

## Course Syllabus—Moraine Valley Community College

### Course Identification

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<b>ART 248-001</b>	<b>Design II: Interface</b>
Room	F216
Credit hours:	3
Contact hours:	6: lecture 4, lab 2
Prerequisite:	ART-186 or consent of the instructor

### Course Description

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This graphic design studio course focuses on the planning and design of graphic user interface design. Projects stress conceptual development, analysis, planning, navigation and production of designs. Uses appropriate software to enhance students' awareness of the latest technological advances. Fee is required. (4 6 contact hours)

### Books, Supplies and Supplementary Materials

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#### Required Text

*Exploring Interface Design*, Marc Silver  
Instructor handouts  
Web research, tutorials, blogs

#### Supplies

External storage device  
CD/DVR  
3-ring binder (preferable black or white with polyview cover)  
Paper: white, lined and graph  
Drawing implements: pens, pencils, colored pencils  
Valid school ID  
Other supplies as needed to complete projects

### Software

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Adobe Creative Cloud  
Adobe Acrobat Professional 10.0

### Platform

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Macintosh iMac  
OS X

### Course Goals

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#### Communicating

Read and listen with comprehension.  
Write and speak effectively in English.

#### Technological Competency

Use computer information systems and other technology effectively.

#### Literary and Artistic Insight

Understand the nature of literary, philosophical, and artistic expression and how particular works have contributed to the ideas and culture of the past and present.

#### Principles of Design and Content

Integrate the principles of design, typography and visual communication to enhance the content of layout designs/websites. Content is key.  
Demonstrate the ability to create well-designed layout designs/website designs.  
Learn how the planning process for layout designs/website designs, including storyboarding, information architecture and developing navigation, are key components of production and the design process.  
Learn differences between print and digital design.  
Learn how to compose appropriate content for layout design/website design.

#### Images

Understand appropriate generation, formatting, color modes (RGB vs. CMYK) and optimization of images.

Learn how to aesthetically integrate images into a layout designs/website designs.

Learn how to import images.

#### Media – Sound and Animation

Learn about different file formats and optimization of both sound and animation.

Learn how to import sound and animation.

#### Typography

Understand basic typography and its limitation in layout design/website design.

#### Navigation

Create bookmarks, anchors and internal & external links.

Use image maps in order to provide visual interest and expressively reinforce content.

#### Technical - Hardware, Software and Languages

Have a clear understanding of how to use e-mail, how to use Blackboard, how the internet works and accomplish basic layout design/website navigation.

Demonstrate a knowledge and utilization of basic HTML.

Demonstrate the basic operations of, as well as identify, the input, processing, and output hardware of an iMac.

Have a clear understanding of the operation of layout design software's main features.

Use the basic palettes, tools and menus to create basic and intermediate

### Major Concepts

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#### Computer system information

the student will understand the operation of the computer or device most appropriate to the chosen topic

#### Media

crucial role of planning and front-end design in developing websites, Apps and or interactive media principles of graphic design using electronic media and technical aspects of working with the web and IOS devices

creating using industry-standard software

generation and manipulation of images and text documents for the web, Apps, and/or electronic devices

#### Design

Learn how to integrate principles of composition and design, typography, and visual communication to enhance the content of projects.

Use the front-end design process effectively to plan well-designed, usable output whatever the device.

Demonstrate a basic understanding of image optimization for the web and/or devices.

Demonstrate basic understanding of typography and color for the web and/or and their limitations.

Understand the basic structure of programming languages and templates.

#### Software

Have a clear understanding of the operation of main features (palettes and tools) of software used in this course.

Be able to save, copy, delete, organize, understand and maintain document links and output the files they create to the appropriate format.

#### Input/Output Devices and Techniques / Files and Storage

The use of input devices (scanner, digital cameras, databases, etc.).

Preparation of pages for appropriate output.

Graphic file format distinctions, i.e., html, psd, ai, gif, jpg, png, etc.

File-naming conventions/file storage (external storage devices, burnable CD/DVDs, the server, and online sites.

## **Projects**

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- P1. Design Process
- P2. Digital Interface-print
- P3. Digital Interface-interactive
- P4. Portfolio

## **Assessment of Student Learning**

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Typical classroom assessment techniques

Projects

Studio/Lab Performance

Additional assessment

Critiques

Written Concepts

Thumbnails

Mechanicals

Storyboarding

Visual/digital journal

## Schedule

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The following schedule is projected at the beginning of the semester, and will be adapted as time and conditions require. Coverage of the following content takes into consideration, not only the 3 <sup>3</sup>/<sub>4</sub> hours of in-class/lab time per week, but also 4 <sup>1</sup>/<sub>2</sub> hours of additional outside study, preparation, or studio time per week appropriate to a 3 credit-hour lecture/lab career studio art course.

Week 1 Introduction, course overview/expectations  
Project 1

Week 2 Work on Project 1

Week 3 Work on Project 1

Week 4: Work on Project 1

Week 5 Critique 1

Week 6 Project 2

Week 7 Work on Project 2

Week 8 Work on Project 2

Week 9 Work on Project 2

Week 10 Critique 2

Week 11 Project 3

Week 12 Work on Project 3

Week 13 Work on Project 3

Week 14 Critique 3

Week 15 Portfolio: Project 4

Week 16 Completion of Portfolio

Week 17 Final critique