

## Master Syllabus

### VIS 2160 - Design Applications II

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

**Department:** Design

**Credit Hour Total:** 4.0

**Lecture Hrs:** 2.0 **Lab Hrs:** 4.0

**Prerequisite(s):** VIS 2110 AND VIS 2120

**Other Prerequisite(s):** OR Approval of Department

**Date Revised:** May 2016

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### Course Description:

Advanced application of design principles. Emphasis will be placed on information design to include creating print and fully developed digital media. Two classroom, four lab hours per week.

### General Education Outcomes:

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

### Course Outcomes:

#### Visualization of Information

Analyze and compile information into a digital visual form.

**Assessment Method:** Performance appraisals

**Performance Criteria:** Score at least 70% in all areas of a rubric

#### Principles of Human Behavior

Apply principles of human behavior to the creation of an interactive media project.

**Assessment Method:** Performance appraisals

**Performance Criteria:** 70% of students can identify how their project will work effectively in the community and marketplace

#### Computer Applications

Apply computer applications to digital design.

**Assessment Method:** Performance appraisals

**Performance Criteria:** Scores at least 70% in all areas of a rubric

### Outline:

Information design Digital 2D/3D animation Interactive design Motion graphics Presentation design