

DMA105 Introduction to Computer Art Online Course

Sample Course Alignment Document

The Course Competencies/Goals, General Education Knowledge Goals, and MCCC Core Skills (below) are taken from the Department Course Outline.

Course Goals	General Education Goals	MCCC Core Skills
<ol style="list-style-type: none"> 1. Create works of computer art using a variety of concepts, tools, and techniques 2. Demonstrate basic knowledge of computer as an art tool and medium 3. Plan and realize computer art projects from initial concept, through research, to final execution 4. Defend and critique computer art works on conceptual, aesthetic and technical levels 5. Describe and analyze works of computer art in the contexts of developments in technology, art, and society 6. Demonstrate ability to use the following digital tools and techniques: brushes, selections, layers, cutting and pasting, keyframing, and file management. 	<ul style="list-style-type: none"> • Goal 4. Technology. Students will use computer systems or other appropriate forms of technology to achieve educational and personal goals. • Goal 6. Humanities. Students will analyze works in the fields of art, music, or theater; literature; philosophy and/or religious studies; and/or will gain competence in the use of a foreign language. • Goal 8. Diversity. Students will understand the importance of a global perspective and culturally diverse peoples. • Goal 9. Ethical Reasoning and Action. Students will understand ethical issues and situations. 	<ul style="list-style-type: none"> • Goal B. Critical Thinking and Problem-solving. Students will use critical thinking and problem solving skills in analyzing information. • Goal C. Ethical Decision-Making. Students will recognize, analyze and assess ethical issues and situations. • Goal D. Information Literacy. Students will recognize when information is needed and have the knowledge and skills to locate, evaluate, and effectively use information for college level work. • Goal E. Computer Literacy. Students will use computers to access, analyze or present information, solve problems, and communicate with others. • Goal G. Intra-Cultural and Inter-Cultural Responsibility. Students will demonstrate an awareness of the responsibilities of intelligent citizenship in a diverse and pluralistic society, and will demonstrate cultural, global, and environmental awareness.

Each “Unit” will have Student Learning Objectives AND Student Assessments defined. The **Unit Student Learning Objectives** (below) *align* with the Course Competencies/Goals, General Education Knowledge Goals, and MCCC Core Skills. The **Unit Student Assessments** (below) *align* with the Unit Student Learning Objectives.

Unit Student Learning Objectives (approx. 3 weeks)	Unit Student Assessments & Activities
<p>Unit 2: Image</p> <p>At the end of this unit, students will be able to:</p> <ol style="list-style-type: none"> 1. Create computer art works using Adobe Photoshop software, utilizing concepts of digital image editing. (Course Competencies 1,2,3,6; Gen Ed Goal 4; Core Skills B,D,E) 2. Demonstrate ability to convey a clear and effective message through use of mixture, addition, and erasure of elements in hands-on computer art projects. (Course Competencies 3,6; Gen Ed Goal 4; Core Skills B,D,E) 3. Discuss computer art work during critiques and critically evaluate and justify creative choices. (Course Competencies 4,5; Gen Ed Goal 6; Core Skill B) 4. Demonstrate understanding of the use of pastiche, appropriation, addition, and erasure and Adobe Photoshop software in works of computer art. (Course Competency 5; Gen Ed Goals 6,8; Core Skills B,G) 5. Describe and analyze use of addition and erasure in works of computer art. (Course Competency 5; Gen Ed Goals 6,8; Core Skills B,G) 6. Assess a selection of artistic works of computer artists who work in digital imaging. (Course Competencies 4,5; Gen Ed Goals 6,8,9; Core Skills B,C,D,G) 	<p>Unit 2: Image</p> <ul style="list-style-type: none"> • Online Unit Quiz -- Based on on-line tutorials and PowerPoint presentations, students will demonstrate understanding of concepts of Unit 2 and Adobe Photoshop software; knowledge and comprehension; graded -- ULO 4 • Project #2: Addition and Erasure -- Using Adobe Photoshop software, students will demonstrate their mastery of the technical and conceptual components of Project #2; hands-on application; graded with Rubric -- ULO 1,2 • Discussion Board Forum #2 -- whole class; Each student will upload Project #2 to google.docs for grading and peer critiques; each student will post project statement and critique three projects in the Discussion Board; critical thinking, i.e. analysis, synthesis, and evaluation; graded with Rubric -- ULO 3,5 • Research Paper -- Students will be divided in groups; group one will research and write individual papers on selected artists of their choosing who work in digital imaging; graded -- ULO 5,6