

SPECIFIC COURSE OBJECTIVES:

The successful student will:

1. demonstrate understanding of current issues related to the internet and world wide web.
2. demonstrate understanding of graphical user interface design.
3. identify and apply the user navigation theory.
4. identify and apply basic tool skills used for internet and world wide web development.

CONTENT IN TERMS OF SPECIFIC BODY OF KNOWLEDGE:

- I. Steps in Preparing Reflective Art for Digital Presentation
 - A. Scanning
 - B. Resolution
 - C. Editing
 - D. Color palettes
 - E. File formats
 - F. Naming conventions
- II. Introduce Basic Types of Software Used for Internet Development
 - A. Rastor
 - B. Vector
 - C. Photoshop
 - D. Director
 - E. Shockwave
 - F. SoundEdit 16
 - G. QuickTime
 - H. Coda
 - I. Gif builder
- III. Color and Bit Depth
 - A. 8 bit
 - B. 16 bit
 - C. 24 bit
 - D. Alpha channels
- IV. Designing for the Internet
 - A. Graphic design basics
 - B. Color palettes
 - C. Cross platform issues
 - D. Graphical user interface
 - E. Navigation design
 - F. Information structures
 - G. Process of design
 - H. Project management.

- V.. Published Web Pages/Current Internet issues
- A. Types of web browsers
 - B. Is it multimedia?
 - C. Image map or metaphor?
 - D. Types of interface for the impaired or handicapped.
 - E. Cross platform issues
 - F. Internet providers, servers, and other technical jargon
 - G. Most common software or technology used on the Internet?
 - H. Design and user interactivity.

REQUIRED READING:

Class and Lab handouts (instructor generated)

SUGGESTED READING:

Tognazzine, Bruce. Tog On Software Design. Reading, MA: Addison-Wesley, 1996.
Satran, Amy and Ray Krisstof. Interactivity by Design. Mountain View, CA:
Adobe Press, 1995.

REQUIRED WRITING:

Web-site analysis for each assigned project
2 to 3 page paper on discussed class topic
Essay style final

OUTSIDE ASSIGNMENTS:

Students are expected to spend a minimum of three hours per unit per week in class and on outside assignments, prorated for short term classes.

Reading text, lab, and lecture notes; sketching and designing to build personal design skills and create portfolio.

INSTRUCTIONAL METHODOLOGY:

Check all that apply:

- lecture
- laboratory
- lecture-laboratory combination
- directed study

This course may be offered as a distance education course and meets Title 5 regulations 55370, 55372, 55374, 55376, 55378, and 55380.

Yes No

If yes, check all that apply. (See guidelines for preparation for definitions.)

telecourse

mediated instruction

computer assisted instruction

GRADING POLICY AND STANDARDS (include methods of determining whether the stated objectives have been met by students):

50% Written assignments

20% Exams

20% Competency and craftsmanship of sketch portfolios

10% Class participation

IS COURSE REPEATABLE FOR REASON(S) OTHER THAN DEFICIENT GRADE?

Yes No Number of times course may be taken for

credit: 4

If yes, identify specific provision of Title 5 Division 2 section(s) 55761-55763 and 58161 which qualifies course as repeatable:

58161(c)(2)(A)

CONTACT PERSON: Neil Bruington (x 2151)