UNIVERSITY OF HAWAI'I

SYSTEM ARTICULATION AGREEMENT

Digital Media Arts (Hawai'i CC)
Digital Media (Leeward CC)
New Media Arts (Kapi'olani CC)

ART 112
Introduction to Digital Arts
Introduction to Digital Art

May 2008

UNIVERSITY OF HAWAI'I SYSTEM ARTICULATION AGREEMENT

Digital Media Arts (New Media Arts) Program

INTRODUCTION

The University of Hawai'i is comprised of ten campuses located on four islands in the State of Hawai'i. While each campus has a unique identity and mission, the ten campuses operate as one system.

Career Pathways
The State of Hawai'i and its educational systems are participating in Career Pathways with an overall theme of "Six pathways, one system." The six pathways are:
1. Arts and Communication
2. Business
3. Health Services
4. Industrial and Engineering Technology
5. Natural Resources
6. Public and Human Services

At the secondary and postsecondary levels, the goal of Career Pathways is to provide curriculum standards that meet business and industry requirements. Implementing these standards will ensure student attainment of a high level of academic and technical skills, a seamless transition from secondary to postsecondary educational programs and between postsecondary campuses, and a satisfying career for which the student is well prepared.

Hawai'i P-20 Initiative
The overarching goal of the P-20 initiative is to improve student achievement at all levels of education. To this end, two of the goals of P-20 are:
1. To align standards, curricula, and assessments across all components of the state's public education system.
2. To improve transition among the components of the education system, as well as from an educational setting to the workforce.

During the course of their education, students may decide to transfer from one campus to another in the University of Hawai'i (UH) system. The development of an articulated program of study supports the transfer of earned academic credits within the UH system.

PURPOSE

The primary purpose of this articulation agreement is to facilitate the matriculation of students and the transfer of courses across the university system. Moreover, it is intended to inform students, whose program of study requires Digital Media Arts, Digital Media, New Media Arts courses as part of their degree requirements, of the program opportunities that are available to them throughout the UH system.

Credit-by-Exam

Students will have the opportunity to receive credit for equivalent courses taken elsewhere in the UH system, and outside of the UH system, reducing the potential problems of having to retake a similar course or not being credited with work that has been completed.

Students who have met all of the Student Learning Outcomes (SLOs) for this course may "challenge" the course through the "Credit-by-Examination" process established by the receiving community college campus. The portfolio review process for challenging this course is outlined below:

1. For the purpose of this agreement, the student who wishes to challenge the course must first meet with the Digital Media Arts, Digital Media, or New Media Arts program coordinator at the participating campus he/she is planning to attend to determine if it is likely that the student would meet the course SLOs.

2. If the program coordinator determines that the student has received the necessary training through some other means and will likely meet the SLOs for the course, the student must apply for and make the necessary arrangements with the participating college's Digital Media Arts, Digital Media, or New Media Arts program coordinator to have his/her prior work (both hard and digital copies) reviewed by the appropriate faculty. This must be done six (6) months before the start of the semester in which the student plans to receive credit for the course.

3. If the program coordinator/faculty determines that the student has met the SLOs of the course, he/she will notify the student of the decision before the start of the semester and process the necessary paperwork to have the student awarded credit for the course. If the program coordinator/faculty determines that the student has not met the SLOs for the course, he/she will notify the student of the determination and the student's right to an appeal within ten (10) working days of the receipt of written notification of the portfolio review decision. The program coordinator/faculty must send all notifications to the student by certified mail.

4. The student must then notify the program coordinator of his/her intention to file an appeal within ten (10) working days of the date on the receipt of the letter. Once notified of the student's intent to file an appeal, the program coordinator begins plans to convene an appeal panel.

5. The appeal process consists of a review by a panel of three (3) Digital Media Arts, Digital Media, or New Media Arts faculty from at least two (2) different campuses. The committee cannot include the faculty member that rendered the original decision. The committee shall convene within twenty (20) working days from the date of receipt of the request for an appeal. After the committee has met, they must inform the student of their decision within ten (10) working days. The review panel's decision is final.

All potential students should be informed of this credit-by-examination option and the entire appeal process that is available to them. All notification correspondence should be sent by certified mail. The UH Community Colleges is not responsible for undeliverable mail. If no other mailing address is provided by the student, all notification and appeal information will be mailed to the most current address available on the Banner Student Information System.

* * * *

The table in this document lists all 100-level Introduction to Digital Art(s) courses which are equivalent within the University of Hawai'i system. If a course is unique to a campus and, hence, does not have an equivalent course within the UH system, then it is not listed in the table. Also, the course outline(s) in this document have been approved by the faculty and administrations of all campuses represented in this signed agreement.

This Articulation Agreement will remain in effect until August 2012. It will be subject to review in Fall 2011 and may be continued, revised, or discontinued with the consent of all faculty members and administration of all campuses represented in this agreement. The Articulation Agreement remains in effect while a review continues.

Course Title	Hawaiʻi CC	Kapiʻolani CC	Leeward CC
Introduction to Digital Arts	ART 112 (3 cr)	ART 112 (3 cr)	
Introduction to Digital Art			ART 112 (3 cr)

Course Outline

Revised 5/5/08

A. **Course descriptions:**
Hawai'i CC: *Introduction to Digital Arts* (3 credits)*.* Studio introduction to digital technology and its applications to the production of visual art. Emphasis will also be placed on developing an aesthetic criteria for evaluation.

Kapi'olani CC: *Introduction to Digital Arts* (3 credits)*.* ART 112 is an introduction to digital technology and its applications in the production of visual art. Emphasis will also be placed on developing an aesthetic criteria for evaluation.

Leeward CC: *Introduction to Digital* Art (3 credits). Introduction to the technology, vocabulary, and procedures of computer-produced images; the use of the computer as an artist's tool.

> **Effective Fall 2009, each University of Hawai'i Community College System campus listed in this Agreement offering this ART 112 course has agreed to submit to its campus Curriculum Committee the following modifications:**
> Course title: Introduction to Digital Arts
> Course description: Studio introduction to digital technology and its applications to the production of visual art. Emphasis will be placed on developing digital art works that meet aesthetic criteria for evaluation.
> Prerequisites: ENG 21 and ENG 22 or equivalent or instructor approval.
> Recommended Prep: ART 115 and basic computer competency skills.

B. **Hours per week:**
Lecture/Lab: 5 hours

C. **Pre-requisites, Co-requisites, or Recommended Preparation:**
Hawai'i CC: ENG 21 or ENG 22 or ESL 15 or placement in ENG 100 or placement in ENG 102. Co-req or prior completion of ART 115.

Kapi'olani CC: Recommended Prep: Basic computer competency skills

Leeward CC: ENG 21, ENG 22 and MATH 24 or equivalent or consent of instructor. Recommended Prep: ICS 100 or BUS 101

D. **Intended Student Learning Outcomes:**
1. Create original digital graphic artwork using appropriate design principles, elements of art, vocabulary, digital graphic software, and digital graphical technological processes.

2. Apply problem-solving techniques to develop art projects according to specifications, then critique and defend own artwork.

E. Course content including approximate time to be spent on each topic:

<u>Concepts</u>:
SLO #1: Create original digital graphic artwork using appropriate design principles, elements of art, vocabulary, digital graphic software, and digital graphical technological processes.
1. Contemporary digital graphics software packages
2. Original visual images
3. Animation principles and skills
4. Input and output devices
5. Vector and bitmap images
6. Visual elements
   a. Line
   b. Shape
   c. Value
   d. Color
   e. Texture
   f. Space
   g. Time and Motion
7. Design principles
   a. Balance
   b. Rhythm
   c. Emphasis
   d. Contrast
   e. Variation
   f. Unity

SLO #2: Apply problem-solving techniques to develop art projects according to specifications, then critique and defend own artwork.
8. Problem solving process
   a. Preliminary planning stage
   b. Exploration
   c. Revisions to the final product
9. Individual creativity
10. Conceptually critique and defend coursework

<u>Skills and Knowledge</u>:
SLO #1: Create original digital graphic artwork using appropriate design principles, elements of art, vocabulary, digital graphic software, and digital graphical technological processes.
1. Use the vocabulary and technological processes of digital graphics.
2. Use digital graphics to generate original visual images.
3. Use a variety of industry-standard digital graphic software packages and input/output devices.
4. Work with vector and bitmap images.
5. Apply the visual elements of line, shape, value, color, texture, space, time

and motion as well as the design principles of balance, rhythm, emphasis, contrast, variation, and unity in the creation of digital art works.
6. Demonstrate basic animation principles and skills.

SLO #2: Apply problem-solving techniques to develop art projects according to specifications, then critique and defend own artwork.
7. Complete the creative problem-solving process from the preliminary planning stage and exploration through revisions to the final product.
8. Demonstrate the ability to experiment by taking risks through the process of exploration during the creative process.
9. Achieve individual creative decisions.
10. Develop strong communication skills (written and oral) to effectively critique and defend coursework.

Breakdown of Time Spent on Concepts:

1. Introduction to Digital Arts   40%
    Historical introduction to digital graphic arts
    Survey of digital graphic art works
    Introduction to digital design, drawing, animation and interactivity
    Exploration of creative process and expression with digital media

2. Digital-based Art Tools   40%
    Vector graphics – basic tools and techniques
    Bitmap graphics – basic tools and techniques
    Animation – basic tools and techniques
    Interactivity – basic tools and techniques

3. Input and Output Options   20%
    Comparative exploration of digital input devices and processes
    Exploration of digital printing options for expressive art works
    Exploration of screen-based output formats

F. Text and materials:

There is no one single text for this course. While addressing the content of the course, texts and handouts will change to accommodate the availability of new course references on the field of multimedia and digital arts. Required resources are varied, but may include the most recent editions of:

Software:
Varied, but may include:
 Dreamweaver   PhotoShop
 Flash   Illustrator

Readings via on-line resources.

Golding, Mordy and John Ray. 2007. *Sams Teach Yourself Adobe Creative Suite 3 ALL in On.* SAMS. (ISBN: 978-0-67-232934-0).

Dean, Damon; Andy Cowitt; Jennifer Smith; and Christopher Smith. August 2007. *Adobe Creative Suite 3 Web Premium All-in-One Desk Reference for Dummies*, paperback (<u>E-Book</u> also available).

Weinmann, Elaine and Peter Lourekas. 2007. *Photoshop CS3 For Windows and Macintosh (Visual QuickStart Guide).* Peachpit Press. (ISBN: 0-321-47379-5).

<u>Materials and Supplies</u>:
Varied, but may include:

- Thumb/flash drive of 512MG-2GB of storage capacity.
- A three-ring notebook for the storage of notes, handouts, sketches, ideas and your writings.
- Laser plain white paper or a sketchbook for sketches.
- Ten (10) to twenty (20) sheets of photo-quality glossy paper.
- Three (3) or more approximately 9"x12" manila envelopes for submitting projects.
- At least five (5) CD-Rs, CD-RWs, or DVDs for burning each assigned project and course-specific trial software.
- One (1) small container of Spraymount (aka Craft Bond or Spray Adhesive)
- Two (2) black boards approximately 15"x20".
- One (1) fine point permanent marker for labeling CD-Rs.

G. Reference materials:
Second party "how to" books available on the market.

H. Auxiliary materials and content:
Varied, but may include:
- Articles and handouts prepared by instructor.
- Films, videos, or Internet sites.
- Tutorials via on-line resources.
- Guest speakers.

I. Learning Assessment Tasks:
Assessments are based on exercises, projects and rates on clarity of conceptual thinking and aesthetic composition, technical quality and execution, class participation and preparation.

J. Methods of Instruction
Instructional methods vary considerably with instructors and specific instructional methods will be at the discretion of the instructor teaching the course.
Suggested techniques might include, but are not limited to:
1. Quizzes and other tests with feedback and discussion.
2. Lectures and class discussions.
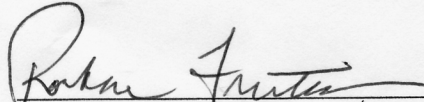
3. Problem solving.
4. Presentations.
5. Videos, DVDs, CD-ROMs.
6. Guest speakers.
7. Group activities.
8. Oral reports and other student presentations.
9. Games and simulations.
10. Homework assignments such as
    - Reading, or watching, and writing summaries and reactions to issues in the media including newspapers, video, magazines, journals.
    - Lectures, web-based material, and other sources.
    - Reading text and reference material and answering discussion questions.
    - Research latest trends and issues.
11. Web-based assignments and activities.
12. Reflective journals.
13. Group and/ or individual research projects with reports or poster presentations.
14. Study logs and study groups.
15. Other contemporary learning techniques (such as problem-based learning).
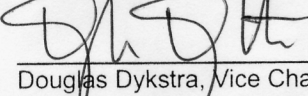
UNIVERSITY OF HAWAI'I SYSTEM ARTICULATION AGREEMENT
Digital Media Arts (New Media Arts) Program
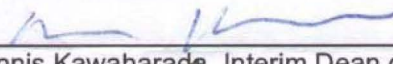## ART 112 Introduction to Digital Arts

Hawai'i Community College

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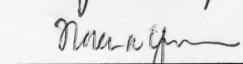
Rockne Freitas, Chancellor

JUL 3 1 2008
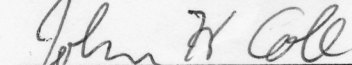
Date

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Douglas Dykstra, Vice Chancellor for Academic Affairs
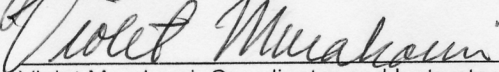
July 29, 2008

Date

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Noreen Yamane, Interim Dean for Arts and Sciences

July 28, 2008

Date

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John Cole, Division Chair

July 23, 2008
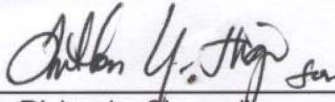
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Violet Murakami, Coordinator and Instructor
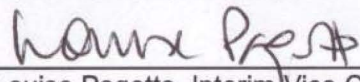
June 20, 2008

Date

UNIVERSITY OF HAWAI'I SYSTEM ARTICULATION AGREEMENT
Digital Media Arts (New Media Arts) Program
ART 112 Introduction to Digital Arts

Kapi'olani Community College

_____   6/2/08
Leon Richards, Chancellor   Date
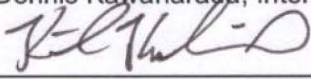
_____   5/28/08
Louise Pagotto, Interim Vice Chancellor for Academic Affairs   Date
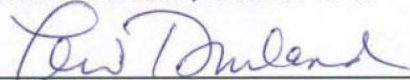
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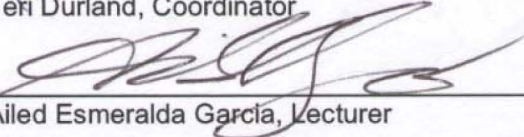Dennis Kawaharada, Interim Dean of Arts and Sciences   Date

_____   MAY 23, 2008
Keith Kashiwada, Division Chair   Date

_____   May 22, 2008
Teri Durland, Coordinator   Date
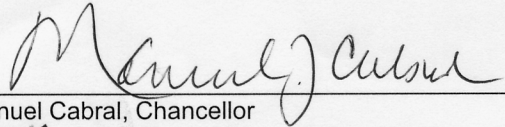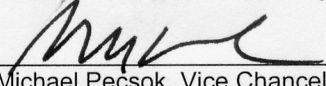
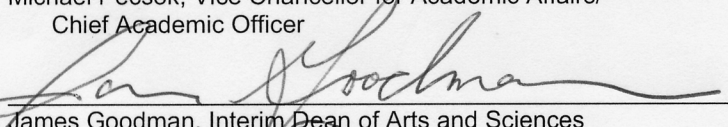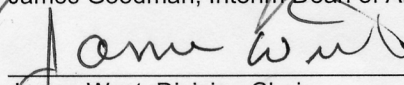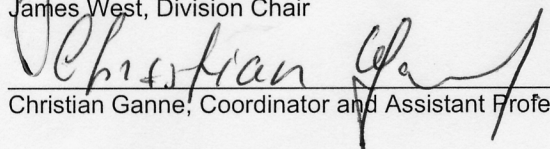_____   May 21, 2008
Ailed Esmeralda Garcia, Lecturer   Date

UNIVERSITY OF HAWAI'I SYSTEM ARTICULATION AGREEMENT
Digital Media Arts (New Media Arts) Program
ART 112 Introduction to Digital Art

Leeward Community College

_____   8/11/08
Manuel Cabral, Chancellor   Date

_____   8/11/08
Michael Pecsok, Vice Chancellor for Academic Affairs/   Date
Chief Academic Officer

_____   08/08/08
James Goodman, Interim Dean of Arts and Sciences   Date

_____   08/01/08
James West, Division Chair   Date

_____   07/28/08
Christian Ganne, Coordinator and Assistant Professor   Date