

## Master Syllabus

### VIS 1218 - Design Processes II

**Division:** Liberal Arts, Communication and Social Sciences

**Department:** Design

**Credit Hour Total:** 4.0

**Lecture Hrs:** 4.0

**Prerequisite(s):** VIS 1140

**Date Revised:** March 2013

---

#### Course Description:

Introduction to media design, including web-based software applications for the development of online interactive media. Design basics and a hands-on approach emphasized.

#### General Education Outcomes:

- ▣ Oral Communication Competency
- ▣ Critical Thinking/Problem Solving Competency
- ▣ Values/Citizenship/Community Competency
- ▣ Computer Literacy Competency
- ▣ Information Literacy Competency

#### Course Outcomes:

##### Create web page

Create a professional web page using CSS, HTML and 2-D animation.

**Assessment Method:** Portfolios

**Performance Criteria:**

70% of students produce professional web page

##### Digital Video Production

Produce digital video including compression and streaming.

**Assessment Method:** Performance appraisals

**Performance Criteria:**

70% of students complete functioning digital video as measured by rubric

##### Design Principles

Use design elements: type, line, color and shape to create basic online media and 2D animations.

**Assessment Method:** Portfolios

**Performance Criteria:**

Achievement of at least a "2" on the portfolio assessment from industry professionals

#### Outline:

Creation of digital interactive media for online use  
Working in video, 2D animation and web applications  
Development of digital component elements  
Media optimization for implementation  
Importance of file management