

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

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