

Faculty Senate Curriculum Committee

2

Approval Form

Proposal Title: IN-EE COMPUTER-ASSISTED INSTRUCTION

Sponsor(s): Dr. [unclear] Dept.: EE

Check one: Course Specialization Concentration Achievement Certificate
 Certification Program Major Program Minor Change _____
 (please name: deletion or credit/title/catalog change)

Undergraduate Graduate _____ Credit Hours

<p>Step 1 (Department)</p> <p><input checked="" type="checkbox"/> Approved <u>2/28/87</u> Date</p> <p><input type="checkbox"/> Not Approved</p> <p><u>[Signature]</u> Dept. CC Chairperson</p> <p><input checked="" type="checkbox"/> Reviewed _____ Date</p> <p>_____ Chairperson, Dept.</p>	<p>Step 2 (Receipt)</p> <p>SCC# <u>88-27-57</u></p> <p>Proposal Received <u>1/2/87</u> Date</p> <p><u>[Signature]</u> Chairperson, SCC</p>	<p>Step 3 (School CC)</p> <p>Reviewed <u>1/10/87</u> Date</p> <p><input checked="" type="checkbox"/> Approved</p> <p><input type="checkbox"/> Not Approved</p> <p>Comments:</p> <p><u>[Signature]</u> Chairperson, School-Curr. Comm.</p>
--	---	---

Step 4 (Academic Dean) **Comments:**

RECOMMENDED

Reviewed 11/18/87
Date

[Signature]
Signature, Dean of School

Step 5 (SCC)

Open Hearing 12/17/87
Date

Approved by Senate Curriculum Committee 1/25/88
Date

Returned to sponsor(s) for the following reasons:

Need change in catalog description
note on lot trademark name with copyright symbol (unreadable)
clean up when words run together
type basis

[Signature] OK 2/13/88
1/25/88

Step 6 (Faculty Senate)

Presented to Faculty Senate: 1/29/88
Date

Approved Not Approved

Notification to Vice-President Academic Affairs 2/1/88
Date

[Signature]
Signature, SCC Chairperson

Step 7 (Vice-President for Academic Affairs)

Received 2/6/08
Date

Approved Yes No

If no, reasons are as follows:

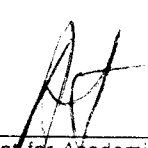
Student credit hours 3

Faculty load hours 3

Equalized credit hours 3

Official copy and approval sheet filed 5-12-08
Date

Signature


Vice-President for Academic Affairs

Registrar

Approved course description received _____
Date

Hegis Taxonomy and Course Number assigned _____

Signature _____
Registrar

_____ Date

Notification forwarded: Senate Curriculum Committee Chairperson, Department Chairperson(s), Academic Dean(s), Registrar, Sponsor(s).

INTERMEDIATE
COMPUTER ART
TECHNIQUES

ART DEPARTMENT

DESMOND McLEAN

1. DETAILS.

COURSE TITLE:	INTERMEDIATE COMPUTER ART TECHNIQUES
SPONSOR:	Desmond McLean, Art Dept.
LEVEL:	Undergraduate-upper division.
COURSE CREDIT:	3 SEMESTER HOURS.
CURRICULAR EFFECT:	Free Elective
TIME & IMPLEMENTATION:	September 1987: one section every semester or every other semester.
PREREQUISITES:	INTRODUCTION TO COMPUTER ART TECHNIQUES
STAFF & RESOURCES:	<p>The faculty teaching the introductory course will teach this course. The existing equipment on campus and budgeted equipment for 1987-88 will provide the facilities for the course.</p> <p>Subscriptions to three computer art magazines, the proceedings of two computer art organizations and computer art texts are being added to the college library. Students will be encouraged to participate in campus "user" groups.</p>

Delaware Valley computer art activities will provide further enrichment.

2. RATIONALE:

A. The Carnegie-Mellon study of computer art has indicated the increasing computerization of the commercial art studio: 35% by 1988. Most art programs in the art schools of the Delaware Valley have several courses in computer art. Rutgers University, New Brunswick, has had several such courses for the past 12 or more years (Dr. Rafael Ortiz) and presently has 7 different offerings with graduate courses to be offered for the first time in Sept., 1987. The Philadelphia College of Art (Mr. Tom Poret), The Art Institute of Philadelphia (Mr. R. Arufo), University of Delaware (Mr. Richard Hostadter), The Moore School of Art (Ms. Anne Seidman), and Temple University, Tyler School of Art have several computer art courses. The students at these institutions are being prepared to utilize the computer's power to create and process images with a facility and speed previously unknown. These students will be prepared for today's workplace. Glassboro students need the same preparations if they are not to be disadvantaged upon leaving college.

B. The Intermediate Computer Art course supports several concentrations within the department: fibre arts, commercial art, animation, sculpture, interior design, two dimensional design, packaging, illustration, crafts, art education and the fine arts. Students will be able to pursue individual specializations within assigned course problems. Attention will be given to recent developments in laser desk-top publishing with the laser printer.

Many subject areas still need to fulfill the college's academic computing goals. Computer art is an obvious manifestation of the computer's capacity to enhance the creative powers of photographers, artists, filmmakers, videographers, and designers. Providing our students with access to this new technology realizes institutional goals. Computer art offerings increase the art department's and the college's attractiveness to

prospective students. It will add to Glassboro State College's image as a dynamic and contemporary institution.

3. ESSENCE OF THE COURSE:

A. Major Objectives:

1. To develop knowledge and skill with computer hardware for the creative production of images, graphics and visual art in general.
2. To introduce the art student to the creative power of this tool in the visual arts studio.
3. To realize each student's creative abilities and needs through the special attributes of computer software and hardware.
4. To integrate computer art into the cultural life of the community.
5. To utilize the computer as a tool, not only in its own right, but in conjunction with other media.

B. Specific Objectives:

Course content will include two different computer art environments, with emphasis on the Macintosh environment and the following: system and disk operations; network operation; bitmapped, object & page oriented design; video, page and image digitization; page layout software systems; three dimensional software systems; animation systems; integration of graphic software functions;

1. To master color and black-&-white paint & drawing programs for output through photographic means, on dot-matrix and laser printers.
2. To master sophisticated presentation software programs so that a series of images may be planned for documentary, narrative, educational or fine arts purposes.
3. To master an advanced software program with high resolution components that will produce color images for slide or video presentation and color graphic print-out.

4. To design and create fonts ---typography--- with the computer.
5. To creatively use animation for entertainment, advertising, documentary and educational purposes.
6. To integrate the above with the student's curricular specialization.

C. Course Content:

The course content is found in the Specific Objectives. The course content will be enriched with demonstrations, field trips, seminars, lectures and conferences.

The students will be encouraged to participate in computer art organizations such as the local Small Computers in the Arts (SCAN) and the national computer graphics organization (SIGGRAPH)

D. Evaluation:

1. Student Evaluation: applied to the problems completed and to the portfolio of completed work as in other art courses. Quizzes will focus on equipment, software operations-management, and terminology.

2. Course Evaluation: students will evaluate the course using a standardized form. Faculty will evaluate the course through interviews that will attempt to gather their insights and suggestions.

4. RESULTS OF CONSULTATION.

The following have been consulted and their observations concerning the course have been incorporated.

- a. The course has been submitted to the Art Department Curriculum Committee, the department Computer Art Committee (Dr. Byron Young and Dr. Robert Haynes), and to the following faculty: Dr. Ottiano, Dr. Cohen, and Dr. Wasserman.
- b. Computer Art: Dr. Gianotti, Rutgers Univ.
- c. Computer Art: Mr. Tom Poret, P.C.A.

5. CATALOG DESCRIPTION.

Pre-requisite: Introduction to Computer Art Techniques.

Students will explore the creative use of computer hardware and graphics/art software programs for their areas of specialization: illustration, crafts, interior design, package design, typography, fine arts, etc. They will be able to draw, paint, animate, digitize, collage, compose and design using computers and software. Color systems and color print-out will be an area of creative investigation.

New computer art forms ---such as disk based presentation programs (video 'slide' shows) using visuals, sound, and music for sequential concepts--- will be included in the course work. Each student will be encouraged to develop his/her own portfolio of computer art.