Theory and Application	7	Identify and apply design principles of balance, rhythm, emphasis, contrast, variation, unity, and white space in the creation of digital art works.
Visual Elements Principles, Theory and Application	7	Identify and apply visual element principles of line, shape, value, texture, shading, space and how the eye flows in the creation of digital art works.
Typography Principles, Theory and Application	6	Identify and apply typography principles of kerning, leading, and typesetting in the creation of digital art works.
Color Principles, Theory and Application	6	Identify and apply color theory in the creation of digital art works.
Creative Design Problem Solving	7	Storyboard ideas and complete the creative problem solving process from the planning stage through revisions to the final digital art creation.

Using Input and Output Devices	5	Use input devices such as digital cameras, scanners, and drawing tablets to input materials for digital art works as well as use output devices such as a printer or monitor to view the finished art works.
Computerized Drawing	7	Use the mouse and/or a drawing tablet to draw and manipulate original artwork on the computer.
Insert New Line Above this Line		
	45	

COURSE OUTCOMES*	At the successful completion of this course, students will be able to:
	Create a piece of digital art that appropriately demonstrates the principles of design, color, typography and visual elements.
	Storyboard ideas and use those ideas to create a finished piece of digital art work.
	Use input and output devices to create a finished digital art work.
	Draw an original piece of artwork on the computer using the mouse or drawing tablet.

* Course Outcomes will be used in the Assessment Software for Outcomes Assessment. Limit to 3 - 5.