

COMMON COURSE OUTLINE: Course discipline/number/title: ART 1117: Introduction to Digital Arts

A. CATALOG DESCRIPTION

1. Credits: 3 credits/6 contacts
2. Hours/Week: 6
3. Prerequisites (Course discipline/number): None
4. Co-requisites (Course discipline/number): None
5. MnTC Goals (if any): NA

This course will introduce an introductory level study of techniques and concepts used by arts areas including painting and drawing, publishing, interactive and video authoring audio and other media used in the Digital Arts areas. Hardware issues of special importance to Digital Arts will also be covered, including output to different media, storage, and cross-platform delivery. Entry level artistic and aesthetic aspects of design are introduced in this course.

B. DATE LAST REVISED (Month, year): March, 2008

C. OUTLINE OF MAJOR CONTENT AREAS:

1. Computer hardware tools for Digital Arts:
 - a) Basic computer terminology and features used for Digital Arts
 - b) Cross platform issues for operating systems, including computer, cell phones, other interactive media
 - c) Output techniques, including print, CD-ROM, video, audio
 - d) Storage, including file management
 - e) Digital input devices, including imaging and audio
2. Introduction to Computer software tools for Digital Arts:
 - a) Imaging, including raster and vector
 - b) Page design and publishing
 - c) Video and Audio capture and editing
 - d) Other appropriate applications for Digital Arts
3. Introduction to Artistic/Aesthetic considerations for Digital Arts:
 - a) Introduction to basic visual elements of Art and Design in the creation of original art
 - b) Introduction to basic page layout and composition
 - c) Introduction to motion graphics (animation and video) and audio sequencing
 - d) Introduction to critical evaluation and revision using the vocabulary of Art and Design

D. LEARNING OUTCOMES (GENERAL): The student will be able to:

1. Demonstrate the ability to identify and use the basic tools and techniques of the Digital Arts by completing hands-on projects.
2. Utilize basic Art principles of visual organization to create effective creative compositions.
3. Strive for individual expression while developing their ability with the media.
4. Critically evaluate and revise work throughout the creative process, using the vocabulary of Art and Design.
5. Articulate an informed personal reaction during individual and group critiques.

E. LEARNING OUTCOMES (MNTC): NA

F. METHODS FOR EVALUATION OF STUDENT LEARNING:

1. Objective and short answer tests
2. Small projects
3. Larger, short term projects
4. Portfolio, long term projects

G. SPECIAL INFORMATION (if any):

Tuition Differential for Macintosh Labs