

## AMD 102: The Computer and the Visual Arts // Fall 2019

Tuesdays 5:00-8:50pm, University Hall 271

Instructor: Bekkah Walker, MFA

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Office Hours: Tuesdays 4:00pm-5:00pm, location: TBA (most likely UH271)

This course has no prerequisites.

Course Website (Cougar Courses): Login @ <https://cc.csusm.edu/>

alternate Website: <http://www.bekkahwalker/102/>

### COURSE DESCRIPTION

Welcome to the Computer and the Visual Arts, a course designed to introduce artists to the computer as a tool for creative practice. Students will employ basic two-dimensional design principles using creative imaging software (Adobe Photoshop CC, Adobe Illustrator CC and Adobe Bridge CC). Students will evaluate the work of contemporary artists utilizing the computer and digital imagery in a variety of formats. Students will create work utilizing text and image in a number of art projects.

*\* May not be taken for credit by students who received credit for VSAR 102.*

### OBJECTIVES & OUTCOMES

School of Arts - Arts, Media, and Design Student Learning Outcomes:

PSLO 1 – Learning the language of visual arts theory, history and production: Students demonstrate understanding of the basic vocabulary of visual arts analysis such as visual elements and design principles; distinguish and describe techniques and tools used in various software applications; evaluate their own work and the work of others during group critiques that use the basic vocabulary of visual art informed by the history and theory of art; and, use analytic language in written summaries of class critiques.

PSLO 3 – Creating art work: Students demonstrate openness to new ideas and artistic processes based on ideas, issues, intuitions and inspirations addressed in class; think creatively by employing technical skills along with intelligent idea development in the design and creation of art works; practice respect and support for others in their creative process by demonstrating the ability to offer constructive, critical analysis and evaluation of the work of their peers while employing the language of visual arts; practice collaborative skills in the planning and execution of group projects and collaborative art works.

Student Learning Outcomes for this course:

- Proficiency with the tools available in Adobe Photoshop CC and be introduced to other image editing applications.
- Knowledge and experience with art movements and applications of digital technology in contemporary art.
- Creation of original works of art that reflect diverse social, personal, and global perspectives and critical thinking.
- Engagement in critical dialogue during group critiques and provide constructive feedback for peers.

Credit Hour Policy: Students are expected to spend a minimum of 2 hours of course study outside of the classroom each week for each unit of credit. Because this is 3 units of credit, you are expected to spend 6 hours outside of class.

Recommended Text:

<http://biblio.csusm.edu/>

- Adobe Photoshop CC Classroom in a Book 2019 (ISBN: 0135261783)
- Adobe Photoshop CC for photographers 2018 edition: a professional image editor's guide to the creative use of Photoshop for the Macintosh and PC, by Martin Evening (ISBN: 1-351-61736-2)

ADDITIONAL READINGS: (\*not required, but could be applied towards research papers)  
Additional readings will be provided on the Cougar Courses site, or linked, or available for download.

REQUIRED - External Storage Device or Cloud Storage:

\*format all external drives (for cross-platform compatibility): ExFAT [or MS-DOS (FAT)]

- USB 3.0 Flash Drive (32GB or 64GB or 256 GB)
- Larger capacity External Hard Drive supporting USB 3.0 cable (1TB or 2TB)  
WD Passport is popular and inexpensive
- Google Drive (as a CSUSM student you have access to Google Drive when you sign in with your CSUSM email).

Download Adobe CC (Creative Cloud) on your home computer using your CSUSM login:

<https://www.csusm.edu/tss/software/available-for-download/adobe/index.html>

\*NOTE: While we work on Macintosh computers in the classroom, your work is fully supported by PC and Windows-based machines. Once you are inside the Adobe Photoshop platform, the workflow is essentially the same.

Open Labs Schedule: \*available for use when classes are not in session

- ARTS 239 open Monday - Friday to 10 pm, (when classes are not in session) – check open availability at: [http://www.csusm.edu/sofa/techsupport/arts\\_facilities/arts\\_239.html](http://www.csusm.edu/sofa/techsupport/arts_facilities/arts_239.html)  
If need access to the lab during the evenings or weekends:
  - Arts Technical Support: (760) 750-8801, email: [artscheckout@csusm.edu](mailto:artscheckout@csusm.edu)
  - University Police: (760)750-4567
- The Daniels Lab, located in SBSB 2207 is open daily M-F 8:30 am - 5:30 pm
- Other Mac labs: Arts 340, University Hall 271, 272, 273

## COMPUTER LAB POLICIES

No Food or Drink – is ever allowed near the computers (in any computer lab).

For University Hall 271: Please use the table and chair area at the front of the room.

For all other computer labs, please follow rules specific for that lab.

## DISABILITY STATEMENT

Disabled Student Services (DSS) <http://www.csusm.edu/dss/>

Students with disabilities who require reasonable accommodations must be approved for services by providing appropriate and recent documentation to the Office of Disabled Student Services (DSS) located in Craven Hall SuiteM4200. Contact DSS at (760) 750-4905 or (760) 750-4909 (TTY) or by email at: [dss@csusm.edu](mailto:dss@csusm.edu). Students authorized by DSS to receive accommodations should meet me during office hours to ensure confidentiality.

## ACADEMIC HONESTY

Students will be expected to adhere to standards of academic honesty and integrity, as outlined in the Standards for Student Conduct Code. All assignments must be original work, clear and error-free. All ideas/material that are borrowed from other sources must have appropriate references to the original sources. Any quoted material should give credit to the source and be punctuated accordingly.

Academic Honesty and Integrity: Students are responsible for honest completion and representation of their work. Your course catalog details the ethical standards and penalties for infractions. There will be zero tolerance for infractions. If you believe there has been an infraction by someone in the class, please bring it to the instructor's attention. The instructor reserves the right to discipline any student for academic dishonesty, in accordance with the general rules and regulations of the university. Disciplinary action may include the lowering of grades and/or the assignment of a failing grade for an exam, assignment, or the class as a whole. Academic dishonesty cases will be referred to the Dean of Students Office and may result in suspension or expulsion from CSU San Marcos and the CSU System.

## FINAL EXAM

There is NO final exam. The final critique will take place during the final week of instruction. The final exam time can be used as one-on-one conference time or extended office hours. Tuesday, 12/10/19, 6:15pm-8:15pm, University Hall 271

## Class Structure:

One-On-One:

5:00-5:20pm

This is a component of Lab time. This specific time is set aside for answering questions that students had the previous week while working on their own. I will have a sign-up sheet where students will sign their name if they would like me to meet with them one-on-one. I will go down the list in order (first come first serve). Once time runs out, I will then move on to the next part of class. If there are students who did not have an opportunity for a one-on-one, they can meet with me during office hours. If there are no questions, this time can be used to finalize work that is due for that day.

Lecture / Demonstration:

5:20-6:40pm

This is time for me to introduce artists and concepts. Each week will have its own theme to be completed as an Exercise or Assignment. I will take this time to demonstrate on the computer technical skills needed for the upcoming task. Note taking is essential. You can also record lectures and demonstrations using a recording device (audio / video).

Break:

6:40-7:00pm

Lab:

7:00-8:50pm

Students will complete technical tasks and/or work on Exercises or Assignments. This will be a combination of instructor lead activities and independent work/research.

Grading Break-Down:

Creative Projects: 30%

Exercises: 30%

Research Assignments: 30%

Participation: 10%

Grading Scale:

A: 100-90%   B: 89-80%   C: 79%-70%   D: 69-60%   F: 59-0%

Brief Descriptions of Grading Categories:

Creative Projects:

These are projects where students can explore the possibilities of their digital imaging skills and the creative, social and cultural impact these works might have.

Projects are divided into components:

- reading / research
- writing
- creative vision and exploration
- technical execution
- group critique

Exercises:

Are considered to be technical-based tasks. They ordinarily don't require more than 1- 2 hours to complete. Exercises can be completed in-class or out-of-class.

Research Assignments:

These will vary between image research assignments and research papers.

## Participation:

Attendance is required for this course. For each absence, 2% will be deducted from your Participation grade. Failure to attend on a critique day will result in the deduction of 4%. (Critique Days are when Assignments are Due).

Only medical excuses will avoid these deductions. Please supply me with a note.

## Physical Attendance:

Students are required to physically attend class and not treat any assignment in a remote learning-based manner. In other words, this is not an online course. Your instructor will track if you have been attending class. If you have not but are still turning in work, work may not be accepted because of the failure to attend lectures related to that week's topic. If you are experiencing issues with attending class regularly, please discuss options with your instructor. We are here to help and find solutions.

## Research / Response Papers:

Unless otherwise noted, all research papers assigned will follow the same guidelines.

Research Papers: Two Pages, Double-Spaced, at least Two Academic Sources, a Thesis and Conclusion, Chicago formatting style (footnotes and bibliography) or MLA.

Response Papers: will be shorter: 1 page, double-spaced. The format of these can be loose.

\*All papers require proofing prior to turning in. Please no spelling or grammatical errors.

## Turning Work in for Credit:

All Creative Projects, Exercises, and Research Assignments must be turned in. I will announce to the class what method we will use and also the format and how the files should be structured. Papers can be turned in digitally.

## Late Work and Re-Submissions:

All work is to be turned in on the day it is due (at the beginning of class). If any part of the assignment is missing, the work will be graded and points deducted. Late work will receive a deduction of 5%.

Specific for Assignments: After group critique you will have an opportunity to improve your work and resubmit.

Exercises are not critiqued and therefore must simply be turned in (no re-submissions).

No work will be accepted beyond 1 week of its original due date.