

ART250 : Graphic Design: Interface Fundamentals

General Information

Author:	<ul style="list-style-type: none">Rebecca Hillquist
Course Code (CB01) :	ART250
Course Title (CB02) :	Graphic Design: Interface Fundamentals
Department:	ART
Proposal Start:	Spring 2025
TOP Code (CB03) :	(1030.00) Graphic Art and Design
CIP Code:	(50.0409) Graphic Design.
SAM Code (CB09) :	Possibly Occupational
Distance Education Approved:	No
Will this course be taught asynchronously?:	No
Course Control Number (CB00) :	CCC000626456
Curriculum Committee Approval Date:	02/28/2024
Board of Trustees Approval Date:	04/16/2024
Last Cyclical Review Date:	02/28/2024
Course Description and Course Note:	ART 250 is an introduction to the application of design principles within web as well as mobile and web-based applications. Students will engage in project planning, concept development, and analysis, as well as principles of user interface and experience design, through the completion of various projects. Projects are compiled for inclusion within a dual-purpose graphic design portfolio appropriate for either job placement or transfer. Students will employ industry standard software including: Adobe Illustrator, Photoshop, XD, Animate and FIGMA.
Justification:	Mandatory Revision
Academic Career:	<ul style="list-style-type: none">Credit
Author:	<ul style="list-style-type: none">Rebecca Hillquist

Academic Senate Discipline

Primary Discipline:	<ul style="list-style-type: none">Art
Alternate Discipline:	<ul style="list-style-type: none">Photography
Alternate Discipline:	<ul style="list-style-type: none">Photographic Technology/ Commercial Photography

Course Development

Basic Skill Status (CB08)

Course is not a basic skills course.

Allow Students to Gain Credit by Exam/Challenge

Course Special Class Status (CB13)

Course is not a special class.

Pre-Collegiate Level (CB21)

Not applicable.

Grading Basis

- Grade with Pass / No-Pass Option

Course Support Course Status (CB26)

Course is not a support course

Transferability & Gen. Ed. Options

General Education Status (CB25)

Not Applicable

Transferability

Transferable to both UC and CSU

Transferability Status

Approved

Units and Hours

Summary

Minimum Credit Units (CB07) 3

Maximum Credit Units (CB06) 3

Total Course In-Class (Contact) Hours 90

Total Course Out-of-Class Hours 72

Total Student Learning Hours 162

Credit / Non-Credit Options

Course Type (CB04)

Credit - Degree Applicable

Noncredit Course Category (CB22)

Credit Course.

Noncredit Special Characteristics

No Value

Course Classification Code (CB11)

Credit Course.

Variable Credit Course

Funding Agency Category (CB23)

Not Applicable.

Cooperative Work Experience

Education Status (CB10)

Weekly Student Hours

	In Class	Out of Class
Lecture Hours	2	4
Laboratory Hours	3	0
Studio Hours	0	0

Course Student Hours

Course Duration (Weeks)	18
Hours per unit divisor	0
Course In-Class (Contact) Hours	
Lecture	36
Laboratory	54
Studio	0

Total 90

Course Out-of-Class Hours

Lecture	72
Laboratory	0
Studio	0
Total	72

Time Commitment Notes for Students

No value

Units and Hours - Weekly Specialty Hours

Activity Name	Type	In Class	Out of Class
No Value	No Value	No Value	No Value

Pre-requisites, Co-requisites, Anti-requisites and Advisories

Advisory

ART133 - Graphic Design: Digital Illustration (in-development)

Objectives

- Apply various problem-solving methods.
- Create and reshape paths.
- Control various anchor points.
- Control fill and stroke tools for basic color.
- Create and control layers.
- Create, style, and edit type.

AND

Advisory

PHOTO160 - Photoshop (in-development)

Objectives

- Identify digital image fundamentals
- Apply open, create, resize, and save image methods.
- Apply layer basics.

Entry Standards

Entry Standards

Course Limitations

Cross Listed or Equivalent Course

Specifications

Methods of Instruction

Methods of Instruction Laboratory

Methods of Instruction Discussion

Methods of Instruction Collaborative Learning

Methods of Instruction Demonstrations

Out of Class Assignments

- Design ideation and development (e.g. manual sketches demonstrating hierarchy structures, and wire frame screen designs)
- Digital wire frames (e.g. create a design model for a webpage)
- Individual project (e.g. create a client brief)
- Individual project (e.g. written process showing information structure to web graphic design, web typography, and web color or examination of user/client requirements)

Methods of Evaluation

Rationale

Project/Portfolio

Projects (e.g. create a client brief)

Presentation (group or individual)

Final applied practicum

Activity (answering journal prompt, group activity)

Peer review or critiques of student work

Textbook Rationale

No Value

Textbooks

Author	Title	Publisher	Date	ISBN
Pablo Perea, Pau Giner	UX Design for Mobile: Design apps that deliver impressive mobile experiences	packt publishing	July 28, 2017	978-1787283428

Other Instructional Materials (i.e. OER, handouts)

No Value

Materials Fee

No value

Learning Outcomes and Objectives**Course Objectives**

Use planning and layout techniques to create Interface designs.

Create and optimize Interface graphics.

Create button graphics and prepare for export into other software.

Identify and apply color as an Interface design element.

Create typography appropriate for application within Interface design.

Create and prepare animated elements for inclusion in Interface design projects.

Analyze image quality and determine necessary enhancements.

SLOs**Design web pages and their components within the restrictions of the web environment.**

Expected Outcome Performance: 70.0

ILOs
Core ILOs

Analyze and solve problems using critical, logical, and creative thinking; ask questions, pursue a line of inquiry, and derive conclusions; cultivate creativity that leads to innovative ideas.

Demonstrate depth of knowledge in a course, discipline, or vocation by applying practical knowledge, skills, abilities, theories, or methodologies to solve unique problems.

ART
Art - Certificate

Define and use core concepts in 2D and 3D art

Demonstrate skill in a broad range of media, materials and processes

<i>ART</i> Art - A.S. Degree Major	Define and use core concepts in 2D and 3D art
	Demonstrate skill in a broad range of media, materials and processes
<i>ART</i> Studio Arts	Demonstrate intermediate mastery in a range of 2D/3D visual media
	Employ basic concepts in 2D design and drawing, or 3D design and drawing-for-sculpture; create portfolio ready, original artworks
<i>ART</i> Graphic Design - Certificate	Develop and incorporate critical elements of Graphic Design curriculum
	Develop and incorporate industry standards of technical elements of Graphic Design
<i>ART</i> Graphic Design - A.A. Degree Major	Develop and incorporate critical elements of Graphic Design curriculum
	Develop and incorporate industry standards of technical elements of Graphic Design
<i>ART</i> Visual Arts: Graphic Design - A.A. Degree Major (NIC)	Develop and incorporate critical elements of Graphic Design curriculum
	Develop and incorporate industry standards of technical elements of Graphic Design
<i>ART</i> Animation - A.S. Degree Major (NAS)	Gain skills allowing for transfer to 4-year colleges or entry into the workplace.
	Retrain themselves to diversify their work options within animation, gaming, or visual effects

Identify and use web color and design principles to create a unified site, communicate ideas, and establish style.

Expected Outcome Performance: 70.0

<i>ILOs</i> Core ILOs	Analyze and solve problems using critical, logical, and creative thinking; ask questions, pursue a line of inquiry, and derive conclusions; cultivate creativity that leads to innovative ideas.
	Demonstrate depth of knowledge in a course, discipline, or vocation by applying practical knowledge, skills, abilities, theories, or methodologies to solve unique problems.
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	Develop and incorporate industry standards of technical elements of Graphic Design
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	Develop and incorporate industry standards of technical elements of Graphic Design
<i>ART</i> Graphic Design - Certificate	Develop and incorporate critical elements of Graphic Design curriculum
	Develop and incorporate industry standards of technical elements of Graphic Design
<i>ART</i> Animation - A.S. Degree Major (NAS)	Gain skills allowing for transfer to 4-year colleges or entry into the workplace.
	Retrain themselves to diversify their work options within animation, gaming, or visual effects

Test and evaluate web pages and their components in a browser.

Expected Outcome Performance: 70.0

<i>ART</i> Art - Certificate	Define and use core concepts in 2D and 3D art
	Demonstrate skill in a broad range of media, materials and processes

<i>ART</i> Art - A.S. Degree Major	Define and use core concepts in 2D and 3D art
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<i>ILOs</i> Core ILOs	Demonstrate depth of knowledge in a course, discipline, or vocation by applying practical knowledge, skills, abilities, theories, or methodologies to solve unique problems.
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Course Content

Lecture Content

Site Design Planning and Layout Techniques (7 hours)

- Interface design history
- Site map
- Client dialog
- Introduction to software interface
- Grid use
- Using layers for content and export

Historic and Current Interface Graphic Optimization (6 hours)

- Pixel versus resolution settings
- Raster and vector graphics
- Basic optimization settings
- Slicing graphics
- Graphics preparation for extensible hypertext markup language editor

Navigation Graphics (7 hours)

- Techniques to identify and create buttons
- Grid use
- Rollovers with layers
- Preparing button graphics

Color and Interface Design (4 hours)

- Hexidecimal color
- Color and audience consideration
- Software color controls
- Monitor and device display workarounds

Interface Design Typography (6 hours)

- Monitor/Device versus printed page typography
- Monitor/Device fonts
- Point size and readability
- Controlling type display

Animated Interface Design Elements (6 hours)

- Animation planning
- Sequence versus build
- Vector versus raster
- Web animation optimization
- Raster graphics preparation for vector software
- Exporting animation keyframes
- Download considerations
- Techniques to enhance GIF animation

Total hours: 36

Laboratory/Studio Content

Site Design Planning and Layout Techniques (2 hours)

- Interface design history
- Site map
- Client dialog
- Introduction to software interface
- Grid use
- Using layers for content and export

Historic and Current Interface Graphic Optimization (2 hours)

- Pixel versus resolution settings
- Raster and vector graphics
- Basic optimization settings
- Slicing graphics
- Graphics preparation for extensible hypertext markup language editor

Navigation Graphics (2 hours)

- Techniques to identify and create buttons
- Grid use
- Rollovers with layers
- Preparing button graphics

Color and Interface Design (3 hours)

- Hexidecimal color
- Color and audience consideration
- Software color controls
- Monitor and device display workarounds

Interface Design Typography (5 hours)

- Monitor/Device versus printed page typography
- Monitor/Device fonts
- Point size and readability
- Controlling type display

Animated Interface Design Elements (5 hours)

- Animation planning
- Sequence versus build
- Vector versus raster
- Web animation optimization
- Raster graphics preparation for vector software
- Exporting animation keyframes
- Download considerations
- Techniques to enhance GIF animation

Analysis and application of: (35 hours)

- Infographics
- Storyboarding
- Multimedia components
- Client and user requirements
- Interface design formats and optimization
- Responsive web graphics

Total hours: 54

Additional Information

Is this course proposed for GCC Major or General Education Graduation requirement? If yes, indicate which requirement in the two areas provided below.

No

GCC Major Requirements

No Value

GCC General Education Graduation Requirements

No Value

Repeatability

Not Repeatable

Justification (if repeatable was chosen above)

No Value

Resources

Did you contact your departmental library liaison?

No

If yes, who is your departmental library liaison?

No Value

Did you contact the DEIA liaison?

No

Were there any DEIA changes made to this outline?

Yes

If yes, in what areas were these changes made:

- Course Description
- Course Content
- Exit Standards
- Textbook(s)

Will any additional resources be needed for this course? (Click all that apply)

- No

If additional resources are needed, add a brief description and cost in the box provided.

No Value