Course title:	DIGITAL DESIGN I
Course code:	AAVC340
Type of course:	Required
Level of course:	Bachelor
Year of study:	3 ^d
Semester when the	5 th
course is delivered:	
Prerequisites:	AART233, AGDS104
Number of ECTS	6
credits allocated : Hours:	3
Name of lecturer(s):	
	Mr. Andreou Christos art.ac@frederick.ac.cy
Learning outcomes of the course:	Upon completion of the course, students should be able:
of the course.	To produce, plan, organise and design projects/campaigns in an innovative way To understand the complexity of issues when designing digital campaigns
	To develop presentation, observation and analytical skills
	5. To develop presentation, observation and analytical skills
Course content:	Introduction of the basics of digital design
Course contont.	Introduction to digital design through the principles of designing for screen based
	compositions for various multimedia products.
	Introduction of the basics of campaign design
	Introduction to the extension of conceptual activity, which is the central feature of this
	course area.
	Introduction of the basics of what is campaign strategy:
	Introduction to the formal and conceptual skills of a real life campaign in order to
	communicate a specific message or idea through correct analysis of a brief and
	identification of the selected target audience.Introduction of the basics of web design:
	Introduction to the basics of web design. Introduction to basic website design and development using XHTML and HTML5 with
	the aid of web authoring tools. Understand the process of Web site design, development,
	management and deployment. Comprehend the use of graphical elements and the
	proper use of images and image formats in web pages as well as appropriate use of
	colour. Understand the use of tables and layers and appropriate site planning using
D	template design and Cascading Style Sheets (CSS)
Recommended	- Goodwin, K. & Cooper, A. (2009) Designing for the Digital Age: How to Create Human-
and/or required	Centered Products and Services, Wiley McNoil D. (2010) The Web Designaria Idea Pook, How
reading:	- McNeil, P. (2010) <i>The Web Designer's Idea Book</i> , How. - Sklar, J. (2014) Principles of Web Design 6 th Edition, Course Technology.
References:	Visual contemporary references on websites and web blogs as:
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	http://www.webbyawards.com
	International website honoring excellence on the Internet including websites, interactive
	advertising and online film and video.
	http://www.iacaward.org
	Internet Advertising Competition (IAC) Awards that produced by the Web
	Marketing Association to honor excellence in online advertising.
Planned learning	Illustrated lectures and practical workshops with emphasis on basic digital design
activities and	principles along with graphic and information design exercises.
teaching methods:	
	Illustrated lectures address graphic and information design basics and principles.
	Analysing visuals examples through discussion and demonstrations in which the
	information imparted is put into practice.
	Practical workshops introduce experimental methodologies of effective visual
	compositions. Through in-class practical design workshops and their research analysis,
	students are encouraged to experiment and expand their creative vision.
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Assessment techniques and Assessments criteria:	Students are encouraged to research under the guidance of their tutor, aiming towards independent learning/knowhow, focusing on preparing the students for real life scenarios. Each project is critically analysed in a group discussion. Lecture notes and presentations are available through the web for students to use in combination with the textbooks if the project requires such notes and presentations. Individual Project I 35% Individual Project II 35% Final Assessment 30% Assessment Criteria for each one of the projects are: Research and Analytical Skills - 30% Knowledge, Understanding and competency - 50% Presentation and Communication - 20%
	Presentation and Communication - 20%
Language of instruction:	English
Work placement(s):	None