



**Fall 2010**

# **ARTS 173**

Computer Graphics/Web Design

**Special limited edition  
not available in stores!**

**Instructor Name:** \_\_\_\_\_  
**Office Location:** \_\_\_\_\_  
**Office Number:** \_\_\_\_\_  
**Email Address:** \_\_\_\_\_  
**Web Site:** \_\_\_\_\_

**Text Book:** \_\_\_\_\_

**Tools, Equipment  
or Apparel:** \_\_\_\_\_

**My Class CRN:** \_\_\_\_\_ **Meets:** \_\_\_\_\_  
**Mac Classroom Login/Password:** \_\_\_\_\_

### Points Breakdown:

Attendance	10
Assignment 1	5
Assignment 2	10
Assignment 3	5
Assignment 4	10
Assignment 5	10
Assignment 6	10
Assignment 7	5
Assignment 8	5
Quiz 1	5
Quiz 2	5
Project 1	20

-----  
100 points

*Mike Says:  
Don't call my office number. It will  
go straight to voicemail and I don't  
check it very often. Even when I do,  
I'll return your call when I'm on  
campus. It could be a long time be-  
fore you hear back from me. You're  
much better of using email.*

# Computer Graphics/Web Design Syllabus

# ARTS 173

Lansing Community College  
Official Course Syllabus Effective  
from Fall 2007 Semester  
Course Code: ARTS 173  
Title: Computer Graphics/Web Design

I.	Course Code	Credit	Lecture	Lab	Other
	ARTS 173	3	32	0	0
II.	<b>Prerequisite:</b>	<b>(ARTS 151 2.0 minimum or ARTS 171 2.0 minimum) or</b> Concurrently and CISB 102 2.0 minimum			
	Restriction:	None			
	Co-requisite Course:	None			
	Recommended:	None			

### III. COURSE DESCRIPTION:

A course in visual design -- the effective visual presentation of ideas for the web from concept and design to structure, preparation and production. Focus on the elements and principles of design as applied to layout, graphics and animation.

- |    |  |  |
|----|--|--|
| A. | Textbook:  | This information is provided by the Section Instructor |
| B. | Other Materials/Resources:                                 | May be Used  |
| C. | Tools, Equipment or Apparel:<br>(required of the student): | This information is provided by the Section Instructor |

### V. STUDENT LEARNING OUTCOMES (Department Specified):

Based upon industry standards and professional practices, the successful student will be able to:

1. explain the requirements & limitations for the on-screen presentation of ideas.
2. create a web page based on elements and principles of design.
3. determine design priorities and alternatives based on an understanding of clients' requirements and message.
4. repurpose text and graphics from various sources.
5. prepare images for the web.
6. add multimedia elements and effects to web sites.
7. use server side technology to parse user input.
8. create simple animations for the web.
9. communicate design solutions visually and verbally.
10. explain basic CSS concepts visually and verbally.

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## VI. METHODS OF INSTRUCTION

This information is provided by the Section Instructor.

## VII. METHODS OF EVALUATING STUDENT ACHIEVEMENT/ PROGRESS:

A. The following methods are used in this class.

Method		Department Range	Percentage of Final Grade
Class Attendance:	Required	10%	**
Assignments	Required	60%	**
Projects	Required	20%	**
Quizzes	Required	10%	**
Other	May be Used	- -	(specify)

\*\*This information is provided by the Section Instructor.

B. Grading Scale:

The grading scale used in this course is as follows:

College Standard

College Grading Standards		Recommended Guidelines For Student Grades			
4.0	---	Excellent	4.0	---	91 -100%
3.5	---	-----	3.5	---	86 - 90%
3.0	---	Good	3.0	---	81 - 85%
2.5	---	-----	2.5	---	76 - 80%
2.0	---	Satisfactory	2.0	---	71 - 75%
1.5	---	-----	1.5	---	66 - 70%
1.0	---	Poor	1.0	---	60 - 65%
0.0	---	-----	0.0	---	0 - 59%

## VIII. COURSE PRACTICES

College-wide policies are stated in the Lansing Community College Catalog and include those on attendance, withdrawals and incomplete grades. The catalog is available on the internet at <http://www.lansing.cc.mi.us/catalog/>

Attendance required. Lectures and demonstrations will not be repeated for any reason. This class is intended to prepare students to enter the workforce. In the interest of developing professional working habits and realistic expectations, this class will be conducted as much like a professional experience as possible. Treat each class session as a business meeting. Come to class on time, prepared for that day's class (assignments complete, etc.) Ask pertinent questions; contribute to discussions.

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Students who miss two consecutive classes or class 3 or class 4 may be dropped from the class.

Treat deadlines seriously. In professional situations, a missed deadline is costly and may lead to your dismissal. Each project will have a deadline. Late work will not be accepted without prior consent of the instructor. Projects may overlap. You will have to keep careful scheduling in order to make all your deadlines.

If a student misses a quiz or exam there will be a make-up allowed. This make-up must occur within one week of missed quiz or exam. Student is responsible for initiating the request for a make-up quiz or exam. The make-up quiz or exam may not be the same as that given in class.

This is a lecture class. There may be time allotted in class to work on projects, but this is the exception--not the rule. To complete assignments, the student should expect to spend a minimum of an additional two (2) to three (3) hours a week in Lab during posted Open Lab. Computers with appropriate software are available in the Art, Design & Multimedia program (during posted Open Lab hours) as well as in the TLC Lab.

### RULES AND GUIDELINES FOR USE OF THE ART, DESIGN AND MULTIMEDIA PROGRAM COMPUTER CLASSROOMS:

Observation of the supplied Classroom Guidelines is required of all students using the Classrooms of the Art, Design & Multimedia Program. Consequences of failure to observe Classroom rules may include loss of Classroom privileges or Administrative Withdrawal from class.

If a student has a problem of a technical nature while using Open Classrooms in the AD&M Program they may ask the AD&M Program Classroom Staff for assistance. The technicians should not be considered as tutors. Tutors may be available from Tutorial Services (Arts & Sciences Room 103, 483-1206).

Use of computer resources is a privilege extended by Lansing Community College to students and employees, as a tool to enhance the educational process and promote the basic mission of the college. Anyone who uses this for illegal activities or to contravene the basic mission of the college may have their privileges revoked and may be subject to prosecution.

Only authorized users may use the Classroom, its equipment, and materials. No exceptions will be made to this rule. (Staff with special needs should contact the Classroom Staff.)

All authorized users must present a current LCC ID card (driver's licenses, etc. are NOT acceptable substitutes) to Classroom personnel before entering the Classroom.

Users will follow the directions of the Classroom staff, in accordance with the current Classroom policies. These policies may change and such changes will be posted on the door of the Classroom.

Users are limited to one hour of computer use, when others are waiting. Use of scanners may be limited to as little as fifteen minutes. Users may not change workstations during a Classroom session without specific permission to do so from the Classroom staff. If you discover a problem with the hardware or software, please report it to the Classroom Staff or your instructor at once. Use of more than one station is strictly prohibited without permission.

Resource materials are for in-Classroom use only and may not be removed from the Classrooms at any time.

Users may not alter any files or directories on the hard disks, must store their personal files to their own media or user directories, and must observe all software licensing agreements. Copying of software is illegal and those who steal software will be prosecuted.

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Users may not use software applications other than those provided by the LCC Art, Design and Multimedia Program. Aside from the danger of viruses, most software packages alter the system, install hidden files and fonts and change various settings when used. Thus, any software that is to be used, even from personal media, must be approved by the Classroom Staff well in advance of the use.

Users may not plug or unplug anything from the back of computers or peripherals, including headphones, mouse, etc. Some computer ports are very sensitive to static, and even bumping cable could cause problems. (Special sound stations have been set up for those who need to edit sound--ask Classroom Staff.)

Users may not play music CDs on college computers. CDs severely impede the performance of the computer, and since users may not plug or unplug headphones from the back of the computer, the sound may disturb other users.

Users will be held responsible for any damage to Classroom equipment. Damage or loss of pens will result in the user being billed for the cost of said pen (\$90.00).

**FAILURE TO FOLLOW CLASSROOM RULES AND GUIDELINES LISTED ABOVE WILL RESULT IN THE LOSS OF CLASSROOM PRIVILEGES.**

How we run things: the Open Computer Graphics Classrooms Policies

Before you enter the Classroom:

1. Check in at GVT 113, and give your validated LCC ID to the Classroom Staff. Some times the staff may be in one of the Classrooms solving a problem. Ring the bell, or seek the staff in one of the other rooms, 108, 110, 112, 114 or 116. The staff will keep your ID until you check out.
2. The Classroom Staff will assign you a seat and give you a card with the number of the station on it. That card is your proof you are in the Classroom legitimately. Stick it to the velcro square at the upper left corner of your monitor, where all can see it.
3. To check out a manual or other resource material, fill out a checkout slip. These materials may not leave the Classroom at any time.
4. **THE CLASSROOM STAFF ARE NOT YOUR PERSONAL TUTORS.** They may answer general questions, but they are here to look after the Classroom, not the users.

When the Classroom is crowded:

1. No one will be forced to give up a computer who has not used it for at least an hour.
2. The user who signed in earliest will be the first asked to leave.
3. Anyone who leaves a computer for more than ten minutes may be considered finished, and the station may be assigned to the next user. Classroom Staff are the final arbiter of how Classroom time will be distributed fairly.

Use of Printers:

1. Use of printers is limited to **ONLY** class work for Art, Design and Multimedia classes which meet in the Classroom! Special projects may be okayed by your instructor or Classroom Staff.
2. You **MUST** print a proof to a black and white printer and check it carefully before printing to a color printer.
3. Color printers are for final copy **ONLY**--one color print per project, ever. If there is a problem, you must get permission to print again from your instructor or from the Classroom Technicians.
4. Users may not use papers brought in from outside the Classroom, except in special cases approved by Classroom Technician, Camille LaGuire.

If you discover a problem with any hardware or software, please report it to the Classroom Staff or your instructor **AT ONCE.**

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## Equipment Checkout

### Books, Video

The Art, Design and Multimedia Program has a small collection of books that AD&M students may check out for 24 hour periods. A short list is available at the check in window in GVT 113.

### Digital Cameras

The Art, Design and Multimedia Program has some digital cameras available for use for assignments ONLY. Not all classes are allowed to check the cameras out. Contact Classroom Staff or visit [theartprogram.org](http://theartprogram.org) for more details.

### Other Resources

The Art, Design and Multimedia Program maintains a web site at: <http://www.theArtProgram.org>  
The site has information for AD&M students pertaining to equipment status, trouble tickets, forums, and an art gallery for students. AD&M students are strongly encouraged to register and join this on-line community. This is available to all AD&M students past and present.

The LCC Library is an often overlooked creative resource. Sure, they have lots of art books but they also have books on other subjects. If you run into a creative road block go to the library and poke around in the food section as an example. Even if your assignment has nothing to do with food you'll find some creative ideas all the same. Trust us on this one, okay? The library's phone number is: 483-1657 and the web site is at: <http://lcc.edu/library>

### Web Addresses

Lansing Community College : <http://www.lcc.edu>  
theArtProgram.org: <http://www.theArtProgram.org>  
AD&M: <http://www.lcc.edu/mait/art/>  
AD&M Staff and Faculty: <http://www.lcc.edu/mait/art/staff/index.htm>  
Tutoring Services: <http://www.lcc.edu/tutorial/>

### Contacting Classroom Staff:

Classroom Aide Station: 483 9827

## **IX. DETAILED OUTLINE OF COURSE CONTENT AND SEQUENCING**

### **X. TRANSFER POTENTIAL**

For transferability information, please consult the Transfer Equivalency List located on the internet at [http://www.lcc.edu/counseling/transfer\\_equivalency](http://www.lcc.edu/counseling/transfer_equivalency). For additional transferability information contact the LCC Counseling Services Department, (517) 483-1255.

The MACRAO Transfer Agreement simplifies the transfer of students from one Michigan institution to another. It appears in the catalog.

### **XI. STUDENT ACADEMIC INTEGRITY**

The very nature of higher education requires that students adhere to accepted standards of academic integrity. Therefore, Lansing Community College has adopted a code of academic conduct and a statement of

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student academic integrity. These may be found in the Lansing Community College Catalog. The violations of academic integrity listed and defined are cheating and plagiarism. It is the student's responsibility to be aware of behaviors that constitute academic dishonesty.

Classroom behavior that interferes with the instructional process is not tolerated. The consequences are addressed in the catalog under Administrative Withdrawal.

Additional Information (By Department):

N.A.

Additional Information (By Section Instructor)

This information is provided by the Section Instructor.

## **XII. OTHER COURSE INFORMATION**

By Department:

N.A.

By Section Instructor:

This information is provided by the Section Instructor.

END OF SYLLABUS