COURSE OUTLINE

Course Number  Course Title  Credits
DMA 105  Introduction to Computer Art  3

Hours:  1 lecture/4 laboratory

Co- or Pre-requisite:  Students must be academically eligible for college-level work

Implementation:  Fall/2011

Catalog description (2006-2009 Catalog):  Introduction to the use of the computer as an art and design tool. Emphasizes fundamental color computer graphics skills through practical experience with two-dimensional drawing and image editing programs currently used by art and design professionals. Hardware used includes Macintosh computers, scanners, and black-and-white and color printers.

Is course New, Revised, or Modified?  Revised

Required texts/other materials:
Lynda.com subscription

Revision date:  July 14, 2011

Course coordinator:  (Name, telephone number, email address)
Prof. Sarah Sweeney email:  sweeneys@mccc.edu x 3457

Information resources:

Other learning resources:
Computer Labs outside classes, college library, web recourses provided by the instructor

MCCC Course Outline; Approved by the Curriculum Committee 12/6/07
**Course Competencies/Goals:**

*The student will be able to:*

1. Create works of computer art using a variety of concepts, tools, and techniques
2. Demonstrate basic knowledge of computer as an art tool and medium
3. Plan and realize computer art projects from initial concept, through research, to final execution
4. Defend and critique computer art works on conceptual, aesthetic and technical levels
5. Describe and analyze works of computer art in the contexts of developments in technology, art, and society
6. Demonstrate ability to use the following digital tools and techniques: Brushes, Selections, Layers, Cutting and Pasting, Keyframing, and File Management.

**Course-specific General Education Knowledge Goals and Core Skills.**

**General Education Knowledge Goals**

**Goal 4. Technology.** Students will use computer systems or other appropriate forms of technology to achieve educational and personal goals.

**Goal 6. Humanities.** Students will analyze works in the fields of art, music, or theater; literature; philosophy and/or religious studies; and/or will gain competence in the use of a foreign language.

**Goal 8. Diversity.** Students will understand the importance of a global perspective and culturally diverse peoples.

**Goal 9. Ethical Reasoning and Action.** Students will understand ethical issues and situations.

**MCCC Core Skills**

**Goal B. Critical Thinking and Problem-solving.** Students will use critical thinking and problem solving skills in analyzing information.

**Goal C. Ethical Decision-Making.** Students will recognize, analyze and assess ethical issues and situations.

**Goal D. Information Literacy.** Students will recognize when information is needed and have the knowledge and skills to locate, evaluate, and effectively use information for college level work.

**Goal E. Computer Literacy.** Students will use computers to access, analyze or present information, solve problems, and communicate with others.

**Goal G. Intra-Cultural and Inter-Cultural Responsibility.** Students will demonstrate an awareness of the responsibilities of intelligent citizenship in a diverse and pluralistic society, and will demonstrate cultural, global, and environmental awareness.

**Units of study in detail.**

**Unit 1**

*Foundations: Line, Shape, Form, Color, and Texture*

*The student will be able to...*

- Create simple computer art works utilizing line, shape, form, color, and texture as art elements. *(Course Competencies 1,2,3,6; Gen Ed Goal 4; Core Skills B,D,E)*
- Discuss her/his work during critiques and critically evaluate and justify her/his creative choices. *(Course Competencies 4,5; Gen Ed Goal 6; Core Skill B)*
- Demonstrate understanding of use and meaning for line, shape, form, color, and texture as formal elements and also as means of creative expression in computer art. *(Course Competency 5; Gen Ed Goals 6,8; Core Skills B,G)*
- Describe and analyze use of line, shape, form, color and texture in works of computer art. (Course Competency 5; Gen Ed Goals 6,8; Core Skills B,G)
- Compare and contrast projects of computer art based on how they utilize line, shape, form, color and texture. (Course Competency 5; Gen Ed Goal 6,8; Core Skills B,G)

**Unit 2  Image**
The student will be able to…
- Create computer art works using concepts of pastiche, hybrid, appropriation, collage, and/or ready-made. (Course Competencies 1,2,3,6; Gen Ed Goal 4; Core Skills B,D,E)
- Discuss her/his work during critiques and critically evaluate and justify her/his creative choices. (Course Competencies 4,5; Gen Ed Goal 6; Core Skill B)
- Demonstrate ability to convey a clear and effective message through appropriation and mixture of elements. (Course Competencies 3,6; Gen Ed Goal 4; Core Skills B,D,E)
- Demonstrate understanding of the use of pastiche, hybrid, appropriation, collage, and ready-made in present-day art and culture. (Course Competency 5; Gen Ed Goals 6,8; Core Skills B,G)
- Demonstrate understanding of the impact of digital imaging on the notion of visual truth in contemporary visual culture. (Course Competency 5; Gen Ed Goals 6,9; Core Skills B,C,G)
- Assess a selection of artistic works of computer artists who work in digital imaging. (Course Competencies 4,5; Gen Ed Goals 6,8,9; Core Skills B,C,D,G)

**Unit 3  Space**
The student will be able to…
- Create computer art works using the concept of space. (Course Competencies 1,2,3,6; Gen Ed Goal 4; Core Skills B,D,E)
- Discuss her/his work during critiques and critically evaluate and justify her/his creative choices. (Course Competencies 4,5; Gen Ed Goal 6; Core Skill B)
- Demonstrate basic understanding of construction of virtual (3D modeling, Virtual Reality) space in works of computer art. (Course Competency 5; Gen Ed Goal 6; Core Skills B,D)
- Demonstrate basic understanding of such new genres of computer as Digital Sculpture, Virtual Reality, and Digital Installation. (Course Competencies 4,5; Gen Ed Goal 6; Core Skills B,D)
- Assess a selection of works of computer artists who work with the concept of space. (Course Competencies 4,5; Gen Ed Goals 6,8,9; Core Skills B,C,D,G)

**Unit 4  Motion**
The student will be able to…
- Create computer art works using the concept of motion. (Course Competencies 1,2,3,6; Gen Ed Goal 4; Core Skills B,D,E)
- Discuss her/his work during critiques and critically evaluate and justify her/his creative choices. (Course Competencies 4,5; Gen Ed Goal 6; Core Skill B)
- Evaluate the impact of digital technology on the fields of Animation, Film, and Video. (Course Competency 5; Gen Ed Goal 6; Core Skills B,D)
- Demonstrate basic understanding of concepts and techniques of Computer Animation. (Course Competencies 1,2,3,6; Gen Ed Goal 4; Core Skill E)
- Assess a selection of works of computer artists who work with concept of motion. (Course Competencies 4,5; Gen Ed Goals 6,8,9; Core Skills B,D,C,G)


**Unit 5  Final Project**

The student will be able to…

- Create an independent computer art project. *(Course Competencies 1,2,3,6; Gen Ed Goal 4; Core Skills B,D,E)*
- Discuss her/his work during critiques and critically evaluate and justify her/his creative choices. *(Course Competencies 4,5; Gen Ed Goal 6; Core Skill B)*
- Evaluate the impact of digital technology on visual communications today. *(Course Competency 5; Gen Ed Goal 6, Core Skills B,D)*
- Assess a selection of artistic works of contemporary computer artists. *(Course Competencies 4,5; Gen Ed Goals 6,8,9; Core Skills B,C,D,G)*
- The Future of Computer Art. *(Gen Ed Goals 8,9; Core Skills B,C,D,G)*

**Evaluation of student learning:**

Instructional modes to be used are: Integrated lecture and laboratory, studio assignments with specifications and limitations set by the instructor, demonstrations by the instructor, and discussions and critiques of student work.

The student is responsible for his or her regular attendance, participation in classroom discussions and critiques of student work, and for including his or her work to be discussed and evaluated. Diligent work on assignments is essential.

Evaluation of progress and grades are determined by the instructor, based upon the following considerations: attendance, participation, and estimate of quality of class work and homework assignments (by instructor).

Values of quality, aesthetics, etc., are based upon the instructor's judgment of the work produced, the effort employed, and the total result achieved. To receive full credit, all assignments are due on time. A late assignment will be accepted one class period after due date with a reduced letter grade.

The grade of “A” will be earned by students who demonstrate mastery of the essential elements of the material presented, as well as demonstrating excellence in aesthetics and originality in completing course objectives with at least 90% accuracy.

The grade of “B” will be earned by students who demonstrate more than adequate mastery of the essential elements of the material presented and acceptable knowledge of the course content. Achievement will be demonstrated when all of the specific course objectives are fulfilled with at least 80% accuracy.

The grade of “C” will be earned by students who demonstrate adequate mastery of the essential elements of the material presented. Achievement will be demonstrated when all of the specific course objectives are fulfilled with at least 70% accuracy.

The grade of “D” is undesirable, but indicates a minimum passing of the course requirements. All of the course objectives must be fulfilled with at least 60% accuracy.

The grade of “F” will be earned by students who do not demonstrate achievement.

**Grade Breakdown**

- Class Attendance and Participation  15%
- Project 1: Foundations  17%
Project 2: Image 17%
Project 3: Space 17%
Project 4: Motion 17%
Project 5: Final Project 17%

**Academic Integrity Statement:**
Students are expected to comply with the college-wide requirements for academic integrity. Mercer County Community College is committed to Academic Integrity—the honest, fair, and continuing pursuit of knowledge, free from fraud or deception. This implies that students are expected to be responsible for their own work. Presenting another individual’s work as one’s own and receiving excessive help from another individual will qualify as a violation of Academic Integrity. The entire policy on Academic Integrity is located in the Student handbook and is found on the college website ([http://www.mccc.edu/admissions_policies_integrity.shtml](http://www.mccc.edu/admissions_policies_integrity.shtml)).