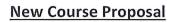
Curriculum Committee





School or Division	School of Arts, Humanities, and Social Sciences	
Program or Certificate	Fine arts	
Proposed by (faculty only)	Dana Roes	
Presenter (faculty only)	Dana Roes	
Note that the presenter (faculty) listed abo	ove must be present at the Curriculum Committee meeting or	
	l or Division and must be submitted for a later date.	
Submission date	9/12/2018	
Course prefix, number, and title	DIG 2118C Digital Graphic Design	
All Curriculum proposals require approval	of the Curriculum Committee and the Interim Provost for	
Academic Affairs. Final approval or denial	of a proposal is reflected on the completed and signed	
proposal.		
Approve	☐ Do Not Approve	
70 144		
May C. Myco	12/11/18	
Curriculum Committee Chair Signature	Date	
Approve	☐ Do Not Approve	
E Approve	□ bo Not Approve	
9 m 1212-18		
Interim Provost for Academic Affairs Signa	ture Date	
All Curriculum proposals require review by the Office of Accountability & Effectiveness.		
Reviewed		
Barbara D. Mil	1-4-19	
Office of Accountability & Effectiveness Sig	ınatfure Date	

Section I, Important Dates and Endorsements Required

NOTE: Course and Program changes must be submitted by the dates listed on the published Curriculum Committee Calendar. Exceptions to the published submission deadlines must receive prior approval from the Interim Provost for Academic Affairs' Office.

Term in which approved action will take place	Fall 2019	
Provide an explanation below for the requested exception to the effective date.		
Type in the explanation for exception.	-	

Any exceptions to the term start date requires the signatures of the Academic Dean and Interim Provost for Academic Affairs prior to submission to the Dropbox.			
Dean	Signature	Date	
Dr. Debbie Teed	Debbie Teed	11/13/18	
Interim Provost for Academic	Signature	Date	
Affairs			
Dr. Eileen DeLuca			

Required Endorsements	Type in Name	Select Date
Department Chair or Program	Dana Roes	10/9/2018
Coordinator/Director		
Academic Dean or Interim	Debbie Teed	Click here to enter
Provost for Academic Affairs		a date.

List all faculty endorsements below. (Note that proposals will be returned to the School or Division if faculty endorsements are not provided).

Dana Roes

Has the Libraries' Collection Manager been contacted about the new course and discussed potential impacts to the libraries' collections?

Provide information here

Section II, New Course Information (must complete all items)

List course prerequisite(s) and minimum grade(s)	ART2600C
(must include minimum grade if higher than a "D").	Grade of C or better
Provide justification for the proposed	Intro to Computer Art (ART2600C) will teach the
prerequisite(s).	students how to utilizes various programs to create
	digitally as well as supply a historical context for
	their creations.
Will students be taking any of the prerequisites	No
listed for this course in different parts of the same term (ex. Term A and Term B)?	
List course co-requisites.	none
10000100 0000	
Provide justification for the proposed co- requisite(s).	
Is any co-requisite for this course listed as a co-	No
requisite on its paired course?	
(Ex. CHM 2032 is a co-requisite for CHM 2032L, and	
CHM 2032L is a co-requisite for CHM 2032)	
Course credits or clock hours	3 credit
Contact hours (faculty load)	4 contact
Are the Contact hours different from the	
credit/lecture/lab hours?	,
Select grade mode	Standard Grading (A, B, C, D, F)
Credit type	College Credit
Possible Delivery Types (Online, Blended, On	On Campus
Campus)	
Course description (provide below)	

Course description (provide below)

DIG 2118 C DIGITAL GRAPHIC DESIGN

THIS COURSE IS DESIGNED FOR ANY STUDENT WHO IS INTERESTED IN LEARNING HOW TO CREATE AND EDIT WELL-DESIGNED DIGITAL GRAPHICS FOR PROFESSIONAL USE. TOPICS INCLUDE SKILLS RELATED TO DEVELOPING VECTOR AND PIXEL BASED GRAPHICS FOR PRINT AND WEB USING COMMERCIAL-GRADE GRAPHICS SOFTWARE AS WELL AS FUNDAMENTAL 2-D DESIGN PRINCIPLES. GAUGED FOR BEGINNERS WHO ARE COMPUTER COMPETENT.

General topic outline (type in outline below)

THIS COURSE WILL MEET THE FOLLOWING OBJECTIVES: 1. TRAIN STUDENTS IN THE PRECEPTS OF UTILIZING GRAPHIC ARTS IN A DIGITAL MEDIUM. 2. FAMILIARIZE STUDENTS OPERATING IN A DIGITAL MEDIUM WITH THE GOAL OF CREATING GRAPHIC ART. 3. PREPARE STUDENTS FOR THE PROFESSIONAL DIGITAL MEDIA INDUSTRY IN WHICH DIGITAL IMAGERY IS A HIGHLY MARKETABLE SKILL. 4. ENCOURAGE STUDENTS TO BUILD CONFIDENCE IN WORKING ON PROJECTS INVOLVING MULTIPLE STEPS THAT DIRECTLY CORRELATE TO THE WORKPLACE. 5. TEACH STUDENTS THE BENEFITS OF ITERATION. THIS COURSE IS DESIGNED TO IMPROVE THE STUDENTS ABILITY TO COMPOSE, EDIT AND MANIPULATE DIGITAL IMAGERY. STUDENTS ENROLLED IN THIS COURSE WILL ACQUIRE THE NECESSARY KNOWLEDGE TO SUCCEED IN PROFESSIONAL DIGITAL MEDIA ENVIRONMENTS. USING ADOBE PHOTOSHOP SOFTWARE, SEVERAL TOPICS WILL BE COVERED RELATED TO LEARNING DIGITAL IMAGING PROCESSES AS WELL AS MASTERY OF THE SOFTWARE INCLUDING: CUSTOMIZING THE WORK SPACE USING THE TOOLS, PANELS, AND LAYERS LAYER BASICS AND SELECTION TOOLS PHOTO CORRECTIONS AND ENHANCEMENTS MASKS AND CHANNELS TYPOGRAPHIC DESIGN VECTOR DRAWING TECHNIQUES ADVANCED COMPOSITING WORKING WITH 3D IMAGES PAINTING WITH THE MIXER BRUSH EDITING VIDEO PREPARING FILES FOR THE WEB PRODUCING AND PRINTING CONSISTENT COLOR

Learning Outcomes: For information purposes only.

IV. Course Competencies, Learning Outcomes and Objectives

A. General Education Competencies and Course Outcomes

Integral General Education Competency or competencies: Critical Thinking

- 1) Successfully understand and utilize digital media as a tool within the larger context of fine art and how it compares to other traditional fine art media.
- 2) Effectively utilize digital media/image manipulation skills for the purposes of artistic creative expression.
- 3) Understand how to utilize symbolism, iconography and metaphor in the creation of digitally created artistic imagery.
- 4) Learn the MAC or PC operating system and be able to navigate from application to application.
- 5.) UTILIZE VALUABLE GRAPHIC DESIGN TOOLSETS PROVIDED IN INDUSTRY-STANDARD SOFTWARE TO DEVELOP AND EDIT BITMAP AND VECTOR GRAPHICS
- 6.) APPLY PROPER 2-D DESIGN PRINCIPLES, INCLUDING COLOR THEORY, TYPOGRAPHY, AND LAYOUT WHEN CREATING AND EDITING DIGITAL GRAPHICS
- 7.) EFFECTIVELY COMMUNICATE AN IDEA, THEORY, OR PRINCIPLE RELATED TO THE USING VECTOR GRAPHICS CAPTURE AND EDIT DIGITAL PHOTOGRAPHS TO DOCUMENT AN EVENT, COMMUNICATE AN IDEA, OR MAKE A STATEMENT.
- 8.) COMBINE VECTOR AND BITMAP GRAPHICS TO PRODUCE A COLLAGE SHARE AND DISTRIBUTE DIGITAL GRAPHICS ONLINE
- 9.) UTILIZING PROPER FORMATS AND SOFTWARE TOOLS PRESENT DIGITAL GRAPHICS FOR PRINT PRODUCTION.
- 10.) UTILIZING DESKTOP PUBLISHING SOFTWARE CREATE DIGITAL GRAPHICS TO COMPLIMENT WEB PAGE DESIGN, OR AS A WEBPAGE DESIGN CRITIQUE DIGITAL GRAPHIC DESIGNS UTILIZING ESTABLISHED 2-D DESIGN PRINCIPLES, AND PROVIDING CONSTRUCTIVE SUGGESTIONS
- B. In accordance with Florida Statute 1007.25 concerning the state's general education core course requirements, this course meets the general education competencies for
- C. Other Course Objectives/Standards:

Copy and Paste the SCNS Course Profile Description below (http://scns.fldoe.org/scns/public/pb_index.jsp).

DIG 118-DIGITAL GRAPHIC DESIGN

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ICS code for this course	ADVANCED AND PROFESSIONAL - 1.12.10 - FINE
	AND APPLIED ARTS
Institutional Reporting Code	11210 FINE AND APPLIED ARTS
Degree Attributes	AA - AA COURSE
Degree Attributes (if needed)	Choose an item.
Degree Attributes (if needed)	Choose an item.
Degree Attributes (if needed)	Choose an item.
Should any major restriction(s) be listed on this	No
course? If so, select "yes" and list the appropriate major restriction code(s) or select	List applicable major restriction codes
"no".	N
Is the course an "International or Diversity Focus" course?	No, not International or Diversity Focus
Is the course a General Education course?	No
Is the course a Writing Intensive course?	No
If Replacing a course, combining a Lecture/Lab	no
or splitting a C course – Is there a course	·
equivalency?	
Is the course repeatable*?	No
(A repeatable course may be taken more than one time for additional credits. For example, MUT 2641, a 3 credit hour course can be repeated 1 time and a student can earn a maximum of 6 credits). *Not the same as Multiple Attempts or Grade Forgiveness	
Do you expect to offer this course three times or	No
less (experimental)?	

Impact of Course Proposal	
Will this new course proposal impact other	No
courses, programs, departments, or budgets?	
If the answer to the question above is "yes", list	List impacts here
the impact on other courses, programs, or	
budgets?	

Have you discussed this proposal with anyone (from other departments, programs, or institutions) regarding the impact? Were any agreements made? Provide detail information below.

Discussed with The Dean, Dr. Teed

Section III, Justification for proposal

Provide justification (below) for this proposed curriculum action. Offering the digital arts at FSW would be doing a great service to our student population. There is work force demand in the digital arts in South West Florida.