

DART-160: INTRODUCTION TO MULTIMEDIA

DART 120 and 160 revisions

Course

- DART-120: Introduction to Digital Art
- DART-160: Introduction to Multimedia

Effective Term

Fall 2023

CC Approval

3/17/2023

AS Approval

4/11/2023

BOT Approval

4/20/2023

COCI Approval

5/10/2023

SECTION A - Course Data Elements

CB04 Credit Status

Credit - Degree Applicable

Discipline

Minimum Qualifications	And/Or
Art (Master's Degree)	Or
Commercial Art (Any Degree and Professional Experience)	Or
Graphic Arts (Desktop publishing) (Any Degree and Professional Experience)	

Subject Code

DART - Digital Art

Course Number

160

Department

Digital Art (DART)

Division

Arts and Humanities (ARAH)

Full Course Title

Introduction to Multimedia

Short Title

Introduction to Multimedia

CB03 TOP Code

1030.00 - *Graphic Art and Design

CB08 Basic Skills Status

NBS - Not Basic Skills

CB09 SAM Code

D - Possibly Occupational

Rationale

Removing Prerequisite to Advisory Prerequisite to better guide student progress through program pathway

SECTION B - Course Description

Catalog Course Description

Introduction to Multimedia prepares students for the dynamic and everchanging landscape of design and technology. The course introduces students to the design process, creative problem solving, interactivity, and user experience. Students will solve visual problems and combine multiple forms of media such as web design, imaging, graphics, animation, audio, and text.

SECTION C - Conditions on Enrollment

Open Entry/Open Exit

No

Repeatability

Not Repeatable

Grading Options

Letter Grade or Pass/No Pass

Allow Audit

Yes

Requisites

Advisory Prerequisite(s)

Completion of DART-101 or DART-120 with a minimum grade of C.

SECTION D - Course Standards

Is this course variable unit?

No

Units

3.00000

Lecture Hours

36.00

Lab Hours

54.00

Outside of Class Hours

72

Total Contact Hours

90

Total Student Hours

162

Distance Education Approval

Is this course offered through Distance Education?

Yes

Online Delivery Methods

DE Modalities	Permanent or Emergency Only?
Hybrid	Permanent
Entirely Online	Permanent

SECTION E - Course Content

Student Learning Outcomes

Upon satisfactory completion of the course, students will be able to:

1. Solve visual problems using design principles and industry standard software.
2. Critique, analyze, and evaluate complete professional and student multimedia projects that build on historic, cultural, and contemporary design practices and processes.
3. Create, assess, and describe multimedia works that engage and build on contemporary practices and theories.

Course Objectives

Upon satisfactory completion of the course, students will be able to:

1. Identify and work through the design process and design thinking.
2. Ideate and conceptualize visual experience into multimedia forms.
3. Present finished multimedia works using various digital techniques and mediums for review and critique.
4. Critique, evaluate, and analyze work and receive criticism from others both in writing and orally.

Course Content

1. Design Thinking, careers in Multimedia, research historic, cultural, and contemporary design styles
2. Understand multiple platforms and devices
3. Analyze audience, User Experience (UX), and User Interaction (UI)
4. Develop concepts and content based on contemporary practices and theories
5. Understand web design elements such as thumbnails, wireframes, mock-ups, layout, document set up, interface, toolbars, navigation, basic HTML, basic CSS, use templates, tables, and hyperlinks
6. Integrate text, raster and vector images
7. Design for multiple devices, browsers, screen variances, operating systems, apps, UX workflow
8. Understand, organize, and apply content such as modes, tools, properties, panels, linking artboards, layers, grids, and rules
9. Organize, publish, preview, and prototype website designs on multiple devices for critique, evaluation, assessment
10. Introduction to and application of other multimedia components, such as behaviors, animation, or audio

Methods of Instruction

Methods of Instruction

Types	Examples of learning activities
Lab	Work collaboratively on design problems
Critique	Oral and written critiques analyzing in process and finished examples of student work

Instructor-Initiated Online Contact Types

Announcements/Bulletin Boards
 Chat Rooms
 Discussion Boards
 E-mail Communication
 Telephone Conversations
 Video or Teleconferencing

Student-Initiated Online Contact Types

Chat Rooms
 Discussions
 Group Work

Course design is accessible

Yes

Methods of Evaluation

Methods of Evaluation

Types	Examples of classroom assessments
Performances	After an introductory lecture on User Experience (UX) students will research examples of UX in their own lives and present their experiences to the class. Students will evaluate and analyze successful and unsuccessful UX experiences. Using Design Thinking, students will then collaborate to improve UX experiences. Student's presentation on improvements on the User Experience will be scored on a 5 point rubric.
Class Participation	After an introductory lecture and review of handouts containing key formal and critical terms, students will participate in a group critique of their web design project. Students will be assessed for participation, proper use of terminology and relevant comments regarding basic formal design principles. Overall performance in critiques throughout the semester will figure into the final grade.

Assignments

Reading Assignments

Selected readings from textbook, periodicals or library collection. For example: 1. Read case studies on successful and unsuccessful logo redesigns. 2. Read chapter 1 in the textbook on HTML and CSS.

Writing Assignments

Performance: Completion of flash projects based on instructor-generated assignments. For example: 1. Create a single-page mock-up of a website for your artistic portfolio. 2. Expand the single-page mock-up into a prototype for a website on multiple devices

SECTION F - Textbooks and Instructional Materials

Material Type

Textbook

Author

Wood, Brian

Title

Adobe XD CC Classroom in a Book

Edition/Version

1st

Publisher

Adobe Press

Year

2019

Material Type

Textbook

Author

Maivald, Jim

Title

Adobe Dreamweaver CC Classroom in a Book

Edition/Version

1st

Publisher

Adobe Press

Year
2019

Proposed General Education/Transfer Agreement

Do you wish to propose this course for a Local General Education Area?

No

Do you wish to propose this course for a CSU General Education Area?

No

Do you wish to propose this course for a UC Transferable Course Agreement (UC-TCA)?

No

Course Codes (Admin Only)

ASSIST Update

No

CB00 State ID

CCC000534829

CB10 Cooperative Work Experience Status

N - Is Not Part of a Cooperative Work Experience Education Program

CB11 Course Classification Status

Y - Credit Course

CB13 Special Class Status

N - The Course is Not an Approved Special Class

CB23 Funding Agency Category

Y - Not Applicable (Funding Not Used)

CB24 Program Course Status

Program Applicable

Allow Pass/No Pass

Yes

Only Pass/No Pass

No

Reviewer Comments

Seth Anderson (sethe.anderson) (Thu, 02 Mar 2023 22:02:26 GMT): Added disciplines as requested by May Jong.

Seth Anderson (sethe.anderson) (Wed, 08 Mar 2023 19:36:59 GMT): Eric Martinez comments (3/7/22): I reviewed the course above and have some minor edits I suggest. Course Objectives Is the Design Process a program? If so, it can stay capitalized. Course Content It would be more clear if it was broken down into more bullet points. For example, -Understand multiple platforms and devices etc. (could be one point) -Analyze audience and User Experience (UX)(could be another point) -Develop concepts and content based on etc. Everything else looks good to me.