

Course Syllabus

Digital Design

Burwell High School Elective Course

Location: Burwell Elementary School Room 118

Time: 5th Period, 11:32-12:22 am, Semester Long Course

Instructor: Ronda Weber

High School: 308-346-4150

Elementary School: 308-346-4431

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Course Description:

This course introduces students to digital design principles and practices. Students will explore various design software and tools, focusing on creating visual content for both print and digital media. Emphasis will be placed on understanding design fundamentals, developing creative solutions, and working on real-world projects.

Course Objectives:

By the end of this course, students will be able to:

1. Understand and apply fundamental design principles such as color theory, typography, and layout.
2. Utilize industry-standard software to create digital designs.
3. Develop and present a portfolio of completed design projects.
4. Critically analyze and provide constructive feedback on design work.
5. Apply problem-solving skills to real-world design challenges.

Expectations:

Each student is encouraged to take an active part in discussions and activities.

Students will be asked to engage in coursework and projects to develop new abilities.

Challenging ideas in a supportive and sensitive manner is encouraged, however hostility and disrespectful behavior is not.

Students will be good digital citizens and will adhere to the guidelines agreed upon in the BHS Technology Use Agreement and in the Burwell High School handbook.

Evaluation & Grading Criteria:

Grades will be based on total points earned through participation, homework and projects. The Burwell Public Schools grade scale will be used.

A	96-100
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A-	94-95
B+	91-93
B	88-90
B-	86-87
C+	83-85
C	80-82
C-	78-79
D+	75-77
D	72-74
D-	70-71
F	0-69

Course Outline

Week 1: Introduction to Digital Design

- Overview of Digital Design
- Introduction to Design Software
- Basic Tools and Workspace Setup

Week 2: Design Principles

- Color Theory and Application
- Typography Basics
- Visual Hierarchy and Layout

Week 3: Image Editing and Manipulation

- Working with Photoshop
- Basic Photo Editing Techniques
- Layer Management and Masking

Week 4: Vector Graphics and Illustration

- Introduction to Illustrator

- Creating and Editing Vector Graphics
- Using Shapes and Paths

Week 5: Layout and Composition

- Designing for Print vs. Digital Media
- Creating Layouts for Brochures and Flyers
- Using Grids and Guides

Week 6: Branding and Identity Design

- Understanding Branding Principles
- Designing Logos and Brand Assets
- Creating Brand Style Guides

Week 7: Web and User Interface Design

- Basics of Web Design
- Introduction to UI/UX Principles
- Designing Mockups and Prototypes

Week 8: Project Development

- Start of Final Project: Concept and Design
- Drafting and Peer Review
- Iteration and Feedback

Week 9: Final Project Execution

- Completion of Final Design Project
- Presentation and Critique

Week 10: Portfolio Development and Reflection

- Compiling and Presenting a Digital Portfolio
- Reflective Practices and Course Wrap-Up