

## COURSE OUTLINE

Revision: Jan Koutsky, February 2008

DEPARTMENT:	Academic Programs
CURRICULUM:	Visual, Literary and Performing Arts
COURSE TITLE:	Computer Art
COURSE NUMBER:	ART 210
TYPE OF COURSE:	Academic Transfer
AREA(S) OF KNOWLEDGE:	Music, Art and Drama
COURSE LENGTH:	1 quarter
CREDIT HOURS:	5
LECTURE HOURS:	44
LAB HOURS:	22
CLASS SIZE:	25
PREREQUISITES:	None

## COURSE DESCRIPTION:

Explore the elements of art such as line, value, space, composition and color through the use of the computer. Students will create works of art using the computer. Previous drawing or design experience strongly recommended.

## STUDENT LEARNING OUTCOMES ADDRESSED:

1. Communication – Read and listen actively to learn and communicate. Speak and write effectively for personal, academic and career purposes.
2. Computation – Use arithmetic and other basic mathematical operations as required by program of study. Apply quantitative skills for personal, academic and career purposes.

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STUDENT LEARNING OUTCOMES ADDRESSED: (cont.)

3. Human Relations - Use social interactive skills to work in groups effectively. Recognize the diversity of cultural influences and values.
4. Critical Thinking and Problem Solving – Think critically in evaluating information solving problems and making decisions.
5. Technology – Select and use appropriate technological tools for personal, academic, and career tasks.
6. Personal Responsibility - Be motivated and able to continue learning and adapt to change. Value one's own skills, abilities, ideas and art. Take pride in one's work. Manage personal health and safety. Be aware of civic and environmental issues.
7. Information Literacy - Access and evaluate information from a variety of sources and contexts, including technology. Use information to achieve personal, academic, and career goals, as well as to participate in a democratic society.

GENERAL COURSE OBJECTIVES:

At the end of the course the student will:

1. Develop an understanding of the elements of design (line, value, space, texture, perspective, and color theory).
2. Incorporate those above elements into an aesthetic composition with self expression.
3. Develop the ability to communicate in a visual manner.
4. Demonstrate the use of a computer as another artistic medium in addition to the traditional mediums of drawing, painting, photography, etc.

TOPICAL OUTLINE:

- I. Positive and negative space
- II. Self portraits
- III. Landscapes
- IV. Vector based programs
- V. Image altering
- VI. Painting and vector base
- VII. Visual communications

Total hours 66

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DATE: February 2008

Course Prefix and Number: Art 210  
 Course Title: Computer Art

SLO #	Included in Course Objective Number	SSCC Student Learning Outcomes
SLO 1.1	1,3,4	Communication - Read and listen actively
SLO 1.2	1,2,3	Communication - Speak and write effectively
SLO 2.1	1,4	Computation - Use mathematical operations
SLO 2.2	1,2,3,4	Computation - Apply quantitative skills
SLO 2.3	4	Computation - Identify, interpret, and utilize higher level mathematical and cognitive skills
SLO 3.1		Human Relations - Use social interactive skills to work in groups effectively
SLO 3.2	2,3	Human Relations - Recognize the diversity of cultural influences and values
SLO 4.1	1,2,3,4	Critical Thinking and Problem Solving -
SLO 5.1	4	Technology - Select and use appropriate technological tools
SLO 6.1	1,2,3,4	Personal Responsibility - Be motivated and able to continue learning and adapt to change
SLO 6.2	1,2,3,4	Personal Responsibility - Value one's own skills, abilities, ideas and art
SLO 6.3	1,2,3,4	Personal Responsibility - Take pride in one's work
SLO 6.4	1,2,3,4	Personal Responsibility - Manage personal health and safety
SLO 6.5	1,4	Personal Responsibility - Be aware of civic and environmental issues
SLO 7.1	1,2,3,4	Information Literacy - Access and evaluate information
SLO 7.2	1,2,3,4	Information Literacy - Use information to achieve personal, academic, and career goals, as well as to participate in a democratic society

PREPARED BY: Jan Koutsky  
 DATE: April 2008