

## ART251 : Graphic Design: Interface Design

### General Information

|   |   |
|---|---|
| Author:                                     | <ul style="list-style-type: none"><li>Rebecca Hillquist</li></ul>   |
| Course Code (CB01) :                        | ART251  |
| Course Title (CB02) :                       | Graphic Design: Interface Design  |
| Department:                                 | ART   |
| Proposal Start:                             | Spring 2025   |
| TOP Code (CB03) :                           | (1030.00) Graphic Art and Design  |
| CIP Code:                                   | (50.0409) Graphic Design.   |
| SAM Code (CB09) :                           | Clearly Occupational  |
| Distance Education Approved:                | No  |
| Will this course be taught asynchronously?: | No  |
| Course Control Number (CB00) :              | CCC000590062  |
| 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 251 is an intermediate web, mobile and web-based application design course emphasizing interface design principles such as usability through responsive design. Students will complete design projects using HTML, CSS, and JavaScript as well as front-end frameworks such as Bootstrap, JQuery, and FIGMA. ART 251 projects are appropriate for inclusion within a graphic design portfolio for either job placement or transfer. |
| Justification:                              | Mandatory Revision  |
| Academic Career:                            | <ul style="list-style-type: none"><li>Credit</li></ul>  |
| Author:                                     | <ul style="list-style-type: none"><li>Rebecca Hillquist</li></ul>   |

### Academic Senate Discipline

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

### Course Development

|  |   |   |
|--|---|---|
| <b>Basic Skill Status (CB08)</b><br>Course is not a basic skills course. | <b>Course Special Class Status (CB13)</b><br>Course is not a special class. | <b>Grading Basis</b> <ul style="list-style-type: none"><li>Grade with Pass / No-Pass Option</li></ul> |
| <input type="checkbox"/> Allow Students to Gain Credit by Exam/Challenge | <b>Pre-Collegiate Level (CB21)</b><br>Not applicable.                       | <b>Course Support Course Status (CB26)</b><br>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

Pending

## Units and Hours

### Summary

|  |     |
|--|-----|
| <b>Minimum Credit Units (CB07)</b>           | 3   |
| <b>Maximum Credit Units (CB06)</b>           | 3   |
| <b>Total Course In-Class (Contact) Hours</b> | 90  |
| <b>Total Course Out-of-Class Hours</b>       | 72  |
| <b>Total Student Learning Hours</b>          | 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

|  |    |
|--|----|
| <b>Course Duration (Weeks)</b>         | 18 |
| <b>Hours per unit divisor</b>          | 0  |
| <b>Course In-Class (Contact) Hours</b> |    |
| Lecture                                | 36 |
| Laboratory                             | 54 |
| Studio                                 | 0  |
| <b>Total</b>                           | 90 |
| <b>Course Out-of-Class Hours</b>       |    |
| Lecture                                | 72 |
| Laboratory                             | 0  |
| Studio                                 | 0  |
| <b>Total</b>                           | 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

### Prerequisite

ART250 - Graphic Design: Interface Fundamentals (in-development)

#### 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.

OR

### Co-Requisite

ART250 - Graphic Design: Interface Fundamentals (in-development)

(ART 250 can be taken concurrently)

## Entry Standards

Entry Standards

## Course Limitations

Cross Listed or Equivalent Course

## Specifications

Methods of Instruction

Methods of Instruction

Lecture

**Methods of Instruction**

Laboratory

**Methods of Instruction**

Demonstrations

**Out of Class Assignments**

- Discussion (e.g. use of grid within web and mobile layout, site management, responsive web and mobile design and user/client requirements)
- Multimedia (e.g. web and mobile site planning)
- Individual projects (e.g. application of unity through web and mobile design principles)
- Individual or group student presentations (e.g. create a client brief)

**Methods of Evaluation****Rationale**

Activity (answering journal prompt, group activity)

Peer review or critique of web and mobile projects

Presentation (group or individual)

Web and mobile project presentations

Exam/Quiz/Test

Midterm examination

Exam/Quiz/Test

Final examination

**Textbook Rationale**

No Value

**Textbooks****Author****Title****Publisher****Date****ISBN**

Fabio Staiano

Designing and Prototyping Interfaces with Figma: Learn essential UX/UI design principles by creating interactive prototypes for mobile, tablet, and desktop

Packt Publishing

March 16, 2022

978-1800564183

David DuRocher

HTML and CSS QuickStart Guide: The Simplified Beginners Guide to Developing a Strong Coding Foundation, Building Responsive Websites, and Mastering ... Web Design

ClydeBank Media LLC

January 22, 2021

978-1636100005

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

No Value

**Materials Fee**

No value

## Learning Outcomes and Objectives

### Course Objectives

Create web and mobile interface designs reflecting User experience standards.

Create proper site folders and use required naming protocol.

Create page attributes.

Use layout grid, tables, layers, frames, and browser specific tags to control design.

Create and modify text.

Create and modify links.

Integrate text, images, animation, sound into web and mobile pages where appropriate to enhance User experience.

Apply behavior attributes with page elements.

Create and incorporate components into web and mobile pages.

Analyze pages in a browser and make revisions.

### SLOs

#### Create web pages and incorporate multimedia.

Expected Outcome Performance: 70.0

|                                       |  |
|---------------------------------------|--|
| <i>ILOs</i><br>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.           |
| <i>ART</i><br>Art - Certificate       | Define and use core concepts in 2D and 3D art<br><br>Demonstrate skill in a broad range of media, materials and processes  |
| <i>ART</i><br>Art - A.S. Degree Major | Define and use core concepts in 2D and 3D art<br><br>Demonstrate skill in a broad range of media, materials and processes  |
| <i>ART</i><br>Studio Arts             | Demonstrate intermediate mastery in a range of 2D/3D visual media<br><br>Employ basic concepts in 2D design and drawing, or 3D design and drawing-for-sculpture; create portfolio ready, original artworks |

|   |  |                                    |
|---|--|------------------------------------|
| <i>ART</i><br>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><br>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><br>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><br>Animation - A.S. Degree Major (NAS)                   | Retrain themselves to diversify their work options within animation, gaming, or visual effects   |                                    |
| <b>Implement use of site management features.</b>                   |  | Expected Outcome Performance: 70.0 |
| <i>ART</i><br>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><br>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>ILOs</i><br>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. |                                    |
| <i>ART</i><br>Graphic Design - A.A. Degree Major                    | Develop and incorporate industry standards of technical elements of Graphic Design   |                                    |
| <i>ART</i><br>Graphic Design - Certificate                          | Develop and incorporate industry standards of technical elements of Graphic Design   |                                    |
| <i>ART</i><br>Visual Arts: Graphic Design - A.A. Degree Major (NIC) | Develop and incorporate industry standards of technical elements of Graphic Design   |                                    |
| <i>ART</i><br>Animation - A.S. Degree Major (NAS)                   | Retrain themselves to diversify their work options within animation, gaming, or visual effects   |                                    |

## Course Content

### Lecture Content

#### Introduction to Interface Design Concepts (2 hours)

- Mobile first
- Responsive
- Unity
- Legibility and Readability

#### Creating a User Experience (4 hours)

- Sketching information structures
- Wire framing
- Navigational elements
- Researching the competition

#### Designing with Layout Tools (3 hours)

- Creating layout grids
- Inserting browser-specific tags
- Adding and controlling color

#### Browser Testing and Project Revisions (2 hours)

#### Adding Text (2 hours)

- Format and alignment

- Styles
- Lists
- Global fonts
- Cascading style sheets

**Adding Images (1 hour)**

- Borders
- Alignment and resizing
- Low-resolution image

**Creating and Modifying Links (3 hours)**

- Hypertext, anchors, hot spots and image maps, e- mail, and external resources
- Absolute and relative

**Creating and Modifying Forms (3 hours)**

**Adding Multimedia (2 hours)**

- Plugins
- Javascripts

**Adding Behavior Attributes to Page Elements (3 hours)**

- Actions
- Dynamic components

**Working with Head Tags (1 hour)**

**User and Client (2 hours)**

- Creative briefs
- Project and asset management

**Uploading and Managing the Site (8 hours)**

- Evaluating project concepts, designs and techniques

**Total hours: 36**

**Laboratory/Studio Content**

**Uploading and Managing the Site (8 hours)**

- Evaluating project concepts, designs and techniques

**Analysis and application of: (46 hours)**

- Static design
- Responsive design
- Interface design principles
- User experience design principles
- Client and user requirements
- Alignment and grid
- Typography
- Color
- Design element management

**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
- SLO's
- 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