

ART 219

COMPUTER SKILLS FOR ART

Fall 2008
Smith Hall 625
Marshall Plan: Computer Intensive Course
3 Credits

instructor:

Brent Patterson, MFA
patterson53@marshall.edu
office: Smith Hall 620
www.brentpatterson.com

teaching assistant:

Jetwichean Chaowadee
chaowadee1@marshall.edu
www.chaowadee.com

COURSE DESCRIPTION

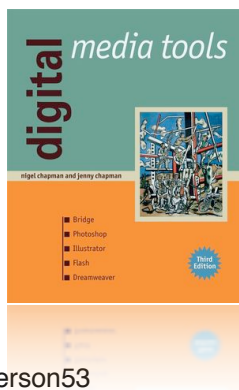
This 3 credit hour course serves as an introduction to the concepts, structure, and methodologies of various digital media tools, specifically, Adobe Systems' Creative Suite 3: Photoshop, Illustrator Flash, and InDesign with a basic introduction to web publishing (Dreamweaver) and video creation. Art 219 Computer Skills for Art also reinforces the principles and foundations of art and design (line, color, composition, and ideation) through the use of digital media as a creative tool for art, communication and expression. Students will work in a problem-based learning environment in which regularly assigned projects, demonstrations and discussions, progress towards a greater understanding of the functionality and potentials of the medium. Students will acquire practical skills for creating art and design with digital media, and they will also gain historical, cultural and stylistic context in which to explore and develop their own creative interests.

MATERIALS AND REQUIREMENTS

- a data storage device (2GB or greater USB Flash Drive, or external hard drive)
- CD-Rs or DVD+Rs for backing up data and turning in assignments
- exacto knife
- Students must have a functioning Marshall email address and functioning V Drive

TEXT

Digital Media Tools
by Nigel and Jenny Chapman
©2007 Wiley & Sons
ISBN: 978-0-470-01227-7



COURSE WEBSITE

Students can find the current syllabus, schedule, links and an updated list of the assignments at this website:
<http://users.marshall.edu/~patterson53>

PREREQUISITES

art 214

LEARNING OBJECTIVES

This course serves to acquaint students with the basic technical skills and concepts concerning specific digital media tools. It also serves to reinforce the foundations of visual art and design and helps to give students more context in which they develop themselves as artists and designers. At the end of the semester students will be able to navigate the Macintosh OS X operating system, and understanding the basic concepts and methods of the following software applications: Adobe Photoshop, Dreamweaver, Flash, InDesign and Final Cut Express.

ATTENDANCE POLICY:

ATTENDANCE AT EVERY CLASS IS MANDATORY. The content covered in this class develops progressively and quickly. Many students find it impossible to catch up after missing just one or two days of demonstrations and subsequently drop out or fail the course. Excused absences will be allowed for documented illness, death in the immediate family or officially approved university events. However, lectures and demonstrations will not be repeated for that individual student. That said, students will be allowed three (3) unexcused absences. Any test or project due date missed due to an excused absence must be made up as soon as is possible. Three late arrivals will equal one unexcused absence. Persistence absence and/or tardiness will first be addressed with an email warning, then a meeting to discuss strategies for successfully finishing the course.

GRADES

Students' final grades will be a composite of quiz scores, class participation and assignment/project scores. Grades will be returned to students following project due dates as soon as possible. Ques-

tions or problems with grades should be brought to the instructor's attention in a timely manner.

GRADING SCALE

92% – 100%	A
82% – 91%	B
70% – 81%	C
60% – 69%	D
59% or below	F

EVALUATION RUBRICS:

Use these criteria to self-evaluate your projects before submitting them. By understanding these standards, you should be able to predict your grade for your project.

projects receiving an A will exhibit the following:

- careful planning
- multiple ideas
- a consideration and awareness of the principles of design
- connections to previous knowledge
- the capacity to place the problem into context
- innovative solutions to creative problems
- strong effort
- acute attention to detail
- patience

projects receiving a B will exhibit the following:

- some planning
- some awareness of the principles of design
- two or more ideas before settling on one
- creative problem solved directly
- good effort, but room for improvement
- smallest details have been ignored

projects receiving a C will exhibit the following:

- assignment completed according to criteria
- little evidence of planning
- weak in originality or innovation
- a lack of interest in work
- chose easiest solutions to problems
- mediocre craftsmanship

projects receiving a D will exhibit the following:

- little or no evidence of planning
- assignment completed, but not according to schedule
- copied other ideas, no innovation
- minimal effort exerted to meet assignment requirements
- little or no concern for craftsmanship

projects receiving an F will exhibit the following:

- minimum amount of work delivered, or not completed
- no evidence of creative thinking
- incomplete or incorrect solutions to problem
- negligent in completing assignment correctly or didn't understand the assignment

PLAGIARISM & ACADEMIC HONESTY

Plagiarism will not be tolerated in this course. Assigned writings must be properly cited in the MLA style. Upon the first infringement, students will receive a zero for the assignment. Upon a second offense, students will receive a zero for the course and be referred to the University Academic Affairs Office. This policy applies to imagery as well. Copyrighted photos and graphics taken from the web or scanned from printed materials and used in assignments will be considered plagiarism. Public domain imagery, however, is permitted. The instructor will provide a list of reliable public domain resources. It is the student's individual responsibility to insure his or her work is not violating any copyright laws.

Academic dishonesty also applies to actions in which students do another student's work, or claim another student's work as their own.

DUE DATES AND MAKE-UP POLICIES

Assignments and quizzes completed late will lose points for each day they are late. Exceptions can be made for university-excused absences. It is strongly preferred for the student to make the instructor aware that the work will be late BEFORE it is late. COMPUTER FAILURE and INSUFFICIENT SUPPLIES are NOT accepted excuses for late assignments. Computers fail and supplies run out at the least opportune times. Plan for it.

INCLEMENT WEATHER

Please refer to the university student handbook for the inclement weather policy.

COURSE PHILOSOPHY

Much of the software and techniques covered in this course will be obsolete in 10 years or less. The field is changing too quickly for anyone to become a master at all the software. The empowered and educated artist/designer does not rely solely on the skills she or he has learned in school. What often is most important in this discipline is the ability to self-teach, and to adapt. This course will provide problem situations in which students learn these principles. It is not as much a skill as it is a mode of thinking and a process. This process involves assessing situations, questioning assumptions and adapting to new paradigms. Your greatest assets in this course will be an open mind, attentiveness and persistence.

SPECIAL ACCOMMODATIONS

Accommodations will be made for students with documented disabilities. It is the student's responsibility to make the instructor aware of any required accommodations as soon as possible at the beginning of the semester.

LAB POLICIES

No drinks, no food. Always carry your student ID. Students not currently enrolled in courses that use SH 625 should not be in SH 625, so ask the instructor

before bringing visitors in. No instant messaging or web browsing during inappropriate times (lectures, discussions, designated work times). Never change peripherals (mice, keyboards, etc.). **DO NOT LEAVE A MESS AT THE COMPUTERS.**

CELL PHONES

Turn them off or silence them. You can turn them on when you leave. If you answer a phone during class, text or constantly check to see if you've been texted, you will be considered absent for that day. If however you have an extenuating circumstance for which you need to use your phone, just ask and accommodations can be made.

EMAIL

It is against university policy for instructors to correspond with students using any email system other than the university system. Only use your official Marshall email address (@marshall.edu).

SYLLABUS REVISIONS

This syllabus is subject to change in the event of extenuating circumstances or by mutual agreement between the students and the instructor. If the syllabus is revised students will be notified of changes promptly and receive the revised syllabus in a timely manner.

Art219 Project Evaluation

Sample Evaluation Form (points will vary)

Student:

Project:		project point value: 50			
	A (4)	B (3)	C (2)	D (1)	F (0)
planning, evidence of multiple ideas	4				
consideration of the principles of design		3			
place the problem into context, connections to previous knowledge			2		
innovative solutions, original ideas		3			
effort, patience and determination		3			
attention to detail, professionalism		3			
points earned: 37.5					
project GPA 3.0		percentage: 75.0		grade: C	

COMMITMENT

Please tear off this page and fill out the sections below indicating you have read this syllabus and will abide by the policies stated herein for art 219 Computer Skills for Art Fall 2008. You must turn in this receipt by September 8th, 2008.

Name (print): _____

Signature: _____

Marshall ID: _____

Date: _____