

## Grossmont-Cuyamaca Community College District Articulation Agreement

High School Course	Credits	College Course	Units
Digital Arts 3, 4 T253, T254	10.0	GD 105, Fundamentals of Digital Media	3.0
<b>High school(s):</b>		<b>College:</b>	
Mount Miguel High School		Cuyamaca College	

### Course Prerequisites

None

### Recommended Preparation

None

### College Course Description

This course explores the digital software used for graphic design, multimedia, and web design, specifically the use of vector (Adobe Illustrator) and raster images (Adobe Photoshop). Using the design process, students will create projects that require the use and comprehension of various file formats and color modes used in print and web design. Input devices such as digital cameras and scanners will be used to enhance projects. The elements of art and principles of design will be introduced as students develop aesthetic compositional skills.

### Required Content for Articulation

1. Basic computer skills required for graphic design and web design:
  - a. Computer systems, disk storage, and networks used in the labs
  - b. Use of external input devices such as graphic tablets and digital cameras
  - c. Use of export devices, such as laser and inkjet printers
  - d. File management and use of removable storage media
  - e. Use of the Internet and Web browsers and search engines
2. Basic digital production skills:
  - a. Use of vector graphics and raster images using industry standard software to create meaningful design projects
  - b. Introduction to color modes of CMYK and RGB
  - c. Application of various file formats used in print and web projects
  - d. Comprehension of file management for size and resolution of projects
3. Introduction to design principles, design process, and typography:
  - a. Use of the elements of art and principles of design to create aesthetic compositions
  - b. Use the design process from research, roughs, and comps to final design
  - c. Appropriate use of type, and introduction to typographic terminology
  - d. Introduction to portfolio organization and presentation techniques
  - e. Emphasis on legal and ethical issues related to copyright infringement

### **Required Competencies (SLOs) for Articulation**

*Students having successfully completed this course exit with the following skills, competencies and/or knowledge:*

1. Create various design projects using computers and design software.
2. Apply the design principles and design process to create finished layouts.
3. Enhance designs by importing and enhancing digital images.
4. Identify the proper use of color modes for CMYK and RGB
5. Manage file size and formats when using raster and vector graphics.
6. Use proper type styles, sizes, and weights in web and print design.
7. Describe the principles of design used in composition.
8. Describe the type fonts used in design by family, style, size, and weight.
9. Demonstrate the legal and ethical respect for copyrighted material.

*Upon successful completion of this course, students will be able to:*

1. Apply industry standards and terminology for the design process, file integration, resources and production.
2. Synthesize and apply principles of design, best practices and creativity to produce basic graphic design projects.
3. Demonstrate proficiency in digital workflow, project management and group project dynamics.

### **Assessment Methods**

A grading system will be established by the instructor and implemented uniformly. Grades will be based on demonstrated proficiency in subject matter determined by multiple measurements for evaluation, one of which must be essay exams, skills demonstration or, where appropriate, the symbol system.

1. Quizzes, classroom discussion and exams that measure students' ability to use design terminology to explain design and technology concepts.
2. Practical skills demonstration projects that measure students' ability to use computer applications to solve real-life graphic design problems.
3. Exercises that demonstrate effective visual problem-solving techniques based on criteria specified by the instructor. For example, students will sketch a grid layout for a flyer.
4. Complete design projects that require skillful use of hardware and software applications. For example, students will edit an image, adjust its size and color, and output the final work.
5. Exercises that require effective written communication based on criteria specified by the instructor. For example, students will write the text for a flyer or newsletter using correct spelling and grammar in language appropriate for the audience, topic, and goals of the piece.
6. Critiques that require students to analyze and discuss successful design solutions based on current industry standards.
7. Critiques that require students to comprehend and apply feedback to improve work based on instructor criteria.

This agreement was based on Statewide Career Pathways Project Template: Yes \_\_\_\_\_ No X

Articulation meeting held: **December 2022**


Effective date: **December 01, 2022**


Expiration date: **December 01, 2025**

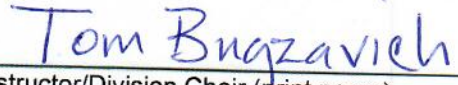
**High School Signatures**

**Cuyamaca College Signatures**


  
\_\_\_\_\_  
Teacher 12/5/23  
Date

  
\_\_\_\_\_  
Instructor/Division Chair, Cuyamaca College 12/12/23  
Date


  
\_\_\_\_\_  
Teacher (print name)

  
\_\_\_\_\_  
Instructor/Division Chair (print name)

  
\_\_\_\_\_  
Principal 12-5-23  
Date

  
\_\_\_\_\_  
Dean of Career Education, Cuyamaca College 12/12/23  
Date

\_\_\_\_\_  
Principal (print name)

  
\_\_\_\_\_  
Dean of Career Education (print name)