

Washtenaw Community College Comprehensive Report

GDT 252 Advanced Digital Studio Effective Term: Spring/Summer 2018

Course Cover

Division: Business and Computer Technologies

Department: Digital Media Arts

Discipline: Graphic Design Technology

Course Number: 252

Org Number: 14520

Full Course Title: Advanced Digital Studio

Transcript Title: Advanced Digital Studio

Is Consultation with other department(s) required: No

Publish in the Following: College Catalog , Time Schedule , Web Page

Reason for Submission: Three Year Review / Assessment Report

Change Information:

Course description

Outcomes/Assessment

Objectives/Evaluation

Rationale: The previous course description did not match what is being taught in the class.

Proposed Start Semester: Spring/Summer 2018

Course Description: In this course, students will combine typography, color, images, layout, and strong, researched-based concepts to build cohesive design systems. Using the Adobe Creative Suite, the real-world, client-based projects will encourage students to explore and develop a design theme through a series that may include writing a design proposal, brand identity development, package design, and publication design for both screen and print.

Course Credit Hours

Variable hours: No

Credits: 4

Lecture Hours: Instructor: 45 **Student:** 45

Lab: Instructor: 0 **Student:** 0

Clinical: Instructor: 0 **Student:** 0

Other: Instructor: 45 **Student:** 45

Total Contact Hours: Instructor: 90 **Student:** 90

Repeatable for Credit: NO

Grading Methods: Letter Grades

Audit

Are lectures, labs, or clinicals offered as separate sections?: NO (same sections)

College-Level Reading and Writing

College-level Reading & Writing

College-Level Math

No Level Required

Requisites

Prerequisite

GDT 220 minimum grade "C"

General Education

General Education Area 7 - Computer and Information Literacy

Assoc in Arts - Comp Lit

Assoc in Applied Sci - Comp Lit

Assoc in Science - Comp Lit

Request Course Transfer

Proposed For:

Central Michigan University

College for Creative Studies

Eastern Michigan University

Ferris State University

Grand Valley State University

Jackson Community College

Kendall School of Design (Ferris)

Lawrence Tech

Michigan State University

Oakland University

University of Detroit - Mercy

University of Michigan

Wayne State University

Western Michigan University

Student Learning Outcomes

1. Identify, analyze and propose viable solutions for a visual communication need through writing a design proposal.

Assessment 1

Assessment Tool: Design Proposal

Assessment Date: Spring/Summer 2018

Assessment Cycle: Every Three Years

Course section(s)/other population: All

Number students to be assessed: Random sample of 50% of students with a minimum of one full section

How the assessment will be scored: Departmental rubric

Standard of success to be used for this assessment: 75% of the students meet a level of competency on all components contained in the rubric (3 of 4)

Who will score and analyze the data: GDT faculty

2. Use visual communication principles and appropriate technology to design and produce finished projects.

Assessment 1

Assessment Tool: Portfolio of student projects

Assessment Date: Spring/Summer 2018

Assessment Cycle: Every Three Years

Course section(s)/other population: All

Number students to be assessed: Random sample of 50% of students with a minimum of one full section

How the assessment will be scored: Departmental rubric

Standard of success to be used for this assessment: 75% of the students meet a level of

competency on all components contained in the rubric (3 of 4)

Who will score and analyze the data: GDT faculty

3. Demonstrate design continuity by threading concept and idea through a series.

Assessment 1

Assessment Tool: Portfolio of student projects

Assessment Date: Spring/Summer 2018

Assessment Cycle: Every Three Years

Course section(s)/other population: All

Number students to be assessed: Random sample of 50% of students with a minimum of one full section

How the assessment will be scored: Departmental rubric

Standard of success to be used for this assessment: 75% of the students meet a level of competency on all components contained in the rubric (3 of 4)

Who will score and analyze the data: GDT faculty

Course Objectives

1. Conceptualize through sketches, research and brainstorming.
2. Identify, analyze and propose viable solutions for a visual communication need.
3. Demonstrate knowledge of offset printing.
4. Manage workflow and deadlines.
5. Design and refine projects including presentation, final output and comprehensives.
6. Design and produce an identity system and branding campaign.
7. Write a professional design proposal.
8. Critique peers' work to identify areas of improvement relating to the project's goal.
9. Utilize advanced understanding of typography, grid structure, and design principles to develop sophisticated design solutions.

New Resources for Course

Course Textbooks/Resources

Textbooks

Manuals

Periodicals

Software

Equipment/Facilities

Level I classroom

Computer workstations/lab

Data projector/computer

Reviewer

Action

Date

Faculty Preparer:

Ingrid Ankerson

Faculty Preparer

Jun 26, 2017

Department Chair/Area Director:

Ingrid Ankerson

Recommend Approval

Jun 26, 2017

Dean:

Kristin Good

Recommend Approval

Jun 27, 2017

Curriculum Committee Chair:

Lisa Veasey

Recommend Approval

Nov 13, 2017

Assessment Committee Chair:

Michelle Garey

Recommend Approval

Nov 15, 2017

Vice President for Instruction:

Kimberly Hurns

Approve

Dec 02, 2017