

OUTCOMES BASED LEARNING MATRIX

Course: ARTG113 Color and Design I

Department: Emergent Technologies / Visual Arts

ARTG113

Color and Design I

3.000 Credits

This course is an introductory course to two-dimensional design theory. Design is the foundation discipline of all forms of visual expression. This course introduces the student to the formal elements of form, shape, line, value, and texture. Exercises in these areas also include the basics of color theory as they relate to these elements. Through a variety of assignments, students use these elements to solve problems of visual organization. Two lecture and two laboratory hours per week.

*COURSE OUTCOMES	OUTCOMES ACTIVITIES	ASSESSMENT TOOLS
1. Students will learn the visual elements and principles of design in theory and practice.	Lecture and weekly written homework assignments will be given based on the assigned text. Several two page research papers on various design topics will help students utilize necessary design terms and form a critical approach to analyzing professional work. R,W,CT	Students will demonstrate their knowledge of design terms through quizzes and their proper usage in formal written assignments. R,W,CT
2. Students will demonstrate their knowledge of the visual elements of line, color, form, shape, value and texture in a series of 2D & 3D problems. They will come to understand how to create effective and professional design solutions.	Students will participate in weekly group critiques of their work where they receive peer input and an opportunity to use their new design vocabulary and discuss the challenges of the assignments. OC, CT	Students must submit a grading rubric for each assignment(s). The rubric measures: compliance with deadline and assignment specifications (QS), success in meeting the design objective of the assignment (CT), technical proficiency, and professional presentation. Students meet individually with the instructor at mid-semester to receive a written report of their progress to date. They have the opportunity to

		redo any visual assignment for a better grade before the final week of classes.
3. Students will develop technical skill in a variety of media.	Lecture and demonstration of various media and choice of supports will be given at the start of each new media assignment.	Students will demonstrate their technical skill in a variety of design assignments that will be presented in weekly group critiques. Technical skill will be assessed by the instructor on the rubric.
4. At the end of the course students will write a two page reflection paper on what they 1.learned in this course. They must include:2. a short review of the text, 3. a discussion of their favorite and most successful works done and why, and 4. suggestions for next year's students taking the course. W, CT	Students will share their comments during the last class meeting. OS	The final paper will be graded according to the students ability to address the four points of the assignment.

*Try to express an outcome as an infinitive phrase that concludes this sentence: **At the end of the course, the students should be able to . . .** Finding the line between too general and too specific can be difficult. In an English Composition course, for instance, it is probably too general to say, "The student should be able to write effective essays." It is probably too specific to say, "The student should be able to write an introductory paragraph of at least 50 words, containing an attention-getting device, an announcement of the narrowed topic, and an explicit thesis sentence." Just right might read, "The student will write introductions that gather attention and focus the essay."

**Indicate the Core Competencies that apply to the outcomes, activities, and assessment tools: Critical Thinking (CT); technology skills (TS); oral communications (OC); quantitative skills (QS); reading (R); writing (W).