

APGR 69 Course Outline as of Spring 2011**CATALOG INFORMATION**

Dept and Nbr: APGR 69 Title: GRAPHICS ONLINE

Full Title: Online Resources for Graphic Designers

Last Reviewed: 2/9/2004

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	1.50	Lecture Scheduled	0	8	Lecture Scheduled	0
Minimum	1.00	Lab Scheduled	0	8	Lab Scheduled	0
		Contact DHR	9.00		Contact DHR	72.00
		Contact Total	9.00		Contact Total	72.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 0.00

Total Student Learning Hours: 72.00

Title 5 Category: AA Degree Applicable

Grading: Grade or P/NP

Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP

Also Listed As:

Formerly:

Catalog Description:

An online course to survey the resources available for graphic designers on the Internet and World Wide Web. Topics will include: how to use a variety of methods to find and assess online graphic design information, techniques for locating and downloading fonts/clipart and software, tips for using e-mail and web browsers, and subscribing to discussion groups that specialize in graphic design. Students must have an e-mail account and access to the Internet.

Prerequisites/Corequisites:**Recommended Preparation:****Limits on Enrollment:****Schedule of Classes Information:**

Description: An online course to survey the resources available for graphic designers on the Internet and World Wide Web. Students must have an e-mail account and access to the Internet.
(Grade or P/NP)

Prerequisites/Corequisites:

Recommended:
Limits on Enrollment:
Transfer Credit:
Repeatability: Two Repeats if Grade was D, F, NC, or NP

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree:	Area	Effective:	Inactive:
CSU GE:	Transfer Area	Effective:	Inactive:
IGETC:	Transfer Area	Effective:	Inactive:
CSU Transfer:		Effective:	Inactive:
UC Transfer:		Effective:	Inactive:

CID:

Certificate/Major Applicable:
Certificate Applicable Course

COURSE CONTENT

Outcomes and Objectives:

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

1. Locate the various types of graphic design resources on the Internet and World Wide Web.
2. Critically assess online resources and information.
3. Use a recent Internet browser to research and bookmark pertinent information.
4. Use e-mail to communicate and demonstrate e-mail etiquette guidelines.
5. Evaluate Internet search engines and use search syntax to successfully find graphic design resources.
6. Subscribe to graphic design mailing lists and participate in online graphic design forums.
7. Search for graphics/clipart and download them for use in graphic design projects.
8. Explore online font sites and learn how to download a font to a computer.
9. Research online software sites (including commercial, freeware and shareware sites) for graphic design-related software.
10. Discover online career, business and educational resources for graphic designers.

Topics and Scope:

1. Overview of Internet and World Wide Web.
2. Basic introduction to the main features of WWW browsers and tips for their use.
3. Survey of key graphic design sites.

4. Using directories (such as Yahoo and Google) to locate graphic design resources.
5. Using search engines and correct syntax to locate relevant graphic design information.
6. Evaluating search engine results and assessing the accuracy/quality of online information.
7. Locating and subscribing to graphics-related online mailing lists and/or discussion groups.
8. Comparison of commercial versus free font sites on the web.
9. Different font types and basic techniques for downloading and using them.
10. Survey of free and commercial clipart sites on the web.
11. Discussion of different graphic file formats and in which design situations they can be used.
12. Copyright issues with fonts and graphics.
13. Presentation of different types of software on the web including freeware, shareware and commercial software.
14. Methods of assessing software sites and precautions for downloading software.
15. Overview of career, business, and education resources for graphic designers.

Assignment:

Assignments may include the following:

1. Use an online input form to introduce oneself to the rest of the class.
2. E-mail instructor with information about type of computer, browser, e-mail software, Internet access and main graphic design interest.
3. Use a major graphic design directory to explore a variety of graphic design sites. Select one site to share with the other students. Describe the focus of the site and give reasons why it stands out. Share one piece of information from the site.
4. Use two different directories to find specific information on a graphic design topic. Compare the two directories in terms of structure/organization, ease of use, quality of resources and quantity of links. Select the most informative site and share a piece of information from that site.
5. Use a directory to find information on a chosen graphic design topic. Assess how current and reliable the information is.
6. Use two search engines to compare the results of searches that use a specific syntax. Evaluate the amount and relevancy of the results. Share the link to the highest quality site.
7. Develop specific syntax for a search on a chosen topic. Read a review of several search engines and select the two most appropriate search engines for the topic. Provide a link to the best site and write a brief description of what kind of information it contains.
8. Locate a graphic design group/chat room. Read (lurk) the newsgroup messages. Evaluate the usefulness/quality of the messages and explain why it is (or is not) helpful to graphic designers.
9. Visit commercial and free font sites online. Assess the quality and type of fonts available and how they are displayed. Locate

- information on how to download fonts. Explore one typography site and share an interesting piece of information from that site.
10. Visit commercial and free clipart sites online. Assess the quality and type of graphics available. Locate information on copyright restrictions at the sites. Download an image and send it to the instructor.
 11. Explore software (commercial, shareware and freeware) sites on the web. Evaluate how sites present information about software downloads. Locate a piece of software that is helpful to graphic designers and describe what it does.
 12. Compare a variety of graphic designers' portfolio sites online. Select a portfolio site that is particularly outstanding. Give the link along with a brief description of the site.
 13. Final project: gather links to the best resources (dedicated sites, articles, discussion groups, software, search engine etc.) on a graphic design topic chosen by the student.
 14. Participate in the class discussion list on a weekly basis by: providing links to graphic design web sites, asking and answering questions, posing discussion topics, and offering helpful tips for graphic designers etc.

Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

Written homework

Writing
10 - 30%

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Locate, assess/evaluate sites/information.

Problem solving
50 - 60%

Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

None

Skill Demonstrations
0 - 0%

Exams: All forms of formal testing, other than skill performance exams.

None

Exams
0 - 0%

Other: Includes any assessment tools that do not logically fit into the above categories.

Participate in class online discussions

Other Category
10 - 30%

Representative Textbooks and Materials:

Find it Online: The Complete Guide to Online Research, Third Edition. Schlein, Alan M. Facts on Demand Press, August 2002.