

- B. Course Transferability: This course should transfer as a studio art elective to most New Jersey colleges and universities. www.njtransfer.org

V. Outline of Course Content

- A. Critical and Creative Thinking
 - 1. idea development
 - 2. problem solving
- B. Input and Output
 - 1. digitizing traditional media
 - 2. methods of hard copy output
 - 3. methods of creating poly-media images
- C. Bitmap image manipulation
- D. Vector graphic creation
- E. The digital art world
 - 1. History of computerized artwork
 - 2. Contemporary art using digital technology
- F. Students will complete assignments such as:
 - 1. digitally manipulate imagery made with traditional media
 - 2. use traditional media to create artwork from digitally-generated imagery
 - 3. produce poly-media artwork
 - 4. create a 3-dimensional piece involving a computer or digital output

VI. Educational Goals and Learning Outcomes

A. General Education Goals

Students will

- Produce creative works of art by combining traditional and digital media (G.E. 1).
- Analyze art work orally and in writing (G.E. 2)
- Use imaging software and digital printing technology (G.E. 3)

B. Student Learning Outcome Objectives:

Upon completion of this course, the student will be able to:

- Explore idea-generating and problem-solving techniques.
- Digitize original traditional-media artwork.
- Use image-editing and vector-based software inventively.
- Experiment with creative printing techniques.
- Combine traditional and digital media in producing poly-media artwork.
- Demonstrate creative thinking skills in both written and visual assignments.
- Analyze the composition of various types of artwork.

VII. Modes of Teaching and Learning

- Lecture/discussion
- Tutorials
- Research
- Studio work time

VIII. Papers, Examinations, and other Assessment Instruments

- Art Work
- Portfolios
- Essays
- Exams
- Quizzes
- Exercises
- Online Written Discussions
- Oral Discussions
- Presentations
- Critiques

IX. Grade Determinants

- Grade determinants including projects, exercises, essays, tests, critique discussions, attendance, participation, and effort will be used to assess the students according to the learning outcomes and general education goals listed above.

X. Text and Materials

No Suggested textbook at this time.

Other teaching materials:

- Slide Examples
- Hand-outs
- Web Sites
- The Lion's Den
- Videos/DVDs

XI. Resources

- Computer Lab with bitmap and vector software, internet
- Projection screen or display monitor
- Slide projector, slides, screen
- Scanners
- Large-format inkjet printer
- VCR/DVD player
- Studio with art-making surfaces for each student
- Sinks
- Marker board