

**APGR 69 Course Outline as of Spring 1999****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 find and assess online graphic design and prepress information, techniques for downloading fonts and graphics, using e-mail to transfer information, and subscribing to Internet discussion groups that specialize in graphic design. Previous computer experience is highly recommended. If possible, students should apply for a SLIP/PPP computer account on Nermal or another Internet Service Provider before the first class meeting.

**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. Topics covered will include: how to find and assess online

graphic design and prepress information, techniques for downloading fonts and graphics, using e-mail to transfer information, and subscribing to Internet discussion groups that specialize in graphic design. Previous computer experience is highly recommended. If possible, students should apply for a SLIP/PPP computer account on Nermal or another Internet Service Provider before the first class meeting. (Grade or P/NP)

Prerequisites/Corequisites:

Recommended:

Limits on Enrollment:

Transfer Credit: CSU;

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

## **ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:**

<b>AS Degree:</b>	<b>Area</b>	Effective:	Inactive:
<b>CSU GE:</b>	<b>Transfer Area</b>	Effective:	Inactive:
<b>IGETC:</b>	<b>Transfer Area</b>	Effective:	Inactive:
<b>CSU Transfer:</b>	Transferable	Effective: Spring 1999	Inactive: Spring 2011
<b>UC Transfer:</b>		Effective:	Inactive:

**CID:**

**Certificate/Major Applicable:**

Certificate Applicable Course

## **COURSE CONTENT**

**Outcomes and Objectives:**

The students will:

1. Explore the various types of graphic design resources on the Internet and World Wide Web.
2. Develop techniques for critically assessing the information they find.
3. Use Netscape Navigator to research and bookmark pertinent information.
4. Make extensive use of e-mail to communicate with instructor and fellow students.
5. Participate in online graphic design discussion groups.
6. Download graphics and fonts for use in their graphic design projects.

**Topics and Scope:**

1. Overview of Internet and World Wide Web.
2. Basic introduction to Netscape's main features using online help and assigned readings.
3. Survey of key graphic design sites.
4. Locating and subscribing to graphics-related online discussion groups.
5. Use of search engines to locate relevant graphic design information.
6. Assessing the accuracy of graphic design information.
7. Techniques for downloading and using fonts/graphics from the Web.
8. Font types and graphic file formats.

9. Copyright issues.
10. Methods of using the Internet to transfer graphic designs from designer to client.

**Assignment:**

1. Obtain a SLIP/PPP Internet account on Nermal or from another Internet Service Provider.
2. Become proficient at using the main features of Netscape Navigator.
3. Visit key graphic design sites using Netscape Navigator.
4. Use e-mail to subscribe to an online discussion group.
5. Use WWW search engines to discover interesting graphic design sites and create a bookmark file of those sites.
6. Participate in written discussion online with instructor and fellow students.
7. Share discoveries and research with instructor and fellow students.
8. Download fonts and graphics for use in a graphic design project.
9. Discover methods of sending graphics files over the Internet.

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

Lab reports	Problem solving 30 - 40%
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**Skill Demonstrations:** All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Class performances	Skill Demonstrations 30 - 40%
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**Exams:** All forms of formal testing, other than skill performance exams.

None	Exams 0 - 0%
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**Other:** Includes any assessment tools that do not logically fit into the above categories.

Participate in class online discussions	Other Category 10 - 30%
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**Representative Textbooks and Materials:**

Official Netscape Navigator 3.0 by Phil James. 1996. Windows or Macintosh

