Platforms and services for creating presentations, infographics and graphic design

Amount: 4 credits (120 hours)

Semester: autumn

Days, Time, Place: according to the schedule

LABORE ET ZELO

Information about the teacher

N	Iryna Lysenko
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Workplace	Department of Information Technology, Physical, Mathematical and Economic Sciences
Consultation hours	Tuesday 13.30-14.30, Friday 13.30-14.30

Course description

The educational discipline "Platforms and services for creating presentations, infographics and graphic design".

The theoretical part of the course is based on studying the fundamentals for creating presentations, infographics, interactive drawings, and posters. Considerable attention will be paid to practical work with the appropriate software.

The study of a selective discipline contributes to the achievement by students of the following program learning outcomes:
• the ability to create design objects using visual and graphic means of project modeling.
Basic skills of working with a personal computer and the Internet are required.

The purpose of the course

The purpose of teaching the educational discipline "Platforms and services for creating presentations, infographics and graphic design" is to form a system of knowledge, abilities and skills in the application of the theoretical foundations graphic design in the field of multimedia product development.

The study of this discipline contributes to the acquisition of program competences:
- the ability to learn and master modern knowledge;

- ability to generate new ideas (creativity);
- ability to work in a team;
- the ability to evaluate and ensure the quality of performed works;
- the ability to use modern software to create presentations, infographics and graphic design.

Forms and methods of education

The course will be taught in the form of lectures (20 hours), laboratory classes (20 hours), organization of independent work of students in libraries and computer networks (80 hours). The teacher will use problem-based and interactive teaching methods, consultations, project method.

The educational process is fully supported on the course page in the educational University environment.

Organization of training

Topics of lectures

№	Topic	Hours
1	Introduction. Basic concepts of graphic design	2
2	Graphic design principles	2
3	Recommendations on the content and design of multimedia presentations	2
4	Creation of multimedia presentations	2
5	Video content in multimedia presentations	2
6	Infographics. Online services for creating infographics	2
7	Creation of static and interactive infographics	2
8	Interactive drawing. Creation of interactive drawings	2
9	Fundamentals of poster design	2
10	Creation of posters	2
Amount		**20**

Topics of laboratory classes

№	Topic	Hours
1	Creating a presentation in MS PowerPoint	4
2	Creating a presentation in Prezi	2
3	Creating a presentation in Canva	2
4	Creating a video based on Prezi Present	2
5	Creating a video based on a Power Point presentation	2
6	Creation of static infographics	2
7	Creation of interactive infographics	2
8	Creation of interactive drawings	2
9	Creating posters	2

Amount		20

Grade

The student's final grade is assigned based on the protection of one's own portfolio according to the following criteria

Creativity and Design Innovation (25 points)	25 pts.	Student demonstrates originality and creativity in graphic design concepts Utilizes innovative design elements and techniques effectively
Technical Skills and Execution (20 points)	20 pts.	Displays proficiency in using graphic design software Demonstrates precise execution of design principles and techniques
Branding and Consistency (15 points)	15 pts.	Maintains a cohesive visual identity across graphics Consistently applies brand colors, fonts, and style guidelines.
Engagement and Communication (15 points):	15 pts.	Creates graphics that effectively communicate messages and engage the audience Considers the target audience and tailors design elements to resonate with them
Adherence to Project Guidelines (15 points)	15 pts.	Adheres to project requirements, such as dimensions, formats, and deliverables Submits work on time and meets project deadlines
Presentation and Portfolio Quality (10 points)	10 pts.	Presents work in a professional and visually appealing manner Organizes and showcases projects effectively in a digital or physical portfolio
FINAL NUMBER OF POINTS	**100 pts.**	Total number of points.

Course policy

Safety is above all else.

In case of activation of the signal "Air alarm" during face-to-face training, under the

guidance of the teacher, you must go to the civil defense facilities and stay in them until the signal is canceled.

If the "Airborne Alarm" signal is activated during distance learning at your location, you must notify the instructor and move to a safe location.

Attendance and/or participation is an important component of the learning process. However, if the student wishes to study remotely, all educational activities, including the completion and submission of tasks for evaluation, can be carried out remotely on the course page in the educational University environment.

Deadline. No later than three days before the assessment. Assignments will not be accepted after the specified dates.

Re-evaluation of tasks is possible within a week after receiving the evaluation based on a written application to the head of the department. After receiving the application, the head of the department will create a revaluation committee within a week, which will inform him of its decision after analyzing the student's work.

The **rescheduling** is carried out in accordance with the current regulation on the organization of the educational process at the university.

Academic integrity and plagiarism. Students perform all planned work independently. In the case of detection of non-independent performance of the task, the result is canceled, and the work is returned to the student for revision in compliance with the rules of academic integrity. Information about plagiarism will be reported to the Dean/Director and Curator.

Mobile devices are used in classes only when necessary and with the teacher's permission. The use of mobile devices for non-educational purposes is punishable by a warning or removal of the student from the classroom.

Behaviour in the audience. The behaviour of the students of education is determined by the rules of safety technology and generally accepted norms of behaviour, which are determined respectively by the "Rules of internal procedure", "Regulations on the organization of the educational process", "Regulations on academic integrity" and "Code of Ethics" of the Higher Education Institution.

Formal and informal education. Learning outcomes obtained within the framework of formal and informal education can be recognized in the form of a separate subject of an educational discipline after the learners submit a written application addressed to the teacher and a corresponding document on learning outcomes. Learning outcomes obtained within the framework of formal and informal education can be recognized in the form of a normative discipline of submitting a written application to the learners in the name of the guarantor of the educational program and a corresponding document on learning outcomes.