

Course outline GRDSN 235

A Advertising

A 10 Create a concept

B Business Skills

B 03 Fill out a time sheet

B 04 Follow a production schedule

B 05 Function effectively as a team member

B 08 Meet deadlines

B 13 Work individually

B 20 Meet stated quality expectations in projects and activities

B 23 Attend all class meetings

B 24 Demonstrate punctuality in all activities

B 25 Manage in-class time effectively to complete projects

B 26 Manage and complete work assigned as outside-of-class activities

B 27 Contribute constructive criticism verbally in class critiques

B 28 Accept responsibilities

B 35 Determine the needs, goals and objectives of a design project

B 37 Research professional work to analyze apparent goals and objectives

B 38 Create professional level design solutions for a variety of projects

B 46 Present appropriate visuals to visually communicate the solution

B 72 Schedule and coordinate projects

B 73 Estimate the number of hours necessary for project activities

B 90 List activities in chronological order

B 91 Determine the time necessary for each activity

B 92 Track accurate time

B 94 Establish project deadline

B 95 Establish project milestones-beginning and end dates for each activity

C Color

C 19 Use different color models for appropriate output

CA Campus Abilities

CA 01 Develop a positive attitude toward ours and others participation in activities that fulfill immediate and/or lifelong learning goals

CA 02 Make accurate observations, isolate issues and formulate questions

CA 03 Identify, locate and access potential sources of information

CA 04 Explore and develop strategies to successfully meet the physical and emotional stress in contemporary life

CA 05 Act ethically

CA 06 Identify, prioritize and anticipate the consequences of choices

CA 07 Follow through on commitments

CA 08 Cultivate an awareness and sense of responsibility toward all communities

CA 09 Work cooperatively as well as independently

CA 10 Recognize academic and personal obstacles to learning and have strategies to overcome them

CA 11 Take risks and learn from mistakes

- CA 12 Make connections and apply knowledge among various disciplines
- CA 13 Take responsibility for current and future learning
- CA 14 Gain knowledge and skills that allow a person to live a longer, safer, healthier and richer life
- CA 15 Participate in activities that provide personal growth and development in such areas as visual arts, performing arts, health and physical education

CO Conceptualization

- CO 01 Form an idea
- CO 02 Start the creative process
- CO 03 Act on ideas
- CO 04 Form a mental impression
- CO 05 Plan
- CO 06 Visualize

CS Computer Software

- CS 93 Import graphics and textures created on other applications
- CS 94 Identify and use correct menus, buttons and tools to complete specified assignments
- CS 105 Create, format and save a Macromedia Director file
- CS 108 Create a movie using simple animation
- CS 113 Create a title for a movie in the paint window

DS Design

- DS 30 Use texture as a background

M Multimedia

- M 01 Participate in an interactive site
- M 02 Do a storyboard
- M 03 Draw a hierarchy of information (flow chart) to show an interactive site
- M 04 Test your interactive site for ease of flow of information
- M 05 Design a GIF image
- M 06 Design a jpeg image
- M 07 Design a picture image
- M 08 Design a home page for a specific interactive piece
- M 09 Design sub-pages for a specific interactive piece
- M 10 Design a button used for interactivity
- M 18 Create several type or graphic cast members
- M 19 Place several cast members on a stage
- M 20 Animate several cast members
- M 21 Create a two dimensional animation
- M 22 Add sound files to an interactive piece
- M 23 Use transitions in an interactive piece
- M 24 Create an interactive piece