DDP 301A: DIGITAL IMAGING A

New Course Proposal

Date Submitted:Sun, 22 Sep 2019 21:17:04 GMT

Originator

mabril

Justification / Rationale

This course is Module 1 of 2 of a noncredit overlay version of DDP1A Computer Graphics 1A. The noncredit version provides vocational skills training opportunities to the incumbent workforce and those currently underemployed or unemployed. This module presents basic software skills needed for digital imaging careers.

Effective Term

Fall 2020

Credit Status

Noncredit

Subject

DDP - Digital Design & Production

Course Number

301A

Full Course Title

Digital Imaging A

Short Title

DIGITAL IMAGING A

Discipline

Disciplines List
Graphic Arts (Desktop publishing)

Modality

Face-to-Face
100% Online
Hybrid

Catalog Description

This course introduces basic tools and techniques of Adobe Photoshop. Students explore digital imaging using industry standard software. Image manipulation and creation of original work using layers, masking, digital painting techniques and photo montage are covered. No prior Photoshop knowledge or art background required.

Schedule Description

This course is perfect for anyone wanting to learn how to get started using Adobe Photoshop. You will learn image capture, retouching, layer basics, masking, software tools, workspace, image formats, resolution, workflows, and output for print and screen. No prior Photoshop knowledge or art background required.

Non-credit Hours

81

Lecture Units

0

Lab Units

0

Lab Semester Hours

0

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.

Required Text and Other Instructional Materials

Resource Type

Book

Author

Schwartz, Rob

Title

LEARN Adobe Photoshop CC for Visual Communication

Edition

2nd

City

CA

Publisher

Adobe Press

Year

2018

College Level

Yes

Flesch-Kincaid Level

11

ISBN #

9780134396743

Resource Type

Book

Author

Andrew Faulkner, Conrad Chavez

Title

Adobe Photoshop CC Classroom in a Book

Edition

1st

Publisher

Adobe Press

Year

2019

College Level
Yes

ISBN #
9780135261781

Resource Type
Web/Other
Open Educational Resource
Yes

Class Size Maximum
25

Course Content
1. Software workspace fundamentals
2. Image file formats
3. Resolution and printing
4. Simple automation
5. Raster vs. vector
6. Basic image adjustments
7. Using filters
8. Painting and editing techniques
9. Layer basics
10. CMYK vs. RGB

Course Objectives

	Objectives
Objective 1	Evaluate terms related to digital imaging and photography.
Objective 2	Use basic retouching techniques—including color correction, blending, cloning, and filters—to manipulate a digital image.
Objective 3	Export or save digital images to various file formats.
Objective 4	Enter, edit, and format type.
Objective 5	Use libraries, such as colors, swatches, gradients, brushes, symbols, and patterns.
Objective 6	Use linked smart objects and modify linked smart objects while retaining the link.

Student Learning Outcomes

	Upon satisfactory completion of this course, students will be able to:
Outcome 1	Analyze software workspace and tools.

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.
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.
Demonstration, Repetition/Practice	Students will learn technical software and hardware applications and apply them in a series of assignment/design challenges.
Individualized Study	Students will research historical and contemporary approaches to digital art and media and develop their compositions and execute them for class discussion.
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
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
Student participation/contribution	Skill demonstration through completion of computer exercises.	In and Out of Class
Tests/Quizzes/Examinations	All forms of formal testing, other than skill performance exams.	In Class Only
Mid-term and final evaluations	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.	In Class Only
Written homework	Students will have a written exam that will be graded with a rubric.	In and Out of Class
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. Analyze the overall tone and exposure of an image, and use at least four adjustment commands to correct problems found in the image.
3. Repair image defects and damage in an image using the Clone Stamp, Spot Healing Brush, and Red Eye (removal) Tool.
4. Use the Preset Manager to load, modify, and save libraries of swatch, gradient, and pattern presets.
5. Reading approximately 20 pages per week

Other Out-of-class Assignments

1. Explore the software interface.
2. Textbook readings and completion of lessons from the book.

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

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, 3cmediasolutions, 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, 3cmediasolutions, 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

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.
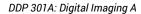
Materials Fee
No

Additional Fees?
No

Approvals

Curriculum Committee Approval Date
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
CCC000611559

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