

Graphic Design III

Professional Fulfillment - Project Class



Course Syllabus

Instructor Information

Name: Dave Johnson

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Course Description

REQUIRED: *Intro to Graphic Design, Graphic Design I and II are all prerequisites for this class.*

"The artist can make his scenes and characters live instead of stand still on canvas in art museums."

Winsor McCay

Building on skills learned in Graphic Design I and II, this class will capture all the teachings in previous classes for one, major project endeavor. The PROJECT will be intensive enough to cover an entire semester - and will provide a wonderful addition to the student-artist portfolio!

Curricular Information

State Standards: [GraphicDesign-Program-Standards](#)

Required Textbook: No book required

Online Resources: Google Classroom will be used in this class

Additional Resources: Art supplies will be required:

- ALL SUPPLIES FROM GRAPHIC DESIGN I (use what is left over)
- ESPECIALLY - 1 drawing sketch book; art pencils
- Adobe Creative Cloud software will be provided via a grant from the state. Adobe will provide two licenses per student - one for use at school, and the other for home. As long as the class exists, students may use the Adobe Creative Suites. THIS IS PROVIDED BY THE STATE w/no additional costs.

Daily Time and Effort Expectations:

This course is one semester in length. Students are expected to engage in daily drawing/computer graphic exercises as well as weekly sketching. While the remainder of the class will be devoted to exercises and hands-on learning, we will work toward a PROJECT & Adobe Certification for one Adobe product (if necessary).

Additional Information from the Instructor: The class will be divided into several sections, each teaching proficiency and development in a vector based, professional program. Projects will align and teach according to the sections, each building on each other to fully expose the student to the main applications of working with a digital based application.

Course Schedule

Topics	Major Assignments	Timeframe
<i>This class is based on a PROJECT - overall details will change depending on the complexities and necessities of the project itself</i>		
Adobe SOFTWARE - All classwork will use learned software, and NEW software, depending on the project		
Concept Development	In anticipation of the PROJECT, certain technical information will be provided (it will be expected to show understanding of these vital details in the final production of the PROJECT)	2-3
Design Workflow		
Design Production Processes		
Media Outputs		
Corporate brand/marketing		
Ethical/Legal Considerations		
Portfolio Development		
PROJECT production work [Specifics will be determined depending on what PROJECT is proposed]	PROJECT [work/development/assessment]	16-17 weeks
The <i>Adobe Software Certification</i> (depending on the perimeters of the PROJECT, additional Adobe software training may be required - if so, a certification exam will be given)		

Course Evaluation:

The percentage breakdown for semester grade calculation will be as follows:

Skills Practice.....35%

Daily exercises and project work on the PROJECT will be the focus of all class assignments and work

Assessments.....50%

Various assessments geared toward fulfillment of the PROJECT will be given.

Final Exam or Project.....15%

The final will be either an ACA Adobe Certification Exam; four attempts will be scheduled - the best of the four will be taken for the final. A passing grade will result in certification and 100% on the Final - otherwise the average score will be taken as the Final grade.
OR the final PROJECT will act as the Final grade.

Grading Scale:

Grade	Percentage	GPA Points	Proficiency descriptors
A+	97-100	4.0	<i>Assignments are fully completed in a timely manner and of excellent quality; the student shows superior level of initiative and seeks to <u>go beyond the minimum requirements</u>. Errors are rare or nonexistent.</i>
A	93-96	4.0	
A-	90-92	3.7	
B+	87-89	3.3	<i>Assignments are fully completed in a timely manner and typically of above average quality; the student is conscientious and meets all requirements with few errors.</i>
B	83-86	3.0	
B-	80-82	2.7	
C+	77-79	2.3	<i>Assignments are generally complete (met minimum requirements) and of good quality; assigned tasks have occasional errors.</i>
C	73-76	2.0	
C-	70-72	1.7	
D+	67-69	1.3	<i>Assignments are generally incomplete or of poor quality; the student makes frequent errors in work.</i>
D	63-66	1.0	
D-	60-62	0.7	
F	0-59	0	<i>Work is poorly done, if at all. Overall performance is inadequate to pass the course.</i> Note: No name = No credit Illegible = No credit Late = No credit (There is an expectation that the work will STILL be completed and submitted without credit, but for corrections)

Classroom Policies and Expectations:

Students are expected to adhere to the classroom rules set by the teacher in their assigned classroom, and in accordance with expectations found in the [Student Handbook](#) and [Technology Policy](#).

PLEASE NOTE: More than six days of absenteeism per semester will result in loss of credit and may negatively impact the path to graduation.

Academic Honesty Code of Conduct:

"On my honor, I will maintain the highest possible standards of honesty, integrity, and personal responsibility. This means I will not lie, cheat, or steal, and as a member of this academic community, I am committed to creating an environment of respect and mutual trust."

Violations of this code include, but are not limited to:

- Copying another person's work or allowing your work to be copied (plagiarism) - *copying other artist's work is equivalent to plagiarism*
- Allowing someone other than yourself to complete work in your name
- Using unauthorized assistance on an assessment or assignment
- Falsifying or manipulating data
- Submitting the same work for multiple courses without the instructor's permission
- Giving answers to other students
- Lying to an instructor
- Tampering with or destroying the work of another student
- Using responses found on the internet, or created with the use of technological means (ex. artificial intelligence, and/or any other non-student generated technology, application or tool)

*****Any outside sources used on an assignment should be referenced and cited appropriately.*****

Consequences for Academic Dishonesty:

At the instructor's discretion, the student **will** lose partial or full credit for the assignment. The student will be on notice that the incident will be recorded in the gradebook and his/her parent(s) will be informed. Future academic dishonesty incidents will result in a grade of zero for the assignment, a meeting with the principal, and possible loss of credit, suspension, or expulsion. Direct copying is plagiarism. Only original work may be submitted for this (and any other) academic course at North Idaho STEM Charter Academy.

If you have any questions about avoiding plagiarism, please visit the [OWL at Purdue's "Avoiding Plagiarism" web page.](#)

True creativity demands honesty and producing one's own work always!