COMM 240 Communications Graphics-DEAdd-2016-02-01

- The workflow icon is no longer available. Please click on the Page Status after the orange circle icon near the page title. *

Form Information

The page you originally access is the global template version. To access the template document that progresses through the workflow, please complete the following steps:

First Step: <u>**ONLY**</u> change the text in the [brackets] so it looks like this: **CRIM 101 Intro to Criminology-DEAdd-2015-08-10**

- *If DUAL LISTED list BOTH courses in the page title*

Second Step: Click **"SAVE"** on bottom right

- *DO NOT TYPE ANYTHING INTO THE FIRST PAGE OTHER THAN THE TEXT IN BRACKETS*
- *Please be sure to remove the Brackets while renaming the page*

Third Step: Make sure the word *<u>DRAFT</u>* is in yellow at the top of the proposal

Fourth Step: Click on "<u>**EDIT CONTENTS** </u>"(not EDIT) and start completing the template. When exiting or when done, click **"SAVE"** on bottom right

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Indicates a required field

Proposer*			

For each outcome in the course, describe **how the outcome will be achieved using** **Distance Education technologies.** *	COMM 240 (approved course objectives from the syllabus of record): At the conclusion of the course, the students will: Have Knowledge of the Professional Specialists employed by the graphics industry Course content will provide the online resources available through a learning management system (LMS) such as D2L or Moodle. This content will include PowerPoint Presentations, Online Videos and web articles that will discuss the expectations of specialists in the Graphic Design area of the Media Industry, their responsibilities and duties. Student performance will be evaluated through online forum discussions that will incorporate their critical analysis of the responsibilities of these specialists and what the pros and cons are to this area of work in media. Demonstrate the appropriate use of type, photographs, illustrations, and symbols in communicating messages Students will demonstrate their understanding of the appropriate use of assets to create media messages through course assignments which create their own messages using photographs, illustrations and symbols,. These assignments will be part of the students' overall grades. PowerPoints, Video lectures and online web assets will enable students to create their own examples for appropriate use in communicating messages. Demonstrate a knowledge of computer hardware used for graphic production and the related software Expanding upon objective two, in the process of creating and communicating messages, students will employ standard practice software to complete the assignments. Through completion of the assignments students will demonstrate their knowledge of industry standard hardware and software. Students will use and must have access to the Adobe Creative Suite. The instructor will provide reference documentation via online sources and videos to assist students with their knowledge. Finally the instructor will hold office hours online in the LMS D2L or Moodle to answer forum questions students present. The instructor is encouraged to respond with screenshots and video discussions. Demonstrate a knowledge of the problem solving process as it applies to production graphics (thumbnails, roughs, storyboards, frame specs) Included within the requirements for each Communication Graphic Project (See outline below), students will be required to submit a pre-production portion of the project to the instructor prior to the project due date. This step will emphasize practicing the problem solving process prior to creating a graphic piece. The pre-production product can include things such as thumbnail sketches, rough sketches, storyboards or frame specs. Students will use these pre-production pieces to better prepare themselves for the production process of creating the final graphic. Understand and apply graphic design concepts to produce graphics for a variety of forms of instructional and electronic media By means of course content presented by the instructor via web sites, PowerPoint presentations and discussion on the LMS forums, students will demonstrate the theoretical concepts presented as a part of the process of creating their own original media pieces. Through these projects as well as the instructor and student feedback phase, students will practice the concepts and be evaluated in relation to the rubric criteria for the project.

How will the instructor-student and **student-student interaction take place?*** **(if applicable)**	Students and the instructor will employ a variety of resources to facilitate as much student to instructor and peer to peer feedback and communication as possible. E-mail: E-mail communication between IUP student email and IUP instructor email accounts will be the preferred method of contact for personal matters only. The instructor can be reached via their university email address to discuss items pertaining to a specific student's needs. Phone: The instructor will be available to answer calls via the office phone line during posted office hours. The following instructions will be provided to students: if there is no answer, please leave a message with the machine and the professor will try to get back to you as soon as they are able to. If you are still unable to reach the professor and it is an emergency please call the Communications Media Office at 724-357-2492. This form of communication will not be utilized in any part for grading or assessment purposes. Personal phone numbers will not be made available to students. Students have a variety of other contact methods that are suitable and appropriate to receive assistance as necessary. Skype: To insure availability to assist students, the professor will maintain office hours in a Skype format. Students shall be able to access the instructor through the Skype interface. Students may use the chat or call-in Skype features to ask questions, check about grading, or contact the professor for any other concerns that they may have. If any sessions become too crowded, the professor may reserve the right to assign time slots to meet with student overflow on Skype. Skype will not be utilized in any part for grading or assessment purposes. Forums: During the course of the class, assignment and content questions are sure to arise. Please use the forums only to post these questions, so that fellow students may benefit from viewing your question and the instructor's response. This will not be utilized in any part for grading or assessment purposes. Learning Management Systems: Due to the online nature of this course, communication graphics assignments will be submitted online through the LMS page. These communication graphics will then need to be uploaded to the course D2L page. Students will be required to upload communication graphics assignments. By having students submit through the LMS, the professor will then provide individual feedback so that students can view all work and receive comments. Students will also be required to review one classmate's work and provide feedback. (1) Submitting assignments and (2) critiquing other students work will be a part of the grading and assessment process for this course.
How will student achievement be evaluated?	10% Quizzes (5 Total, 2% each): Students will take quizzes throughout the semester which will be available on the LMS. For each quiz, students will be provided with a study guide to help them review the course materials from the PowerPoint presentations and

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Please submit an ihelp if you have any questions http://ihelp.iup.edu