

COURSE OUTLINE
Revision: Jan Koutsky, February 2008

DEPARTMENT: Academic Programs

CURRICULUM: Visual, Literary & Performing Arts

COURSE TITLE: Advanced Computer Art

COURSE NUMBER: ART 214

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: ART 210 (Computer Art)

COURSE DESCRIPTION:

Continuation of ART 210 (Computer Art). Advanced projects and introduction to advanced programs.

STUDENT LEARNING OUTCOMES ADDRESSED:

1. Computation – Use arithmetic and other basic mathematical operations as required by program of study. Apply quantitative skills for personal, academic and career purposes. Identify, interpret, and utilize higher level cognitive skills.

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STUDENT LEARNING OUTCOMES ADDRESSED: (cont.)

2. Communication – Read and listen actively to learn and communicate. Speak and write effectively for personal, academic and career purposes.
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 issue
7. Information Literacy – Access and evaluate information from a variety of sources and contexts, including technology.

GENERAL COURSE OBJECTIVES:

1. Become more proficient in the computer art programs introduced in ART 210.
2. Become familiar with additional computer art programs.
3. Be further prepared with marketable skills.

TOPICAL OUTLINE:

APPROX. HOURS

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| <ol style="list-style-type: none"> I. Image altering and vector II. Morph III. Continue developing artistic skills with the principles of art IV. Increase ability to communicate in a visual medium V. Painter | <p>Total hours</p> |
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REVISED BY: Jan Koutsky
DATE: February 2008

Course Prefix and Number: Art 214
 Course Title: Intermediate Computer Art

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