



COMMON COURSE OUTLINE: Course discipline/number/title: ART 2217: Art and Design Projects

A. CATALOG DESCRIPTION

- 1. Credits: 3 credits/6 contacts**
- 2. Hours/Week: 6**
- 3. Prerequisites (Course discipline/number):** Completion of first year of Digital Arts program or consent of instructor
- 4. Co-requisites (Course discipline/number):** None
- 5. MnTC Goals (if any):** NA

This introductory is intended to be a collaborative lab course involving all areas in the Digital Arts A.S. degree. Students with an emphasis in Computer Graphics and Multimedia Production will work together to create projects such as interactive CD-ROMS, Videos, CD's and Case Design, Web sites and Web pages for real-world projects for RCTC and non-profit groups. The projects will be designed, coordinated, and critiqued, by both the faculty and students. The final projects will then be made available to all of the team members for use in their positions.

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

C. OUTLINE OF MAJOR CONTENT AREAS:

Students will engage in group creation and critique of real-world projects:

- 1. Presentations:** Students will present a portfolio of previous work so that the groups and projects can be chosen to fit particular skills of the students in the class.
- 2. Project Design:** The students will meet with the instructor(s) and will discuss and design cooperative projects. Students and faculty will create a list of project objectives together.
- 3. Project Creation:** Students will take the project objectives and begin creation of the project. Students will learn to create the project in a "team-design" approach using basic Art and Design principles and techniques.
- 4. Project Midterm Critique:** Students will present the first draft of the project to the entire class and faculty at the mid-point of their project. Students and faculty will critique the project for improvement. The critiques will be given both in written and oral form.
- 5. Project Modification and Final Presentation:** Students will take the information gathered from the critiques and decide how to further refine the project. The project will be presented to the entire class and faculty for a final critique. There may be several teams involved in multiple projects over the course of the semester.

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

- 1. Creatively solve problems in a group context, using the elements of art and media techniques appropriate to specific real-life projects.**
- 2. Critically evaluate and revise personal and group work throughout the creative process, using the appropriate vocabulary of Art and Design.**
- 3. Coordinate work among group members to produce a final project.**
- 4. Present projects as part of a final group portfolio.**

E. LEARNING OUTCOMES (MNCTC): NA

F. METHODS FOR EVALUATION OF STUDENT LEARNING:

- 1. Portfolio**
- 2. Projects**
- 3. Presentations**
- 4. Group work**
- 5. Exams**

G. SPECIAL INFORMATION (if any):

Tuition Differential for use of Macintosh lab