

COURSE OUTLINE

Revision: Jan Koutsky, February 2008

DEPARTMENT:	Academic Programs
CURRICULUM:	Visual, Literary & Performing Arts
COURSE TITLE:	Advanced Computer Art II
COURSE NUMBER:	ART 215
TYPE OF COURSE:	Academic Transfer
Special Requirement Met:	None
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 214 (Advanced Computer Art)

COURSE DESCRIPTION:

Continuation of ART 214 (Advanced 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 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. Become more proficient in the computer art programs introduced in ART 210 and ART 214.
2. Become familiar with additional computer art programs.
3. Be further prepared with marketable skills.

TOPICAL OUTLINE:

APPROX. HOURS

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| I. Image altering and vector-based drawing | |
| II. Storyboarding and communicating a story or point of view without the use of text | |
| III. Develop a unique artistic self expression | |
| IV. Proficiency in digital image creation | |
| V. Painter | |

Total hours

66

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DATE: February 2008

Course Prefix and Number: Art 215
 Course Title: Advanced Computer Art II

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