PELLISSIPPI STATE TECHNICAL COMMUNITY COLLEGE
MASTER SYLLABUS

COMPUTER AIDED 2-D DESIGN
IDT 1250

Class Hours: 3.0  Credit Hours: 3.0
Laboratory Hours: 0.0  Revised: Spring 04

NOTE:  This course is not intended for transfer credit.

Catalog Course Description:

Fundamental aspects of two dimensional design utilizing a variety of problem solving methods to promote visual thinking. Projects will incorporate the elements and principles of design with the computer used as a tool.

Entry Level Standards:

Basic computer skills are helpful but not required.

Prerequisites:

None

Textbook(s) and Other Course Materials:

Required:

Materials:
To be discussed in class - as needed throughout semester

I. Week/Unit/Topic Basis:

<table>
<thead>
<tr>
<th>Week</th>
<th>Topic</th>
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<tbody>
<tr>
<td>1</td>
<td>Introduction, Course Objectives, etc.</td>
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<tr>
<td>2</td>
<td>Composition</td>
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<td>3</td>
<td>Abstraction</td>
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<td>4</td>
<td>Representation</td>
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<tr>
<td>5</td>
<td>Non-objective Imagery</td>
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<tr>
<td>6</td>
<td>Unity</td>
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<tr>
<td>7</td>
<td>Emphasis and Focal Point</td>
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<tr>
<td>8</td>
<td>Balance</td>
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<tr>
<td>9</td>
<td>Scale and Proportion</td>
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<tr>
<td>10</td>
<td>Illusion of Space</td>
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II. Course Objectives*

A. Be able to effectively develop observation skills. I, II, III, IV, V, VI
B. Be able to apply compositional skill. I, II, III, IV, V
C. Be able to execute a design problem using both manual and computer-aided. I, II, III, IV
D. Be able to develop oral communication skills in the visual arts. I, II, VI
E. Have a general ability to critically think as relates to visual arts. I, II, III, IV
F. Be able to effectively utilize good presentation skills. I, II, III

*Roman numerals after course objectives reference goals of the IDT program.

III. Instructional Processes*

Students will:

1. Develop a design presentation methodology in order to communicate design solutions effectively in the design industry. Communication Outcome, Personal Development Outcome, Problem Solving and Decision Making Outcome, Transitional Strategy, Active Learning Strategy
2. Continue to develop a portfolio of work necessary to acquire a position in the interior design field after graduation. Personal Development Outcome, Active Learning Strategy
3. Apply research methodology using the internet, manufacturer’s sources available through CD-rom, as well as ERC sources. Technological Literacy Outcome, Information Literacy Outcome, Transitional Strategy, Active Learning Strategy
4. Develop a professional work ethic by regularly attending class, being punctual, cooperating with fellow classmates and showing a positive attitude. Personal Development Outcome, Transitional Strategy, Active Learning Strategy
5. Complete assignments requiring application of learned theories. Communication Outcome, Problem Solving and Decision Making Outcome, Technological Literacy Outcome
6. Analyze and apply current trends, methods, processes, equipment and to cultural and social status. Problem Solving and Decision Making Outcome, Cultural Diversity and Social Adaptation Outcome, Information Literacy Outcome, Transitional Strategy
7. Engage in collaborative activities working in team settings to complete required assignments. Communication Outcome, Personal Development Outcome, Problem Solving and Decision Making Outcome, Transitional Strategy, Active Learning Strategy
8. Apply CAD software and required computer hardware currently being used in the industry when applicable. Personal Development Outcome, Problem Solving and Decision Making Outcome, Technological Literacy Outcome, Information Literacy Outcome, Transitional Strategy, Active Learning Strategy
9. Develop presentation skills, both visual and verbal, by generating architectural drawings either manually or computer generated. *Communication Outcome, Technological Literacy Outcome, Information Literacy Outcome, Transitional Strategy, Active Learning Strategy*

10. Develop time management skills in order to complete required lab work on time in a professional manner. *Communication Outcome, Personal Development Outcome, Problem Solving and Decision Making Outcome, Transitional Strategy, Active Learning Strategy*

11. Develop presentation skills, both visual and verbal, by presenting design ideas and solutions. *Communication Outcome, Personal Development Outcome, Problem Solving and Decision Making Outcome, Technological Literacy Outcome, Information Literacy Outcome, Transitional Strategy, Active Learning Strategy*

12. Learn appropriate technologies. *Technological Literacy Outcome*

13. Use critical thinking to solve problems in team situations to promote idea sharing. *Problem Solving and Decision Making Outcome, Active Learning Strategy*

14. Engage in teamwork to facilitate cooperative learning. *Active Learning Strategy*

15. Read assigned essays and participate in class discussion. *Communication Outcome, Active Learning Strategy*

16. Use related equipment and tools. *Communication Outcome, Personal Development Outcome, Problem Solving and Decision Making Outcome, Technological Literacy Outcome, Information Literacy Outcome, Transitional Strategy, Active Learning Strategy*

*Strategies and outcomes listed after instructional processes reference Pellissippi State’s goals for strengthening general education knowledge and skills, connecting coursework to experiences beyond the classroom, and encouraging students to take active and responsible roles in the educational process.

**IV. Expectations for Student Performance**: 

Upon successful completion of this course, the student should be able to:

1. Have a comprehensive understanding of the presentation of visual arts. A, B, C, D, E, F, I, J

2. Be able to utilize various computer software for interior design problem solving and presentation. C, F, I

3. Be able to execute techniques for interior design problem solving and presentation. C, F, G, I

4. Have an understanding of presentation techniques and be able to execute these using a variety of medias and techniques for presentation. G, H

5. Be able to orally and graphically present a design solution. C, F, G, H, I, J

*Letters after performance expectations reference the course objectives listed above.

**V. Evaluation**: 

**A. Testing Procedures:**

1. Projects:
   A detailed description of each project will be given and the majority of the work for each project MUST be done in class. Projects will have intermittent submittal dates in order to "stay-on-track." All design work must be your own original work.

   All projects will be due at a specified time. A project turned-in after the due date will have 5 points deducted for every day it is late. For example, a project due on Monday will have 10 points deducted from the overall grade if submitted on the following Wednesday. In addition,
weekends count as 2 days such that a project due on Friday that is turned-in on Monday will have 15 points deducted from the grade.

2. Intermittent Submissions:
Projects will have intermittent submittal dates in order for the student to “stay-on-track.” The submission dates will be provided with the description of each project.

Grading Breakdown:

<table>
<thead>
<tr>
<th></th>
<th>Percentage</th>
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<tbody>
<tr>
<td>Projects</td>
<td>90%</td>
</tr>
<tr>
<td>Intermittent Submissions</td>
<td>10%</td>
</tr>
<tr>
<td>Total</td>
<td>100%</td>
</tr>
</tbody>
</table>

B. Laboratory Expectations:
N/A

C. Field Work:
N/A

D. Other Evaluation Methods:
N/A

E. Grading Scale:

<table>
<thead>
<tr>
<th>Grade</th>
<th>Score</th>
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<tbody>
<tr>
<td>A</td>
<td>90—100</td>
</tr>
<tr>
<td>B+</td>
<td>87—89</td>
</tr>
<tr>
<td>B</td>
<td>80—86</td>
</tr>
<tr>
<td>C+</td>
<td>77—79</td>
</tr>
<tr>
<td>C</td>
<td>70—76</td>
</tr>
<tr>
<td>D+</td>
<td>67—69</td>
</tr>
<tr>
<td>D</td>
<td>60—66</td>
</tr>
<tr>
<td>F</td>
<td>Below 60</td>
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</tbody>
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VI. Policies:

A. Attendance Policy:

Pellissippi State Technical Community College expects students to attend all scheduled instructional activities. As a minimum, students in all courses must be present for at least 75 percent of their scheduled class and laboratory meetings in order to receive credit for the course (Pellissippi State Catalog). Individual departments/programs/disciplines, with the approval of the vice president of Academic and Student Affairs, may have requirements that are more stringent.

B. Academic Dishonesty:

In keeping with college-wide policies, the student is expected to adhere to the general rules and regulations relevant to academic and classroom misconduct as outlined in the catalog.

C. Other Policies:

IDT 1250 Class Attendance Policy:

Class attendance for the full period is mandatory for all students. A significant portion of each project phase or aspect must be completed in class in order to receive credit for the work. You are responsible for all materials and information given during class. In the event of an absence, information about upcoming classes should be obtained from fellow classmates or the instructor prior to the next class period.
Attendance will be taken only at the beginning of the class. Parking problems, car problems, babysitter problems, or work scheduling problems do not constitute an excuse for an absence. You will be marked late at five minutes after the class is scheduled to begin. Habitual tardiness may result in the lowering of your final grade, and five tardies will equal one absence.

An absence is not an acceptable reason for failing to submit a project or other assignment that is due on the day of the absence. If a test, quiz, reading assignment, project, or exercise is due the next class period following an absence, you are still responsible for it.

Two absences are permitted without penalty. Three absences will result in a penalty of one letter grade for the semester, and each additional absence will result in a penalty of one letter grade for the semester.