| Course unit title: | **COMPUTER ART 3** | | | | |
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| Course unit code: | AART227 | | | | |
| Type of course unit: | Compulsory | | | | |
| Level of course unit: | Bachelor | | | | |
| Year / Semester of study: | 2nd / Fall | | | | |
| Number of ECTS credits allocated: | 5 | Lectures p/w: | 2 | Labs p/w: | 0 |
| Name of lecturer(s): | Xinaris Savvas | | | | |
| Learning outcomes of the course unit: | 1. Comprehend certain IT technologies in relation to the area of specialization<br><br>2. Construct necessary skills and knowledge of computer design as a tool for designers<br><br>3. Employ skills and competences characterised by harmony and function between design and technology<br><br>4. Use of traditional art and design boards to a contemporary art and design methodology<br><br>5. Capacity for analysis and synthesis of a problem and its possible solutions<br><br>6. Recognize and design final artwork needed for general cause of the areas of specialization in art and design<br><br>7. Evaluate, choose and support appropriate technology, technique to use in the professional sphere | | | | |
| Prerequisites: | None | | Co-requisites: | None | |
| Recommended optional program components: | None | | | | |
| Course contents: | • **Preface Desktop Publishing Graphics:** Introduction to (DTP) Desktop Publishing graphics. Explain the use and capabilities of DTP software. Understanding the interface of this type of programs.<br><br>• **TDP graphics design basics:** Drawing tools, basic shapes and navigation. Rulers, guides and grids as drawing aids. Use of Master pages, Layers, Links and Styles.<br><br>• **Visual interpretation:** Identify the basic rules of typography. Recognize the various aspects of typography. Solve typographic problems during the design process. Plan and design a multipart project combining the various aspects of DTP.<br><br>• **TDP graphics for screen base and online applications:** Presentation tools in DTP, Design for interactivity, the digital portfolio and e-publications.<br><br>• **TDP graphics for printing applications:** Project management and the design process in DTP, Understanding the printing production requirements | | | | |
| Recommended and/or required reading: | **The Functional Art: An introduction to information graphics and visualization,** Alberto Cairo, Voices That Matter, 2012<br>**Making and Breaking the Grid: A Graphic Design Layout Workshop,** Timothy Samara, Rockport, 2005<br>**The Intelligent Lifestyle Magazine,** Francesco Franchi, Gestalten, 2016<br>**Grids for the Dynamic Image,** AVA Publishing, 2006<br>**Mag-Art: Innovation in Magazine Design,** Charlotte Rivers, Rotovision, 2009<br>**The Grid Book,** Higgins H. B., MIT Press, 2009 | | | | |

| Textbooks: | |
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| References: | Visual contemporary references on magazines and web blogs like: Eye, Wallpaper, The Face, Wired, Creative Review, +design, Grafik, http://indesignsecrets.com/, www.layersmagazine.com |
| Planned learning activities and teaching methods: | The course is mainly based on extended project briefing and is mainly delivered through lab-based workshops conducted with the help of computer presentations, exercises, illustrated lectures and group critiques. |
| Assessment methods and criteria: | • Application and Practice (10%)<br>• Exercises (30%)<br>• Project (60%)<br><br>Note: The assessment criteria for Interim/Final Critiques and the Final Assessment are: Design Intelligence 40%, Research and Methodology 20%, Experimentation and Analysis 20%, Time management and Presentation 20% |
| Language of instruction: | English |
| Work placement(s): | No |