LINC 81A: USING DIGITAL IMAGES I

Foothill College Course Outline of Record

Heading	Value
Units:	0.5
Hours:	6 lecture per quarter (6 total per quarter) This course meets 1 time per quarter.
Advisory:	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 257S.
Degree & Credit Status:	Degree-Applicable Credit Course
Foothill GE:	Non-GE
Transferable:	CSU
Grade Type:	Letter Grade (Request for Pass/No Pass)
Repeatability:	Not Repeatable

Student Learning Outcomes

- A successful student will export images for use in Web pages and presentations; create postcards, notecards, calendars, and photo books.
- A successful student will import and manipulate images.
- A successful student will select a digital image archive tool and identify its features, tools, GUI.

Description

Effectively use digital images for teaching and learning or training with emphasis on free, online image resources and editing tools. Topics include finding images, criteria for choosing images, editing tools and techniques, and importing into any application. Students will design and develop a project using images such as collateral materials, presentations, print publications, photo galleries, web pages, video, slideshow, or animation.

Course Objectives

The student will be able to:
A. Define common terms of digital images
B. Find free online images
C. Choose appropriate images for a project
D. Edit images using online tools
E. Import images
F. Design a project using images

Course Content

A. Define common terms of digital images
B. Find free online images
1. Creative Commons
2. Flickr, Picasa
3. Copyright
C. Choose appropriate images for a project
1. Define project purpose
2. Determine image criteria, such as themes, color scheme, style, etc.
D. Edit images using online tools
1. Crop, resize
2. Color
3. Artistic effects and filters
4. Frames, borders
E. Import images
1. Export from the image editing software
2. Import into any application
F. Design a project using images
1. Analyze project purpose and audience
2. Design
3. Develop
4. Evaluate
5. Revise

Lab Content

Not applicable.

Special Facilities and/or Equipment

A. When offered on/off campus: Lecture room equipped with LCD projector, whiteboard, and a demonstration computer connected online. Computer laboratories equipped with online PCs and/or Macintosh computers, network server access, and printers.
B. When taught via the Internet: Students must have current email accounts and/or ongoing access to computers with email software, web browsing capability, and access to the World Wide Web.

Method(s) of Evaluation

The student will demonstrate proficiency by:
A. Developing an image project for print, web, or presentation
B. Presenting the project to peers for feedback
C. Making constructive contributions to class discussions

Method(s) of Instruction

During periods of instruction the student will be:
A. Writing notes, listening, and participating in lecture presentation and class discussion using the terminology of the software product and publishing industry.
B. Observing an instructor-led demonstration and student practice of software and hardware techniques.
C. Engaged in in-class presentations and peer review to critique class projects.

Representative Text(s) and Other Materials

A. Instructor-assigned notes and materials.

1. Example textbook: Adobe Creative Team. Adobe Photoshop CS6 Classroom in a Book. 1st ed. Adobe Press, 2012.

B. When course is taught online: Additional information, notes, handouts, syllabus, assignments, tests, and other relevant course material will be delivered by email and on the World Wide Web, and discussion may be handled with internet communication tools.

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

A. Each class session requires the student to read and analyze selected websites or student projects related to that session's topics. Class discussion is encouraged.

B. Each session's topic requires a written response to a prompt that is turned in for instructor or peer review. Each prompt is designed to be a draft of a section of the student's completed project. Instructor feedback should be reflected in the final product.

C. When taught online these methods may take the form of video, audio, animation and webpage presentations. Assignments will be submitted online as well.

Discipline(s)

Instructional Design/Technology