



Digital Arts & Design 1 - 2024-2025

Instructor:
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Office Hours:
8:30-9:00 by appointment

Please review the information shared within the following links:

- [Code of Student Conduct](#)

Course:
M/J Digital
Art & Design 1

Term:
Fall-Spring
2024-2025

**Office
Location:**
Q-506

Course Description

In this course, students explore the fundamental concepts, terminology, techniques, and applications of digital imaging to create original work. Students produce digital still and/or animated images through the single or combined use of computers, digital cameras, digital video cameras, scanners, photo editing software, drawing and painting software, graphic tablets, printers, new media, and emerging technologies. Through the critique process, students evaluate and respond to their own work and that of their peers to measure artistic growth. This course incorporates hands-on activities, the use of technology, and consumption of art materials.

Goals & Standards

Artistic Reflection and Evaluation: Use visual evidence and prior knowledge to reflect on and interpret multiple perspectives of digital designs. (VA.68.C.2.2)

Innovative Use of Technology: Utilize advanced technology skills to create imaginative and unique digital artworks. (VA.68.F.1.4)



Digital Arts & Design 1 - 2024-2025

Design Principles and Documentation: Make connections between structural elements of digital art and design principles to create and document effective designs. (VA.68.O.1.1 & VA.68.O.3.1)

Strategic Tool Use: Employ appropriate tools strategically to enhance the quality and effectiveness of digital design projects. (MAFS.K12.MP.5.1)

Effective Collaboration: Engage effectively in collaborative discussions and projects, building on others' ideas and clearly expressing your own. (LAFS.7.SL.1.1)

Precision and Safety: Attention to detail in design work and demonstrate an understanding of safety protocols and respect for copyright laws. (MAFS.K12.MP.6.1 & VA.68.S.3.3)

Course Schedule

Unit	Time Frame	Summative Assessments will include the following learning goals:	Texts/Media
Unit 1- Foundations of Digital Art and Design	9 weeks	Summative Project Example: Digital Art Showcase Project Description: Create a digital portfolio with 3–5 artworks focused on design principles, followed by a peer review and digital gallery	- Adobe Creative Cloud - Articles published on Canvas



Digital Arts & Design 1 - 2024-2025

		presentation.	
Unit 2 - Creative Problem Solving and Innovation	9 weeks	Summative Project Example: ● Mixed Media Environmental Poster Campaign Project Description: Students will create a series of posters that address an environmental or social issue of their choice. The project will combine traditional art materials with digital design elements to produce visually striking and impactful posters.	● Adobe Creative Cloud ● Articles published on Canvas
Unit 3 - Collaborative Design and Leadership	9 weeks	Summative Project Example: ● Product Packaging and Promotion Project Description: Students work in teams to create digital packaging for a product, with each student taking on a specific role. The final package will be printed and presented.	● Adobe Creative Cloud ● Articles published on Canvas



Digital Arts & Design 1 - 2024-2025

Unit 4 - Art in Context: Personal and Cultural Connections	9 weeks	Summative Project Example: • Personal Digital Storytelling Project Description: Create a digital story that reflects personal history or culture, presented to the class to foster understanding and empathy.	• Adobe Creative Cloud • Articles published on Canvas
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Requirements & Procedures

- **Primary Readings on Adobe.com**
- **Supplemental In Class Text:** *Everything You Need to Ace Computer Science and Coding in One Big Fat Notebook* - Workman Publishing
- **Materials:** Please come prepared by having the following materials in class each day:
 - A pencil
 - Sketchbook- (We will make in class)
 - Flash Drive (or Google Drive folder) to store work
 - Wired Earbuds, please note: wireless devices of any kind are NOT permitted (headphones will be provided during class time for student use to watch tutorial/concept videos, when needed)
- **Homework:** Given that this is a digitally-based class, most assignments will be completed during class time. However, if students have access to Adobe Creative Cloud at home, they are encouraged to continue working on their projects in the evenings.

Late Work Policy



Digital Arts & Design 1 - 2024-2025

I do not accept late work. However, if you submit your assignment on or before the due date, you can continue to revise and resubmit assignments after I have assessed them, until you achieve the grade you desire. Resubmissions are only allowed if the original work was submitted on time, and close at the end of each grading period.

Please note that any work submitted after the due date will not be accepted and will result in a zero for that assignment. Therefore, submit your work on time, even if it's unfinished, as you will have the opportunity to improve it later.

Detailed Classroom Expectations

We are in a learning space.

Cell phones and Bluetooth earbuds/headphones must remain in backpacks at all times in the Q building.

We are ready to learn.

Upon arrival, students begin the warm-up activity right away.

We care for each other and our shared space.

We clean up after ourselves and stick to water or quick snacks, keeping food and drinks away from electronics. To ensure everyone's safety, we avoid running or horseplay, and we resolve disputes by seeking help with problem-solving.

You may review the PKY [Code of Conduct](#) using this link.

Communication Protocols

Students are welcome to reach out to me via Canvas for any course-related inquiries.

Families can contact me by email at ldifranco@pky.ufl.edu.

Please feel free to use these methods to connect with me as needed.

General Expectations

4Rs

- Responsible: Students must attend and be on time to class.
- Respectful: Students must show respect for each other and the classroom/school space.



Digital Arts & Design 1 - 2024-2025

- Resilient: Students are willing to take on challenges and use skills to overcome them.
- Ready: Students are prepared to work and learn everyday.

Tardy Policy

Students are expected to be in their seats ready to begin work when the bell rings. If a student is late to class, they must obtain a pass from the tardy kiosk located in the front office. Please note that four unexcused tardies equal one absence. For more detailed information, please refer to the [tardy policy](#) on the P.K. Yonge website.

Electronic Device Policy

Students should not have personal electronic devices out during class at any time for any purpose, unless instructed to do so. [State of Florida Classroom Electronics Statute](#)

Should you need to reach your child during class hours, please call the front office at 352-392-1554.

Grading Policy and Assessments

Grading

Type	Examples	% of Grade
Habits of Work	• Work Ethic, Critiques, Discussions, Care of Lab Equipment and Tools, Punctuality, Quality of Work, and Timeliness	5%
Formative	• Smaller projects, Class exercises, Sketchbook entries, Notes, etc.	20%



Digital Arts & Design 1 - 2024-2025

Summative	Major Projects and End of Unit Assessments	75%
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Mastery-Language	Point Value on Rubric	Letter Grade	Range (4-point grade system)	Meets Standard Course Credit Earned
Mastery	4	A	3.51 - 4.0	GPA Point 4
Proficient	3.5	B	3.01 - 3.5	GPA Point 3
Approaching	3	C	2.51 - 3	GPA Point 2
Beginning	2.5	D	2.01 - 2.5	GPA Point 1
Not Meeting	1	F	.01 - 2.0	No Course Credit
No Evidence	0	F	0	No Course Credit

Academic Dishonesty

It is expected that the work you submit in this and all of your courses is your own original work, or if not, contains full acknowledgment of borrowed sources. The following examples are considered to be academically dishonest:

- **Plagiarism:** Copying or closely imitating someone else's work without proper attribution.
- **Cheating:** Using unauthorized resources or assistance during exams or assignments.
- **Fabrication:** Falsifying data, information, or citations in academic work.
- **Collusion:** Collaborating with others on assignments or exams where independent work is required.



Digital Arts & Design 1 - 2024-2025

- **Impersonation:** Having someone else complete an exam or assignment on your behalf.
- **Ghostwriting:** Having someone else write or substantially revise your academic work.
- **Unauthorized Access:** Gaining access to test questions or academic materials that were not meant for you.
- **Self-Plagiarism:** Reusing your own previously submitted work without permission or proper citation.
- **Forgery:** Altering or falsifying academic records, documents, or signatures.

Any academic dishonesty will result in the *failure of that assignment as the minimum consequence*; other consequences range from failure of the course to academic probation to dismissal from P.K. Yonge.

ALL instances of academic dishonesty will be reported to the student's counselor and P.K. Yonge Administration.