COURSE TITLE: Computer Based Design II  
COURSE NUMBER: GRA 2152C

COURSE DESCRIPTION (with prerequisites):
A continuation of GRA 2151-2152C sequence. This course explores the computer’s capabilities as a tool for artists and graphic designers. Students will use a variety of layout and image-processing programs, digital photography and digital scanning in assignments that stress creativity and technical proficiency. This course provides students with practical experience in the planning, design, editing, and production processes of special, non-newspaper publications. Students will develop skills in the shaping of major college publications, including a college yearbook. 2 semester hours credit.

NAME(S) OF INSTRUCTORS:
Evelyn Ward, warde@chipola.edu

EFFECTIVE ACADEMIC YEAR:
2012-13

REQUIRED TEXTBOOKS AND INSTRUCTIONAL SUPPLIES:

GRADING POLICY:
The standing of a student in each course is expressed by one of the following letters and corresponding grading system:
A – 90 – 100
B – 80 – 89
C – 70 – 79
D – 60 – 69
F – 59 or less
The Chipola Catalog provides policies and procedures regarding the grading system. A student’s Grade Point Average is derived from the grading system/quality point scale.

ATTENDANCE AND WITHDRAWAL POLICIES:
Chipola College expects regular attendance of all students. Students who are absent from classes for any reason other than official college activities must satisfy the instructor concerned that the absence was due to illness or other clearly unavoidable reasons. Otherwise, the student may suffer grade loss at the discretion of the instructor. Chipola policy allows each instructor to specify in the Instructor First Day Handout whether or not an absence is excusable and what affect the absence or tardy may have on the grade.
A student is allowed to repeat a course a maximum of three (3) times. **On the third attempt a student (1) must bear the full cost of instruction (unless waived by Student Services), (2) cannot withdraw, and (3) must receive a grade.**

**MAKE-UP POLICY:**
Chipola allows each instructor to specify in the Instructor First Day Handout the makeup policy.

**ACADEMIC HONOR CODE POLICY:**
Students are expected to uphold the Academic Honor Code. Chipola College’s Honor Code is based on the premise that each student has the responsibility to (1) uphold the highest standards of academic honesty in his/her own work; (2) refuse to tolerate academic dishonesty in the college community; and (3) foster a high sense of honor and social responsibility on the part of students. Further information regarding the Academic Honor Code may be found in the Chipola Catalog, Student Governance section.

**STUDENTS WITH DISABILITIES POLICY:**
Chipola College is committed to making all programs and facilities accessible to anyone with a disability. Chipola’s goal is for students to obtain maximum benefit from their educational experience and to effectively transition into the college environment.
Students with disabilities are requested to voluntarily contact the Office of Students with Disabilities to complete the intake process and determine their eligibility for reasonable accommodations.

**LIBRARY AND ON-LINE REFERENCE MATERIALS:**
The library is a comprehensive learning resource center providing information in print, electronic, and multimedia format to support the educational objectives of the College.
On-line catalogs, e-books and electronic databases can be accessed by using the LINCCWeb icon on the Chipola Library website at [www.chipola.edu/library](http://www.chipola.edu/library). If you have questions about database usage consult the “How to Use the Chipola Databases” on the Library website or call the Library at 850/718-2274 during regular hours. Library hours are posted each semester at the building entrance and on the Library website. See your Instructor First Day Handout for individual instructor recommendations and resources.

**TECHNOLOGY RESOURCES:**
The Information Technology Center, located in the library, is equipped with computer workstations. Lab hours are posted each semester at the building entrance and on the Library website. The ACE Lab, located in Building L, is available for tutoring and is equipped with computer workstations. Lab hours are posted each semester at the room entrance. The college’s learning management system is Desire 2 Learn (d2l). Classes become available on d2l on the first day of the semester. It is the student’s responsibility to log onto the d2l system the first day of class to establish the first day of attendance and to check announcements. For further information, contact your instructor or the Director of Online Learning.
ELECTRONIC DEVICE USAGE:
All electronic devices such as cell phones, beepers, pagers, and related devices are to be silenced prior to entering classrooms and/or laboratories to avoid disruption. Should it become necessary for a student to leave his/her “device” on to send or receive an emergency call and/or text message, the student must inform the instructor prior to class. If the student finds it necessary to send and/or receive an emergency call and/or text message during class/lab time, he/she is instructed to take all books and belongings and step outside the classroom to deal with the situation. To minimize classroom disruption and the distraction to classmates, the student will not be permitted to reenter the classroom during that class period. Any time a test is being administered, all such devices must be turned off and put away. If a device is seen or heard during an exam, a score of zero will be given for that exam. Initial and repeated infractions may result in disciplinary action.

DISCIPLINE SPECIFIC COMPETENCIES / LEARNING OUTCOMES:

H-3 Analyze artistic expressions and articulate informed responses.

SS-6 Identify ways to promote understanding of differences and commonalities within diverse cultures.

M-5 Use mathematical processes in other disciplines.

T-1 Apply appropriate technologies to a range of tasks.

T-2 Communicate, collaborate, and create content effectively, using state-of-the-art information technologies.

T-3 Locate, access, evaluate, and use information from digital/electronic sources.

T-4 Identify ethical, social, and legal issues related to information technology.

LINKING COURSE-LEVEL STUDENT LEARNING OUTCOMES WITH DISCIPLINE-SPECIFIC COMPETENCIES, ASSESSMENT METHODS, AND ARTIFACTS

<table>
<thead>
<tr>
<th>COURSE-LEVEL STUDENT LEARNING OUTCOMES FOR GRA 2152C Computer Based Design II</th>
<th>DISCIPLINE-SPECIFIC GENERAL EDUCATION COMPETENCIES</th>
<th>ASSESSMENT METHODS FOR COURSE LEVEL STUDENT LEARNING OUTCOMES</th>
<th>ARTIFACTS FOR AA PROGRAM ASSESSMENT</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Illustrate basic layout techniques that support good design and stress appropriateness for medium.</td>
<td>H-3, M-5, SS-6, T-1, T-2, T-3, T-4</td>
<td>SD, Proj.</td>
<td>SD, Proj.</td>
</tr>
</tbody>
</table>
**Assessment Codes**

| T = Tests | RPT = Report/Presentation | Proj. = Projects | BO = Behavioral Observation |
| Pre/Post = Pre- and Post-Tests | SP = Skills Performance | Exp. = Experiments | Clin. = Clinicals |
| OT = Objective Tests | SD = Skills Demonstration | Cap. Proj. = Capstone Project | CS = Case Study |
| UT = Unit Tests | W = Writing Assignments | Cap. Course = Capstone Course | CP = Case Plan |
| Q = Quizzes | E = Essays | Prac. = Practicum | Port. = Portfolio |
| F = Final Examination | DE = Documented Essays | Intern. = Internship | Obs. = Teacher Observation |
| CF = Cumulative Final | RP = Research papers | H = Homework | Sk. Check = Skills Check-off |
| EX = Departmental Exam | J = Jury | PS = Problem Solving | Curriculum Frameworks |
| SE = Nat'l or State Standardized Exam | R = Recital | DB = Discussion Board | JP = Judged |
| **MEANS OF ACCOMPLISHING STUDENT LEARNING OUTCOMES:** | **The student will** | **The instructor will** |
| | 1. attend class with consistency (See attendance policy). | 1. explain clearly all material to be covered. |
| | 2. learn the material presented and assigned. | 2. make assignments. |
| | 3. make up any work missed during an excused absence within one week after returning to school. | |
| | 4. complete all assignments with promptness and accuracy. | |
| | 5. obtain a passing score on In-Class Assignments, Projects, and Tests. | |
| | 6. participate in classroom activities. | |
| | 7. treat classmates and instructor with respect. | |
3. administer, score, and correct projects and tests and return to students within a reasonable time frame.
4. maintain a pleasant and respectful environment.

**ASSIGNMENT AND/OR COURSE OUTLINE**

See your Instructor First Day Handout for individual instructor assignment schedule.