

# North Hennepin Community College

## ART 2562: Web Design II

### A. COURSE DESCRIPTION

Credits: 3

Lecture Hours/Week: \*.\*

Lab Hours/Week: \*.\*

OJT Hours/Week: \*.\*

Prerequisites:

This course requires the following prerequisite

ART 2561 - Web Design I

Corequisites: None

MnTC Goals: None

This is the second of two courses focusing on graphic design for the internet (world-wide web) and/or interactivity. This course explores advanced concepts from a graphic designer's perspective. Students will adapt graphic design and illustration to web design using current web design and animation software/technologies. Students will explore web user interface (UI) topics, user experience (UX) topics, web animation techniques, integration of video and sound, and the use of type design in web applications. Students will explore prototyping a web site and working with a developer/programmer. Understand and incorporate the techniques and theories of graphic design, web design and animation projects. Critically and competently evaluate and analyze advanced web design projects. Creatively solve web design problems. Develop skill in project design and computer graphic proficiency using current web technologies.

**B. COURSE EFFECTIVE DATES:** 09/11/2018 - Present

### C. OUTLINE OF MAJOR CONTENT AREAS

1. Instruction using computers and industry-relevant software primarily for web design & development.
2. Adobe Creative Cloud for page layout and artwork creation.
3. Industry-relevant programming software for interactive development.
4. Evaluation and analysis of concepts and project execution through peer and instructor critiques.
5. Building on the skills acquired in ART 2561 (Web Design I)
6. Advanced design techniques to combine type & media for web design
7. Good work habits, workflow, and computer file management
8. Evaluation/analysis of concepts & project execution via peer/instructor critiques
9. Effective verbal/visual communication, consistent with professional expectations
10. Proficiency with current technologies in the industry
11. Manage design projects from concept through design and production
12. Demonstrate live problem-solving skills
13. Properly save files and media for interactive use, considering performance and quality
14. Understanding of project methodologies.

**D. LEARNING OUTCOMES (General)**

1. Understand and incorporate the techniques and theories of graphic design, web design and animation projects. (NHCC ELO<sub>i</sub>s Essential Knowledge of Human Cultures and the Physical & Natural World; Intellectual & Practical Skills; Integrative and Applied Learning; 1a, 2a, 2b, 2c, 2d)
2. Critically and competently evaluate and analyze advanced web design projects. (NHCC ELO<sub>i</sub>s Essential Knowledge of Human Cultures and the Physical & Natural World; Intellectual & Practical Skills; Integrative and Applied Learning; Program Goals 1a, 2a, 2b, 2d, 4a, 4c)
3. Creatively solve web design problems. (NHCC ELO<sub>i</sub>s Integrative and Applied Learning; Program Goals 4a, 4c)
4. Develop skill in project design and computer graphic proficiency using current web technologies. (NHCC ELO<sub>i</sub>s Intellectual & Practical Skills; Program Goals 2c, 2d)

**E. Minnesota Transfer Curriculum Goal Area(s) and Competencies**

None

**F. LEARNER OUTCOMES ASSESSMENT**

As noted on course syllabus

**G. SPECIAL INFORMATION**

None noted