SYLLABUS

LTEC 3220: Computer Graphics in Education & Training/
LTEC 5260: Computer Graphics for Mediated Communications

COURSE INFORMATION

- LTEC 3220/5260: Computer Graphics for Mediated Communications (3 credit hours)
- There will be NO face-to-face campus meetings for this course. Communications will consist primarily of online
  synchronous meetings scheduled at specific times/dates with student input.

Course Author
Dr. Lynne Cox, Department of Learning Technologies.

Course Pre-requisites, Co-requisites, and/or Other Restrictions
No pre-requisites.

Materials – Textbooks, Software, and Server Space

Textbooks:
- Required:
  Adobe Photoshop CC Classroom In a Book (2017 Release)
  Online Resources Available with the book

- Optional:
  Adobe Muse CC Classroom in a Book
  Brian Wood
  Online Resources Available with the book

  The Non-Designer’s Design Book (4th edition)
  Robin Williams

Software:
This course will focus on using Adobe Photoshop CC, since it is currently one of the primary industry standards
for graphic design and communications. Learners will also use Microsoft PowerPoint, Adobe Muse or InDesign or
Dreamweaver, and other freeware as part of this course.

Adobe Creative Cloud is available as a subscription service through Adobe with student pricing. The Creative Cloud
contains all applications you will use through the degree program. Adobe is now offering Adobe Creative Cloud that
provides access for a monthly fee. Adobe Creative Suite Design and Web Premium is available for student use in the LT
student lab at Discovery Park.

Note: If you are planning on taking more than one LT course (i.e. web authoring, computer graphics, media design,
instructional systems design, etc.) we suggest that you subscribe to the Adobe Creative Cloud service which includes the
most current releases of InDesign, Photoshop, Illustrator, Flash Professional, Dreamweaver, Fireworks, Acrobat,
Premiere and more. It is less expensive to buy this subscription package that includes all the software than to purchase
individual software licenses for each course.

Server Space:
The course will be using classes.lt.unt.edu for assignment upload and presentation. The instructor will provide additional
details on using the server. If you have problems getting to the classes.lt.unt.edu page, let your instructor know. There
may be a number of solutions depending on your selected browser.
Course Description
Application of computer graphics to the preparation and presentation of mediated materials. Includes principles of graphics communication, concepts in computer graphics, graphics input systems, graphics manipulation software, and graphics output systems.

Requirements
There will be assigned design projects that learners will be expected to complete independently. These design projects will require the students to spend time at the computer. A minimum of six to nine hours a week (in a normal semester) of outside preparation is a safe time allocation for successfully completing this course.

Participation and punctuality are professional behaviors expected. Educational or Instructional technology is not "doing computer projects" - it is much more. Hence, you need to be involved in class discussions and learning activities. Students may be dropped from the course, with notice from the instructor, due to lack of participation or non-attendance online.

Due dates, for all assigned materials, will be announced in advance. Changes, on the assignments’ requirements or due dates may be announced at later dates, in class forums. Therefore, reading the class forums is required. It is the student's responsibility to keep up with these updates and to have all assignments ready on time.

Format
The course will be offered 100% online in a full-session format using Canvas accessed through standard web browsers. Each week will be scheduled with a beginning and ending date, with multiple activities assigned and due within each week. All students will participate, collaborate, and progress together within each scheduled week. There will be NO face-to-face campus meetings. Communication will be a mixture of asynchronous discussion postings and online synchronous meetings in Zoom. These synchronous meetings will be scheduled at specific times/dates with student input.

Goals and Objectives
The goal of this course is to prepare students in the mechanics and design of computer-based graphic images. This course is a necessary foundation for those interested in developing multimedia, web pages, or computer presentations. The course will emphasize the importance of various file format mechanics and how those file formats influence presentation outcomes.

The content of the course will emphasize basic design techniques, use of color, fonts, artwork, etc. to enhance the intended message. The student will demonstrate mastery of the concepts by creating images and other products. While the course should not be considered a "how to do" PowerPoint or Photoshop, these applications will be the primary tools used in the course along with some others. It should be noted that the course is not a message design course, but it is a course that will require mastery of the design of graphic messages.

Other topics will include text design, image acquisition and manipulation, format conversions, 3D graphics, and others as time allows.

At the end of this course, the learner will be able to:

1. Define terms associated with computer graphics for use in a mediated learning/training context.
2. Describe the design process.
3. Explain basic graphic design concepts that may enhance the learning process.
4. Store, organize, and manage files in a secure server environment.
5. Discuss the design process as it relates to all project-based learning outcomes.
6. Discuss ethical/copyright considerations associated with creating and using computer graphics for mediated learning.
7. Discuss Universal Design standards/ADA compliance within the context of computer graphics in mediated learning.
8. Navigate industry-standard graphics software.
9. Identify key design goals/criteria to determine a successful design solution.
10. Select appropriate tools in industry-standard software to achieve design goals/criteria.
11. Explore design solutions to achieve expressed goals/criteria.
12. Apply basic graphics concepts to various mediated learning projects.
13. Apply computer graphics concepts to various mediated learning projects using industry-standard software.
14. Evaluate designs/projects according to established standards.
15. Reflect on course-related projects, process, and growth.

**Homework**

1. Homework will result in graphic assignments uploaded for review to the course server. Graphic assignments are expected to contain the elements required. See the specifications below and the course modules for full details and requirements.

2. This course uses a hybrid-mastery learning approach (see below). Thus, students get more than one opportunity to show that they can master the materials required in assignments. Students may choose to redo assignments that do not meet 100% of the assignment requirements at the due date.

3. All assignments not turned in by the date of the final assignment/project will be assigned a grade of zero, unless the student has made prior arrangements with the instructor.

4. Students are encouraged to carefully check their graphics assignments before submitting them for review and grading.

**Graphic Assignments**

- Assignments are due on the date assigned.
- Assignments that are not present (no project) will be assigned a grade of 0 (zero) and cannot be redone.
- Assignments that are present with all required elements attempted, but do not meet 100% of the requirements will be assigned a grade of 50% (grade points to be rounded down).
- Students may elect to correct graphics-based assignments and resubmit for a re-grade. Resubmits are available as follows:
  - Assignment 1 and 2 - two times
  - Assignment 3 - one time
  - Assignment 4 (final project) - no redos
- All assignment redos must be resubmitted by the time of the next assignment due date, unless the student has made prior arrangements with the instructor.
- Resubmitted work, when corrected and meets the assignment requirements, will count 80% of the original points (grade points to be rounded down).
- Resubmitted graphic-based assignments are typically graded with the next due assignment, except for the final project assignment. There is no redo for the final project assignment.

**Discussion Assignments**

No redos are allowed on discussion assignment postings. You will have 3 options for completing the discussion assignments:

1. Write a blog entry on your personal blog (you can create a new blogspot or add to an existing blog; minimum 250 words for undergraduate students, minimum 500 words for graduate students),
2. Actively participate in the asynchronous discussion forum, or
3. Actively participate in a synchronous online meeting facilitated by your instructor.
If you select Option 1 or Option 2 to complete the discussion activity, your submission will be recorded in the Discussions area of the course.

**Option 1** will be due the day of the assignment due date.

**For Option 2:**
- Discussion Assignment Postings are due the day of the assignment due date.
- Replies to assignment postings can be made up to three days after the due date of the assignment.

**Option 3** will be completed during an online synchronous meeting as scheduled by your instructor.

**Learning Expectations / Mastery Learning**
As discussed above, this class uses a hybrid mastery learning approach. As students take the course they are given assignments that allow them to show their mastery of the materials being covered. In a pure mastery learning approach, we would hold off on proceeding to the next assignment until all students had shown mastery and at worst case, students falling behind would be held back until a later course. Since this isn’t possible in a college course, this hybrid approach expects students to meet the goals of each assignment and then grades are assigned based on their mastery. Students can then decide if they wish to improve their mastery (as reflected in their grade) or continue on to the next assignment to show their level of mastery on the next assignments content. While the assignments build on one another, students can show less mastery in one assignment and still show better mastery in a subsequent assignment.

**TECHNICAL REQUIREMENTS**
- Canvas Guide: [https://community.canvaslms.com/community/answers/guides/](https://community.canvaslms.com/community/answers/guides/)
- Headset/Microphone (if required for synchronous chats)
- Microsoft Office compatible software including word processing and presentation applications
- Java running on your local machine
- Windows Media player or Quicktime
- Working email account (make sure you have accessed your UNT Eagle Connect email and forwarded your mail from there)
- Adobe Creative Cloud subscription

**ACCESS/NAVIGATION/RESOURCES**

**Access and Log in Information**
This course was developed and is facilitated utilizing the University of North Texas’ Learning Management System, Canvas. To get started with the course, please go to: [https://unt.instructure.com/](https://unt.instructure.com/).

You will need your EUID and password to log in to the course. If you do not know your EUID or have forgotten your password, please go to: [http://ams.unt.edu](http://ams.unt.edu).

**Student Resources**
As a student, you will have access to:
- Lynda.com tutorials: [http://it.unt.edu/lynda](http://it.unt.edu/lynda)

**Being a Successful Online Student**
- *What Makes a Successful Online Student?* ([http://www.ion.uillinois.edu/resources/tutorials/pedagogy/StudentProfile.asp](http://www.ion.uillinois.edu/resources/tutorials/pedagogy/StudentProfile.asp))

**Student Support**
The University of North Texas provides student technical support in the use of Canvas and supported resources. Regular hours are maintained to provide support to students:
UNT is committed to providing a reliable online course system to all users. Students should immediately report any problems to the instructor and also contact the UNT Student Help Desk. The instructor and the UNT Student Help Desk will work with the student to resolve any issues at the earliest possible time.

Additional Resources
- UNT Portal: http://my.unt.edu
- Computer Labs: http://www.gacl.unt.edu/

COURSE COMMUNICATIONS
In this class, we will use online discussions to discuss concepts and topics found in the coursework. Remember to use the proper rules of netiquette when on the forum. There is a real person reading your posts on the other end of the internet connection, so please be respectful in your responses even when you disagree.

Resources regarding netiquette:

ASSESSMENT/GRADING
The class lectures will cover the assigned reading materials. Selected topics and assigned projects will also be discussed in class. In most cases, students will receive feedback on their course projects and assignments within 72 hours. If feedback cannot be provided within this timeframe, the instructor will notify students when they should expect to see feedback. **Students need to wait 48 hours after grades are posted by the instructor to send questions or appeals.**

Course grades will be determined as follows:

<table>
<thead>
<tr>
<th>Grade Points</th>
<th>Assignments</th>
<th>Notes</th>
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</thead>
<tbody>
<tr>
<td>25</td>
<td>Quizzes</td>
<td>4 quizzes:</td>
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<tr>
<td></td>
<td></td>
<td>• 1 @ 10 pts</td>
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<tr>
<td></td>
<td></td>
<td>• 3 @ 5 pts each</td>
</tr>
<tr>
<td>10</td>
<td>Classes Server Setup/Folder Structure</td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>Discussion Activities</td>
<td>3 @ 5 pts each</td>
</tr>
<tr>
<td>50</td>
<td>Graphic Design Assignments</td>
<td>4 assignments:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• 3 @ 10 pts each</td>
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<tr>
<td></td>
<td></td>
<td>• final project @ 20 pts</td>
</tr>
<tr>
<td>100</td>
<td>Total Points</td>
<td></td>
</tr>
</tbody>
</table>

Letter grades will be the higher grade resulting from the following two standards:

<table>
<thead>
<tr>
<th>Option 1</th>
<th>Option 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>90-100%</td>
<td>Top 10%</td>
</tr>
<tr>
<td>80-89%</td>
<td>Next 20%</td>
</tr>
<tr>
<td>70-79%</td>
<td>Next 40%</td>
</tr>
<tr>
<td>60-69%</td>
<td>Next 20%</td>
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<tr>
<td>Below 60%</td>
<td>Last 10%</td>
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Incomplete Grade Information
The department complies with university policy regarding the assignment of an Incomplete Grade in any course. Please see http://essc.unt.edu/registrar/academic-record-incomplete.html for information. Per UNT policy, a grade of Incomplete can only be awarded during the last quarter of a class to a student who is 1) passing the course and 2) has a justifiable and documented reason, beyond the control of the student, for not completing the course work on schedule. Notification and submission of documentation must be provided to the instructor at the time of the emergency.

Turnitin Notice
Students may be required to submit written assignments for this class to Turnitin, a web-based plagiarism detection service. If your instructor requires you to use this service, please remove your title page and other personal information prior to submitting your assignment to Turnitin.

COURSE EVALUATION
Students will be asked to complete the SPOT evaluation found at my.unt.edu at the end of the semester.

SCHOLARLY EXPECTATIONS
Student Conduct and Academic Integrity
All works submitted for credit must be original works created by the scholar uniquely for the class. It is considered inappropriate and unethical, particularly at the graduate level, to make duplicate submissions of a single work for credit in multiple classes, unless specifically requested by the instructor. Work submitted at the graduate level is expected to demonstrate higher-order thinking skills and be of significantly higher quality than work produced at the undergraduate level. You are encouraged to become familiar with the university's Student Standards of Academic Integrity policy: http://policy.unt.edu/sites/default/files/untpolicy/pdf/7-Student_Affairs-Academic_Integrity.pdf

Of particular interest are the following terms:
- **Cheating** – intentionally using or attempting to use unauthorized materials, information, or study aids in any academic exercise. The term academic exercise includes all forms of work submitted for credit or hours.
- **Plagiarism** – the deliberate adoption or reproduction of ideas, words, or statements of another person as one’s own without acknowledgement.
- **Fabrication** – intentional and unauthorized falsification or invention of any information or citation in an academic exercise.
- **Facilitating academic dishonesty** – intentionally or knowingly helping or attempting to help another to violate a provision of the institutional code of academic integrity.

Copyright Notice
Some or all of the materials on this course web site may be protected by copyright. Federal copyright law prohibits the reproduction, distribution, public performance, or public display of copyrighted materials without the express and written permission of the copyright owner, unless fair use or another exemption under copyright law applies. Additional copyright information may be located at: http://policy.unt.edu/policy/08-001.

UNT POLICIES
ADA Policy
The University of North Texas makes reasonable academic accommodation for students with disabilities. Students seeking accommodation must first register with the Office of Disability Accommodation (ODA) to verify their eligibility. If a disability is verified, the ODA will provide you with an accommodation letter to be delivered to faculty to begin a private discussion regarding your specific needs in a course. You may request accommodations at any time, however, ODA notices of accommodation should be provided as early as possible in the semester to avoid any delay in implementation. Note that students must obtain a new letter of accommodation for every semester and must meet with each faculty member prior to implementation in each class. Students are strongly encouraged to deliver letters of accommodation during faculty office hours or by appointment. Faculty members have the authority to ask students to
discuss such letters during their designated office hours to protect the privacy of the student. For additional information see the Office of Disability Accommodation website at http://disability.unt.edu/. You may also contact them by phone at 940.565.4323.

Add/Drop Policy
The department adheres to the add/drop schedule established and published by the UNT Office of the Registrar. See the registration calendar for information (http://registrar.unt.edu/registration-guides-by-semester).

Student Conduct and Discipline
You are encouraged to become familiar with the University Student Code of Conduct maintained by the Dean of Students in the Office of Student Affairs: https://deanofstudents.unt.edu/conduct.

Important Notice for F-1 Students taking Distance Education Courses:
Federal Regulation
To read detailed Immigration and Customs Enforcement regulations for F-1 students taking online courses, please go to the Electronic Code of Federal Regulations website at http://www.ecfr.gov.

The specific portion concerning distance education courses is located at “Title 8 CFR 214.2 Paragraph (f) (6) (i) (G)” and can be found located within this document: http://frwebgate.access.gpo.gov/cgi-bin/get-cfr.cgi?TITLE=8&PART=214&SECTION=2&TYPE=TEXT

The paragraph reads:
(G) For F-1 students enrolled in classes for credit or classroom hours, no more than the equivalent of one class or three credits per session, term, semester, trimester, or quarter may be counted toward the full course of study requirement if the class is taken on-line or through distance education and does not require the student's physical attendance for classes, examination or other purposes integral to completion of the class. An on-line or distance education course is a course that is offered principally through the use of television, audio, or computer transmission including open broadcast, closed circuit, cable, microwave, or satellite, audio conferencing, or computer conferencing. If the F-1 student's course of study is in a language study program, no on-line or distance education classes may be considered to count toward a student’s full course of study requirement.

University of North Texas Compliance
To comply with immigration regulations, an F-1 visa holder within the United States may need to engage in an on-campus experiential component for this course. This component (which must be approved in advance by the instructor) can include activities such as taking an on-campus exam, participating in an on-campus lecture or lab activity, or other on-campus experience integral to the completion of this course.

If such an on-campus activity is required, it is the student’s responsibility to do the following:
(1) Submit a written request to the instructor for an on-campus experiential component within one week of the start of the course.
(2) Ensure that the activity on campus takes place and the instructor documents it in writing with a notice sent to the International Student and Scholar Services Office. ISSS has a form available that you may use for this purpose.

Because the decision may have serious immigration consequences, if an F-1 student is unsure about his or her need to participate in an on-campus experiential component for this course, s/he should contact the UNT International Student and Scholar Services Office (web: https://international.unt.edu/ISSS/enrollment, telephone 940-565-2195, or email internationaladvising@unt.edu) to get clarification before the one-week deadline.