LINC 73I: ADOBE ILLUSTRATOR I

Foothill College Course Outline of Record

<table>
<thead>
<tr>
<th>Heading</th>
<th>Value</th>
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<tbody>
<tr>
<td>Effective Term:</td>
<td>Summer 2022</td>
</tr>
<tr>
<td>Units:</td>
<td>0.5</td>
</tr>
<tr>
<td>Hours:</td>
<td>6 lecture per quarter (6 total per quarter)</td>
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<td></td>
<td>This course meets 1 time per quarter.</td>
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<tr>
<td>Advisory:</td>
<td>Basic computer skills and knowledge of Macintosh or Windows operating systems; familiarity using web browsers, email, bookmarking, searching and downloading; not open to students with credit in LINC 233S.</td>
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<tr>
<td>Degree &amp; Credit Status:</td>
<td>Degree-Applicable Credit Course</td>
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<tr>
<td>Foothill GE:</td>
<td>Non-GE</td>
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<tr>
<td>Transferable:</td>
<td>CSU</td>
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<tr>
<td>Grade Type:</td>
<td>Letter Grade (Request for Pass/No Pass)</td>
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<tr>
<td>Repeatability:</td>
<td>Not Repeatable</td>
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**Student Learning Outcomes**

- Create images using Adobe Illustrator
- Transform images with Illustrator tools
- Use Illustrator in the process of designing useful documents

**Description**

This course provides hands-on experience with the basic elements and tools of Adobe Illustrator, a software drawing tool, to produce simple vector illustrations. Includes methods of illustration that contribute to digital storytelling.

**Course Objectives**

The student will be able to:

a. Create images using Adobe Illustrator
b. Transform images with Illustrator tools
c. Use Illustrator in the process of designing useful documents
d. Use Illustrator to develop a student project

d. Student project
   i. Saving and exporting graphics

**Lab Content**

Not applicable.

**Special Facilities and/or Equipment**

1. When offered on/off campus: Lecture room equipped with overhead projector, white/black board, and a demonstration computer connected online. Computer laboratories equipped with online PCs and Macintosh computers, network server access, and printers.
2. When taught via the internet: Students must have current email accounts and ongoing access to internet capable computers that can download and run software.

**Method(s) of Evaluation**

Methods of Evaluation may include but are not limited to the following:

- Developing an illustration project
- Presenting the project to peers for feedback
- Making constructive contributions to class discussions

**Method(s) of Instruction**

Methods of Instruction may include but are not limited to the following:

- Students will view presentation of software usage and apply skills with hands-on technology tools
- Students will create their own original projects with acquired computer and software skills

**Representative Text(s) and Other Materials**


Instructor-assigned notes and materials.

When course is taught online: Additional information, notes, handouts, syllabus, assignments, tests, and other relevant course material will be delivered via the course learning management system, and discussion may be handled with internet communication tools.

**Types and/or Examples of Required Reading, Writing, and Outside of Class Assignments**

a. Writing assignments include an instructional design plan, peer evaluations, and critical analysis (of educational projects, technology tools, systems, or processes)
b. Outside assignments include conducting project development, writing the instructional plan, reading, and participating in online peer collaboration activities
c. When taught online these methods may take the form of print media and webpage presentations. Assignments will be submitted online as well
Discipline(s)
Instructional Design/Technology