ART 2030 COMPUTERS IN ART   **Credit load: 0-6-3**

CATALOGUE DESCRIPTION: An Introductory course designed to develop basic skills in computer applications for the visual arts, including: image editing, digital design, illustration, web access, web design, historical and critical methods, and information management.

Prerequisite: ART 1020

TEXT: Readings Assigned by the instructor and instructional handouts.

SELECTED STANDARDS, GOALS, OBJECTIVES and/or EDUCATIONAL OUTCOMES:
[Aligned with selected VSU General Education Outcomes & NASAD Standards]
Upon successful completion of this course;
1. Students will express themselves clearly, logically and precisely in writing and in speaking, and they will demonstrate competence in reading and listening. (VSU)
2. Students will demonstrate the ability to analyze, to evaluate, and to make inferences from oral, written and visual materials.
3. Students will use computer and information technology when appropriate. They will demonstrate knowledge of computer concepts and terminology. They will demonstrate basic working knowledge of computer operating systems.
4. Students will demonstrate the ability to create and develop visual form in response to design problems, including an understanding of principles of visual organization/composition and application.
5. Students will demonstrate an understanding of tools and technology, including their roles in the creation, reproduction, and distribution of visual messages. Relevant tools and technologies.
6. Students will utilize regular access to software, equipment, and Internet resources related to digital art and computer technology as related to art and design.

SELECTED ASSESSMENTS and/or EVALUATIONS: Methods of evaluation may include:
1. Attendance and adherence to computer lab policies and lab practices.
2. Completion of all assigned work, including technical proficiency with computer technology processes.
3. Demonstration of key concepts and components of design through the design and execution of all class assignments through creative interpretation and resolution of projects;
4. Demonstration of key concepts and components of design through written and verbal means in examinations and formal critiques.

CLASSROOM POLICIES:
Attendance:
The University expects that all students shall regularly attend all scheduled class meetings held for instruction or examination. It is recognized that class attendance is essentially a matter between students and their instructors. Instructors must explain their absence policy in the course syllabus. All students are held responsible for knowing the specific attendance requirements as prescribed by their instructors and for the satisfactory make-up work missed by absences. When students are to be absent from class, they should immediately contact the instructor. A student who misses more than 20% of the scheduled classes of a course will be subject to receive a failing grade in the course. **See Course Outline for additional details regarding attendance.*

Computer labs and storage of digital data:
The Department of Art may provide students with an option to use computers, servers or other data storage devices to save coursework and digital artifacts. The Department of Art will not be held liable for the theft, loss

or destruction of any information stored on computers or other data storage devices.

Students should regularly back up digital work on a personal storage device. The Department of Art computers are used by the VSU community and are not intended to function as a secure portal for personal Internet activity.

Email Communication:

VSU-related correspondence should be conducted via VSU email addresses for both student & instructor.

Reproduction of Photographic Images:

During the semester your instructor or other representatives from Valdosta State University may photograph you or your art work for promotional, educational and or accreditation use. If you wish not to have images of you or your work used by VSU or the Department of Art, please submit a written statement to the Department office so that we may honor your request.

Student Evaluations:

Student Opinion of the Instruction (SOI) will be given online. You will be notified when it is time to complete the SOI. Your opinion is an important part of an instructor's performance evaluation and a tool to help faculty improve their teaching. Please take the time to complete the online SOI once you have been notified that this service is active.

Storage of studio materials:

Students currently enrolled in studio courses may use studio lockers, flat files, bins, closets, or other storage facilities as directed by the instructor. The Art Department is not responsible for damage, theft, loss, or destruction of personal property including items left unattended in a hallway, restroom or classroom. Fine Arts Building hall lockers are assigned by Whitehead Control whitehead@valdosta.edu and all materials must be removed at the end of the academic year each May.

Storage of flammable materials:

All flammable materials MUST be stored in a designated fireproof cabinet located in studio areas. UNDER NO CIRCUMSTANCES should spray paint, aerosol, liquid or solid flammable materials be stored in a standard VSU locker or storage area.

The Student Success Center:

The Student Success Center (SSC) provides free peer tutoring in core courses, the top four of which are math, writing, Spanish, and biology/chemistry. It also offers Regents' Test Preparation, time management, and study skills workshops as well as provides free professional academic advising and on-campus job information in one location: Langdale Residence Hall above the Tech shop. Help is available to all VSU students. Call 333-7570 to make an appointment, or visit the website: www.valdosta.edu/ssc.

Student Access:

Students requesting classroom accommodations or modifications due to a documented disability must contact the Access Office for Students with Disabilities located in Farber Hall. The phone numbers are 245-2498 (V/VP) and 219-1348 (TTY). http://www.valdosta.edu/access

Academic Integrity:

Academic integrity is the responsibility of all VSU faculty and students. Students are responsible for knowing and abiding by the Academic Integrity Policy as set forth in the Student Code of Conduct and the faculty members' syllabi. All students are expected to do their own work and to uphold a high standard of academic ethics. See the Student Handbook: Academic Integrity Violations - Cheating & Plagiarism: www.valdosta.edu/studentaffairs

Notice:

The course syllabus provides standard information related to accreditation, department, and university standards and policies. The instructor course outlines are aligned with the syllabus and provide detailed information related to a specific section of each course. Students should refer to the course outline for specific expectations and policies related to the course section.

Valdosta State University - College of the Arts - Art Department

ART 2030 COMPUTERS IN ART, FALL 2013   Credit load: 0-6-3

Course Format:
This is a three credit hour laboratory class meeting three periods two days per week.

Recommended Text:
PhotoShop CS6, A Visual Quickstart

INSTRUCTOR: Jim Hornsby

Instructors Office Hours and Contact Information

Office Hours: University Center Room #2005
Monday 9:00–10:00 a.m.
Tuesday 1:00–2:00 p.m.
Wednesday 12:00–1:00 p.m.
Thursday 1:00–2:00 p.m.
(or by appointment

Phone: 259-5086, home 293-0731
E-mail jlhornsb@valdosta.edu

ASSIGNMENTS:
Assignments and Critique dates for ART 2030, Fall 2013

Image editing assignment	Due Tuesday, September 10
Vector illustration assignment	Due Tuesday, September 24
Web assignment (part 1)	Due Thursday, October 24
Web and Animation (part 2)	Due Tuesday, November 12
Digital Art assignment	Due Thursday, November 21

NOTE: In class time will not be solely dedicated to the completion of these assignments. Class time will be used to instruct students in the proper use of computer software and related design concepts.

Final Exam to be held on Wednesday, December 4, 2:45 p.m.–4:45 p.m. in the computer lab.

Class participation and attendance have great bearing on the student's final grade.
University policy is that a 20% absentee rate will result in a failing grade.
Applying the 20% rule to this class would result in a failing grade if seven classes
are missed during the semester.
Students must complete the majority of their work in the classroom. Any work that is presented at critique that has never been seen by the instructor will not receive a grade. Students that do not work on their projects in class will be counted as absent.

Any act of plagiarism will result in the student receiving a failing grade in the course.
All instances of plagiarism will be reported to the Office of Student Affairs.

Professor Hornsby's policy is that attendance and participation can affect the student's grade. Students that are in class and are active participants can count on a 5 point increase in their final grade. Students that are habitually tardy, absent and do not actively participate can count on a 5 point reduction of their final grade for the semester.

GRADING STANDARDS:

A 100%-90%   Excellent work that exceeds all major criteria for the assignment. Creative approach to solving problems to produce a unique visual   statement. Skillful control digital tools and excellent use of computer applications. Good adherence to all studio practices and course policies.

B 89%-80%   Above average work that meets all major criteria for the assignment. Creative approach to solving problems to produce a unique visual solution. Competent control of technical process. Minimal flaws in execution. Work communicates good conceptual and/or expressive idea(s). Demonstrated fair effort through experimentation and design development. Good adherence to most lab practices and course policies.

C 79%-70%   Average work that meets most major criteria for the assignment. Fair control of digital excecution and technical process. Distinct problems in execution. Work communicates mediocre conceptual and expressive idea(s). Demonstrated minimum effort through experimentation and design development. Inconsistent adherence to lab practices and course policies.

D 69%-60%   Below average work that fails to meet most major criteria for the assignment. Minimum control of technical process. Poor execution. Work fails to communicate intentional conceptual and/or expressive idea(s). Final project solutions lacking involvement with experimentation and design development. Poor observance of studio practices and course policies

F 59%- 0%   Unacceptable work that is incomplete or fails to meet all major criteria of   assignment. Failure to demonstrate adequate control of technology process. Lacks involvement with the overall development of the assignment Poor observance of all lab practices and course policies

ADDITIONAL COURSE INFORMATION: *(at the instructor's discretion)*

METHOD OF INSTRUCTION:
Within a hands-on art studio environment, students will receive instruction through topical lectures, technical demonstrations, formal critiques, and one-on-one consultations with the instructor.

TECHNOLOGY, HEALTH AND SAFETY:
** For your Health and Safety, NO food or drink allowed in the studios.
** No Smoking in or around the studio**
Technology, Cell Phones, iPods, Earbuds, headphones and other electronic devices are not permitted in this studio. These devices are a distraction to a positive learning environment and may result in missed instruction or personal injury. They have also been linked to misconduct during exams.

SUPPLIES & MATERIALS:
- 3 Ring Notebook for class notes and handouts
- Compact Flash Drive providing a minimum of 8 Gig of storage
- Compact Disk (CDR) for final backup of all class assignments