I. CALL TO ORDER
   Opening Remarks and Introductions

II. DIVISION UPDATES – Curriculum Highlights
   A. Humanities and Fine Arts, Chris Iwata
   B. Language and Literature, Albert Garcia
   C. Learning Resources, Rhonda Rios Kravitz
   D. Math/statistics and Engineering, Anne Licciardi
   E. Physical Education, Health, & Athletics, Mitch Campbell

III. ORIENTATION FOR NEW AND RETURNING MEMBERS
   A. Refreshment Sign-Ups
   B. Committee Calendars
   C. Report – Curriculum Institute
   D. Role and Responsibility of the Curriculum Committee
   E. Course Outline review
   F. Access to SOCRATES
   G. Program Review Reminder – ProLOs for programs

IV. SUBCOMMITTEES
   A. Distance Education Subcommittee
   B. General Education Subcommittee
   C. Multicultural Graduation Requirement Subcommittee
   D. Prerequisite/Corequisite/Advisory Subcommittee
   E. Honors Subcommittee

V. INFORMATION ITEMS
   A. Minutes of April 11, Confirmation of e-mail vote
   B. Stand-Alone Course approval training – state mandated – September 12 Curriculum meeting

VI. OLD BUSINESS
   None.

VII. NEW BUSINESS
   A. Advanced Technology
      Second Reading:
      None

      First Reading:
      GCOM 331, Advanced Image Editing for Print, Using Adobe Photoshop - revisions
      GCOM 332, Advanced Image Editing for Web/Multimedia, Using Adobe Photoshop – new to district
      GCOM 360, Web Site Prototyping and Graphics (Adobe Fireworks) - revisions
B. Behavioral and Social Sciences
   Second Reading:
   SOC 385, Practicum in Sociology – postponed to September 12

   First Reading:
   None

   Consent/FYI
   FCS 499, Nutrition Education for Early Childhood Education Providers – hours/typo
   NUTRI 320, Children’s Health, Safety and Nutrition – hours/typo

C. Language and Literature:
   Second Reading:
   None

   First Reading:
   None

   Consent/FYI:
   ESLR 90, ESL Center: Intermediate-Low Reading Skills in ESL – hours adjustment
   ESLL 90, ESL Center: Intermediate-Low Listening Skills in ESL – hours adjustment
   ESLR 92, ESL Center: Intermediate-High Reading Skills in ESL – hours adjustment
   ESLL 91, ESL Center: Intermediate-Low Listening Skills in ESL – hours adjustment
   ESLR 93, ESL Center: Advanced-Low Reading Skills in ESL – hours adjustment
   ESLR 91, ESL Center: Intermediate-Mid Reading Skills in ESL – hours adjustment

D. Physical Education, Health, and Athletics
   Second Reading:
   None

   First Reading:
   None

   Consent/FYI
   DANCE 373, Cheer and Dance – hours adjustment

VIII. ADJOURNMENT

NEXT MEETING: SEPTEMBER 5, 2008, 11:00AM, RN258 (TECHNICAL REVIEW BEGINS AT 9AM)

Office of Instruction: 08/19/08
Course Outline  
Sacramento City College  
Los Rios Community College District

Section 1: Curriculum Cycle Information

Course: GCOM 331: Advanced Image Editing for Print, Using Adobe Photoshop
Formerly: GCOM 331: Advanced Image Editing, Using Adobe Photoshop
Proposal Type: Revision
Faculty Initiator: Donald Button
Outline Status: 1st Reading
Last Full Review: Nov 01, 2006
Last Curriculum Action: Apr 16, 2008
Official: No

Section 2: Submission Information

Proposal: To revise the current SCC course.

Revised Items:
- Course Title
- Short Title for Transcripts
- Purpose/Need
- Instruction Methods
- Evaluation Methods
- Delivery (In-Person; Distance Education)
- Distance Education Modalities
- Distance Education: Methods and/or Assignments
- Distance Education: Hours
- Distance Education: Contacts
- Course Topics
- Textbooks

Explanation: The primary reason for this revision is to change the name to "for print" to differentiate it from a new course focused on Advanced Digital Imaging for Multimedia/Web. This revision also updates SLOs and adds distance learning modalities.

Section 3: Basic Course Information

Identifier: GCOM 331

https://inside.losrios.edu/~intranet/cgi-bin/intra/curriculum/print_outline.cgi?course_id=10... 8/26/2008
Title: Advanced Image Editing for Print, Using Adobe Photoshop

Units: 3.00

Prerequisite: GCOM 330 with a grade of "C" or better or equivalent.

Hours: 36 hours lecture, 54 hours laboratory

Description: This course centers on advanced image editing techniques using the latest version of Photoshop. In addition to learning advanced capabilities of Photoshop, students will learn how to alter existing images realistically, compose artwork in graphic situations, and creatively apply techniques to original artwork. Students will also learn how to work with service bureaus and commercial printers to produce quality output. This course may be taken three times for credit if the version of software being taught has changed.

Section 4: Learning Outcomes and Objectives

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

- create original artwork, digitally edited images, and print-ready graphic designs using the software.
- employ compositional terminology, design, and color theory to create a visually stimulating image.
- determine appropriate course of action and use of creative techniques to attain desired results with software.
- prepare a file/image for output with a service bureau or offset printer.
- critique student work in a method that encourages revision and open mindedness.
- composite multiple images using channels, layers, and complex selections to create original compositions.
- utilize color and tonal correction tools to improve digital photos and artwork.
- integrate creative typography to communicate graphically and illustrate concepts.
- practice advanced processes and application shortcuts to increase productivity and creative work flow.

Section 5: Course Topics

The topics for this course are typically allocated as follows:

<table>
<thead>
<tr>
<th>Lab</th>
<th>Topic</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>2</td>
<td>3</td>
</tr>
</tbody>
</table>

https://inside.losrios.edu/~intranet/cgi-bin/intra/curriculum/print_outline.cgi?course_id=10... 8/26/2008
3 Advanced color and tonal correction of digital images using Curves, Levels, Channels, Adjustment Layers, and Burn & Dodge techniques will be demonstrated; review of resolution and image size controls will be discussed.

3 Advanced use of Color and Swatch panels, creating Custom Colors and Brushes, and using Spot Color Channels will be demonstrated.

3 Advanced use of the Curves adjustment tool will be demonstrated.

3 Use of Sharpening, Photo Filter, Blur and retouching tools to improve digital images will be demonstrated.

3 Advanced use of Layers, Masks, Layer Styles, Collage, Smart Objects, and Warping to create dynamic images will be demonstrated.

3 Advanced use of Selection tools and multiple Masks, including Channels, Quick Mask and Extract Filter will be demonstrated.

3 Examining composition: radial balance, dominance, proportion, asymmetry, visual weight, visual hierarchy and focal point will be discussed.

3 Advanced use of Pen Tool, Paths, Vector Masks, Vanishing Point Filter, and special effects filters will be demonstrated.

3 Setting and editing vector and rasterized type, and creating Custom Gradients will be demonstrated.

3 Utilizing Special Effects and Liquify to create dynamic and memorable design compositions will be demonstrated.

3 Creating and using customized Automation and Action Droplets to increase productivity will be demonstrate.

3 Final Design Project will be introduced. Design process, creative exploration, project programming, communication, composition, theme, presentation and critiques will be discussed.

6 Refining concepts, reviewing and measuring project programming will be discussed. Utilizing software techniques to create dynamic visual communication will be demonstrated. Students will review, present, and critique project proposals.

3 Production tips, using a service bureau, and preparing files for offset printing will be discussed. Final Projects will be presented for critique.

3 Final presentation and critique

36 54 Total Hours

Section 6: Instructional Delivery Modalities

This course may be taught using the following instructional delivery modalities:

https://inside.losrios.edu/~intranet/cgi-bin/intra/curriculum/print_outline.cgi?course_id=10...

8/26/2008
Section 7: Instruction Methods and Inclass Activities

In-Person Delivery Modality
Lecture, demonstration, handouts, tutorial assignments, design projects, and critique

Hybrid - Online and Onsite Delivery Modality
Lecture, demonstration, downloadable handouts, tutorial assignments, design projects, and in-class critique

Interactive Television Delivery Modality
Lecture, demonstration, downloadable handouts, tutorial assignments, design projects, and critique

Internet/Online Delivery Modality
Lecture, demonstration, downloadable handouts, tutorial assignments, design projects, and online critique

Section 8: Typical Homework Assignments

In-Person Delivery Modality
Students will utilize multiple images and typography to design a photo collage for a magazine cover.

Hybrid - Online and Onsite Delivery Modality
Students will utilize multiple images and typography to design a photo collage for a magazine cover.

Interactive Television Delivery Modality
Students will utilize multiple images and typography to design a photo collage for a magazine cover.

Internet/Online Delivery Modality
Students will utilize multiple images and typography to design a photo collage for a magazine cover.
Section 9: Evaluation Methods

In-Person Delivery Modality
Evaluation of projects, creative techniques, and critique

Hybrid - Online and Onsite Delivery Modality
Evaluation of projects, creative techniques, and critique

Interactive Television Delivery Modality
Evaluation of projects, creative techniques, and critique

Internet/Online Delivery Modality
Evaluation of projects, creative techniques, and critique

Section 10: Allocation of Instructional Time (Distance Education)

Hybrid - Online and Onsite Delivery Modality
For this modality, the course's 90 instructional hours are typically allocated as follows:

<table>
<thead>
<tr>
<th>Hours</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>30</td>
<td>Course Web Pages</td>
</tr>
<tr>
<td>20</td>
<td>Textbook-Centered Web Site</td>
</tr>
<tr>
<td>16</td>
<td>Asynchronous Online Communication</td>
</tr>
<tr>
<td>10</td>
<td>Online Assessment Activities</td>
</tr>
<tr>
<td>8</td>
<td>Onsite Presentations</td>
</tr>
<tr>
<td>2</td>
<td>Onsite Discussions</td>
</tr>
<tr>
<td>4</td>
<td>Onsite Assessment Activities</td>
</tr>
</tbody>
</table>

90 Total Hours

Interactive Television Delivery Modality
For this modality, the course's 90 instructional hours are typically allocated as follows:

<table>
<thead>
<tr>
<th>Hours</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>44</td>
<td>Course Web Pages</td>
</tr>
<tr>
<td>36</td>
<td>Interactive Television</td>
</tr>
</tbody>
</table>
6  Online Assessment Activities
2  Onsite Presentations
2  Onsite Assessment Activities

90  Total Hours

Internet/Online Delivery Modality
For this modality, the course's 90 instructional hours are typically allocated as follows:

<table>
<thead>
<tr>
<th>Hours</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>38</td>
<td>Course Web Pages</td>
</tr>
<tr>
<td>20</td>
<td>Textbook-Centered Web Site</td>
</tr>
<tr>
<td>20</td>
<td>Asynchronous Online Communication</td>
</tr>
<tr>
<td>10</td>
<td>Online Assessment Activities</td>
</tr>
<tr>
<td>2</td>
<td>Onsite Presentations</td>
</tr>
</tbody>
</table>

90  Total Hours

Section 11: Regular Instructional Contact (Distance Education)

Hybrid - Online and Onsite Delivery Modality
For this modality, the minimum number of instructional contacts a single student may typically expect to have with the professor are:

<table>
<thead>
<tr>
<th>Number of Contacts</th>
<th>Type of Contact</th>
</tr>
</thead>
<tbody>
<tr>
<td>16</td>
<td>Email</td>
</tr>
<tr>
<td>3</td>
<td>Distribution Lists</td>
</tr>
<tr>
<td>8</td>
<td>Discussion Board</td>
</tr>
<tr>
<td>4</td>
<td>Web Log or FAQ</td>
</tr>
<tr>
<td>1</td>
<td>Onsite Orientation Sessions</td>
</tr>
<tr>
<td>4</td>
<td>Onsite Group Meetings</td>
</tr>
<tr>
<td>1</td>
<td>Onsite Tests or Assessments</td>
</tr>
<tr>
<td>1</td>
<td>Onsite Review Sessions</td>
</tr>
</tbody>
</table>

38  Total Contacts

https://inside.losrios.edu/~intranet/cgi-bin/intra/curriculum/print_outline.cgi?course_id=10... 8/26/2008
Interactive Television Delivery Modality
For this modality, the minimum number of instructional contacts a single student may typically expect to have with the professor are:

<table>
<thead>
<tr>
<th>Number of Contacts</th>
<th>Type of Contact</th>
</tr>
</thead>
<tbody>
<tr>
<td>18</td>
<td>Email</td>
</tr>
<tr>
<td>3</td>
<td>Distribution Lists</td>
</tr>
<tr>
<td>8</td>
<td>Discussion Board</td>
</tr>
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<td>8</td>
<td>Web Log or FAQ</td>
</tr>
<tr>
<td>1</td>
<td>Onsite Orientation Sessions</td>
</tr>
</tbody>
</table>

38  
Total Contacts

Internet/Online Delivery Modality
For this modality, the minimum number of instructional contacts a single student may typically expect to have with the professor are:

<table>
<thead>
<tr>
<th>Number of Contacts</th>
<th>Type of Contact</th>
</tr>
</thead>
<tbody>
<tr>
<td>18</td>
<td>Email</td>
</tr>
<tr>
<td>3</td>
<td>Distribution Lists</td>
</tr>
<tr>
<td>14</td>
<td>Discussion Board</td>
</tr>
<tr>
<td>8</td>
<td>Web Log or FAQ</td>
</tr>
<tr>
<td>1</td>
<td>Onsite Orientation Sessions</td>
</tr>
</tbody>
</table>

44  
Total Contacts

Section 12: Representative List of Textbooks


Supplementary Requirements:  Instructor generated handouts

Section 13: Additional Course Information

Faculty Discipline(s): Graphic Arts

Short Title for Transcripts: Adv Image Edit Print-Photoshop

Type of Grading: Letter Grade
Section 14: Prerequisite Justification

Prerequisite:  
GCOM 330 with a grade of "C" or better or equivalent.

Justification:  
"GCOM 330 with a grade of "C" or better or equivalent."

Other Justification:

Students sometimes take this course at another institution or are self taught.

GCOM 330: Beginning Photoshop

The following GCOM 330 prerequisite skills are needed in order to be successful in the course:

- transform and manipulate images using good visual design concepts.
- experiment with Photoshop's newest powerful tools.
- prepare files for offset printing and delivery into page layout software.
- enhance and produce colors and textures that make images unique.
- create imaginative raster and vector-based images.
- develop patterns and shadows that give objects dimension.
- produce effective masks for special effects.
- work with layers to composite multiple images.
- utilize the history and other palettes to correct and save in multiple file formats.

Section 15: Relationship to College Programs

Need/Purpose for the Course:  
This course centers on advanced image editing techniques, specific to designing for print and publication, using the latest version of Photoshop. In addition to learning advanced capabilities of Photoshop, students will learn how to alter existing images realistically, compose artwork in graphic situations, and creatively apply techniques to original artwork. This course is a part of several certificates and the GCOM A.S. Degree. Skills learned in this course are required to gain employment in the Graphic Communication-type industries.

Degrees and

Graphic Communication (A.S. Degree); Graphic Communication (Certificate);
Certificates: Graphic Design Production (Certificate); Image Editing (Certificate); Web Design (Certificate)

Prerequisite To: None.

Corequisite To: None.

Advisory To: None.

Section 16: Relationship to Transfer Institutions

CSU Transfer: Approved: Jun 01, 2007

Section 17: Digital Signatures

Faculty Initiator: Donald Button

Department/Subject: GCOM

Department Vote: 
Yes: 3
No: 0
Abstain: 0

Total: 3

Department Chair/Designated Contact: Donald Button (Signed: Mar 05, 2008)

Division Dean: Donnetta Webb (Signed: Mar 09, 2008)

ARC Contact: Jiayi Young (Signed: Mar 31, 2008)

CRC Contact: Margaret Woodcock (Signed: May 05, 2008)

FLC Contact: Maria Sayago (Signed: Mar 06, 2008)
Section 1: Curriculum Cycle Information

Course: GCOM 332: Advanced Image Editing for Web/Multimedia, Using Adobe Photoshop
Proposal Type: New to District
Faculty Initiator: Donald Button
Outline Status: 1st Reading
Last Full Review: 
Last Curriculum Action: Apr 16, 2008
Official: No

Section 2: Submission Information

Proposal: To add a course to the SCC catalog that is not currently offered by any Los Rios college.
Explanation: This course covers the new and advanced level skills using the newest version of Adobe Photoshop for Web, multimedia, 3D and video graphics, far beyond the beginning level class, GCOM 330. Students who will be acquiring careers in this field need this knowledge to be successful in the workplace.

Section 3: Basic Course Information

Identifier: GCOM 332
Title: Advanced Image Editing for Web/Multimedia, Using Adobe Photoshop
Units: 3.00
Prerequisite: GCOM 330 with a grade of "C" or better or equivalent.
Hours: 36 hours lecture, 54 hours laboratory
Description: This course centers on advanced image editing techniques for Internet, multimedia, 3D and video applications, using the latest version of Photoshop. In addition to learning advanced capabilities of Photoshop, students will learn how to alter existing images

https://inside.losrios.edu/~intranet/cgi-bin/intra/curriculum/print_outline.cgi?course_id=10... 8/26/2008
realistically, creatively apply techniques to original artwork, prepare static and animated graphics for use on the Internet and various other new media, and how to import and work on 3D and video images. This course may be taken three times for credit if the version of software being taught has changed.

[Courses embedded in catalog description: None.]

Section 4: Learning Outcomes and Objectives

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

- create original artwork, digitally edited images, and graphic designs using the software.
- employ compositional terminology, design, and color theory to create a visually stimulating image.
- integrate creative imagery and typography to communicate graphically and illustrate concepts.
- determine appropriate use of creative techniques to attain desired results with software, practice advanced processes and shortcuts to increase productivity and creative work flow.
- utilize software to create Web-ready optimized graphic, Web page slices, and basic animation.
- utilize software to apply image-editing and paint tools to 3D and motion-based content.

Section 5: Course Topics

The topics for this course are typically allocated as follows:

<table>
<thead>
<tr>
<th>Lee</th>
<th>Lab</th>
<th>Topic</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>3</td>
<td>Introductions, review of past work and concepts from beginning level class will be discussed. Overview of new tools and web, 3D, and multimedia features will be demonstrated.</td>
</tr>
<tr>
<td>2</td>
<td>3</td>
<td>Advanced use of Color and Swatch panels will be demonstrated. Color theory, digital color space and various color modes, and discuss resolution and image controls will be examined.</td>
</tr>
<tr>
<td>2</td>
<td>3</td>
<td>Advanced use of tonal and color adjustment controls such as Levels, Curves, and Adjustment Layers will be demonstrated.</td>
</tr>
<tr>
<td>2</td>
<td>3</td>
<td>Advanced use of Layers, Masks, Layer Styles, Channels, Collage, Smart Objects, Custom Gradients and Warping to create dynamic images will be demonstrated.</td>
</tr>
<tr>
<td>2</td>
<td>3</td>
<td>Advanced use of Pen Tool, Paths, Vector Masks, Vanishing Point Filter, Liquify and special effects filters will be demonstrated. Setting and editing vector and rasterized type will be demonstrated.</td>
</tr>
<tr>
<td>2</td>
<td>3</td>
<td>Design concepts such as composition, radial balance, dominance, proportion, asymmetry, visual weight, visual hierarchy and focal point will be discussed.</td>
</tr>
<tr>
<td>6</td>
<td>9</td>
<td>Creating and exporting a basic Web page with rollover buttons, optimized graphics and</td>
</tr>
</tbody>
</table>

https://inside.losrios.edu/~intranet/cgi-bin/intra/curriculum/print_outline.cgi?course_id=10...  8/26/2008
slices will be demonstrated. Creating and exporting a 2D animated gif, and creating stand-alone Web graphics and interactive elements will be demonstrated.

Adding customized textures, color and images to imported static 3D wireframe graphics, editing imported animated 3D images and motion graphic files will be demonstrated.

Adding filters, textures and other digital imagery to imported film and video frames will be demonstrated.

Final Design Project will be introduced. Design process, creative exploration, project programming, communication, composition, theme, presentation and critiques will be discussed.

Refine concepts, review and measure project programming, Utilizing software techniques to create dynamic visual communication will be demonstrated. Project proposals will be presented and critiqued.

Final presentation and critique will be completed.

---

36 54 Total Hours

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Section 6: Instructional Delivery Modalities

This course may be taught using the following instructional delivery modalities:

- In-Person
- Hybrid - Online and Onsite
- Interactive Television
- Internet/Online

Section 7: Instruction Methods and Inclass Activities

In-Person Delivery Modality

Lecture, demonstration, handouts, tutorial assignments, design projects, and critique

Hybrid - Online and Onsite Delivery Modality

Online and in-class lecture, demonstration, downloadable handouts, tutorial assignments, design projects, and critique

Interactive Television Delivery Modality

Lecture, demonstration, downloadable handouts, tutorial assignments, design projects, and critique

https://inside.losrios.edu/~intranet/cgi-bin/intra/curriculum/print_outline.cgi?course_id=10... 8/26/2008
Internet/Online Delivery Modality

Online lecture, demonstration, downloadable handouts, tutorial assignments, design projects, and critique

Section 8: Typical Homework Assignments

In-Person Delivery Modality

Students will utilize multiple images and typography to create an animated Web banner ad.

Hybrid - Online and Onsite Delivery Modality

Students will utilize multiple images and typography to create an animated Web banner ad.

Interactive Television Delivery Modality

Students will utilize multiple images and typography to create an animated Web banner ad.

Internet/Online Delivery Modality

Students will utilize multiple images and typography to create an animated Web banner ad.

Section 9: Evaluation Methods

In-Person Delivery Modality

Evaluation of projects, creative techniques, and design critique

Hybrid - Online and Onsite Delivery Modality

Evaluation of projects, creative techniques, and design critique

Interactive Television Delivery Modality

Evaluation of projects, creative techniques, and design critique

Internet/Online Delivery Modality

Evaluation of projects, creative techniques, and design critique

Section 10: Allocation of Instructional Time (Distance Education)

https://inside.losrios.edu/~intranet/cgi-bin/intra/curriculum/print_outline.cgi?course_id=10... 8/26/2008
**Hybrid - Online and Onsite Delivery Modality**

*For this modality, the course's 90 instructional hours are typically allocated as follows:*

<table>
<thead>
<tr>
<th>Hours</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>36</td>
<td>Course Web Pages</td>
</tr>
<tr>
<td>20</td>
<td>Textbook-Centered Web Site</td>
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</tr>
<tr>
<td>4</td>
<td>Onsite Discussions</td>
</tr>
<tr>
<td>2</td>
<td>Onsite Assessment Activities</td>
</tr>
</tbody>
</table>

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90 **Total Hours**

**Interactive Television Delivery Modality**

*For this modality, the course's 90 instructional hours are typically allocated as follows:*

<table>
<thead>
<tr>
<th>Hours</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
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<td>Course Web Pages</td>
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</tr>
<tr>
<td>6</td>
<td>Online Assessment Activities</td>
</tr>
<tr>
<td>2</td>
<td>Onsite Presentations</td>
</tr>
<tr>
<td>2</td>
<td>Onsite Assessment Activities</td>
</tr>
</tbody>
</table>

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90 **Total Hours**

**Internet/Online Delivery Modality**

*For this modality, the course's 90 instructional hours are typically allocated as follows:*

<table>
<thead>
<tr>
<th>Hours</th>
<th>Type</th>
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<tbody>
<tr>
<td>38</td>
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<td>2</td>
<td>Onsite Presentations</td>
</tr>
</tbody>
</table>

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90 **Total Hours**

https://inside.losrios.edu/~intranet/cgi-bin/intra/curriculum/print_outline.cgi?course_id=10...

8/26/2008
Section 11: Regular Instructional Contact (Distance Education)

Hybrid - Online and Onsite Delivery Modality
For this modality, the minimum number of instructional contacts a single student may typically expect to have with the professor are:

<table>
<thead>
<tr>
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</tr>
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<tbody>
<tr>
<td>16</td>
<td>Email</td>
</tr>
<tr>
<td>3</td>
<td>Distribution Lists</td>
</tr>
<tr>
<td>8</td>
<td>Discussion Board</td>
</tr>
<tr>
<td>4</td>
<td>Web Log or FAQ</td>
</tr>
<tr>
<td>1</td>
<td>Onsite Orientation Sessions</td>
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<tr>
<td>4</td>
<td>Onsite Group Meetings</td>
</tr>
<tr>
<td>1</td>
<td>Onsite Tests or Assessments</td>
</tr>
<tr>
<td>1</td>
<td>Onsite Review Sessions</td>
</tr>
</tbody>
</table>

38 Total Contacts

Interactive Television Delivery Modality
For this modality, the minimum number of instructional contacts a single student may typically expect to have with the professor are:

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</tr>
<tr>
<td>1</td>
<td>Onsite Orientation Sessions</td>
</tr>
</tbody>
</table>

38 Total Contacts

Internet/Online Delivery Modality
For this modality, the minimum number of instructional contacts a single student may typically expect to have with the professor are:

<table>
<thead>
<tr>
<th>Number of Contacts</th>
<th>Type of Contact</th>
</tr>
</thead>
<tbody>
<tr>
<td>18</td>
<td>Email</td>
</tr>
<tr>
<td>3</td>
<td>Distribution Lists</td>
</tr>
</tbody>
</table>

https://inside.losrios.edu/~intranet/cgi-bin/intra/curriculum/print_outline.cgi?course_id=10... 8/26/2008
14 Discussion Board
8 Web Log or FAQ
1 Onsite Orientation Sessions

44 Total Contacts

Section 12: Representative List of Textbooks


Supplementary Requirements: Instructor prepared handouts and tutorials

Section 13: Additional Course Information

Faculty Discipline(s): Graphic Arts
Short Title for Transcripts: Adv Image Edit for Web/Multi
Type of Grading: Letter Grade
Times Taken for Credit: This course may be taken 3 times for credit.
Cross-listed Courses: None.
Taxonomy of Programs (TOP) Code: 0614.60 (*Computer Graphics and Digital Imagery*)
Student Accountability Model (SAM) Code: C (*Clearly Occupational*)

Section 14: Prerequisite Justification

Prerequisite: *GCOM 330 with a grade of "C" or better or equivalent.*

Justification: "GCOM 330 with a grade of "C" or better or equivalent."

Other Justification:

Students sometimes take this course at another institution or are self taught.

Section 15: Relationship to College Programs

https://inside.losrios.edu/~intranet/cgi-bin/intra/curriculum/print_outline.cgi?course_id=10... 8/26/2008
**Need/Purpose for the Course:**
This course covers advanced level skills using industry-standard software for Web and multimedia graphics, 3D model texturing, and applying effect to video frames. These are features far beyond the beginning level class, GCOM 330. Students who will be acquiring careers in this field need this knowledge to be successful in the workplace.

**Degrees and Certificates:**
None.

**Prerequisite To:**
None.

**Corequisite To:**
None.

**Advisory To:**
None.

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**Section 16: Relationship to Transfer Institutions**

**CSU Transfer:**
*Requested: Apr 11, 2008*

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**Section 17: Feasibility**

**Department Planning:**
This course ties into the Graphic Communication Unit Plan's goals of broadening our curriculum and is a reflection of the department's objective of meeting the needs of creative professionals and the creative industries.

**Sacramento City College Impact:**
This course may draw students from numerous disciplines across the college, but should have minimal impact on existing courses or programs outside the department. Eventually, this course will be integrated into the various certificate and degree offerings within the Graphic Communication department.

**Los Rios Impact:**
As this course is new to the district, impact on offerings at other colleges should be minimal.

**Staffing:**
This course can be taught by current or adjunct faculty.

**Facilities:**
The course will make use of existing college facilities, currently utilized by the Graphic Communication department.

**Equipment and Supplies:**
Equipment and supplies are primarily software which is already in place in support of the Graphic Communication Department.

**Essential Library or Media Materials:**
None

**Supplementary Library or Media Materials:**
None

https://inside.losrios.edu/~intranet/cgi-bin/intra/curriculum/print_outline.cgi?course_id=10... 8/26/2008
Section 18: Digital Signatures

Faculty Initiator: Donald Button

Department/Subject: GCOM

Department Vote:
- Yes: 3
- No: 0
- Abstain: 0

Total: 3

Department Chair/Designated Contact:
Donald Button (Signed: Mar 05, 2008)

Librarian:
Sandra Warmington (Unsigned) Requested: Mar 05, 2008

Division Dean:
Donnetta Webb (Signed: Mar 09, 2008)

ARC Contact:
Jiayi Young (Signed: Mar 31, 2008)

CRC Contact:
Margaret Woodcock (Signed: May 05, 2008)

FLC Contact:
Maria Sayago (Signed: Mar 06, 2008)
Course Outline
Sacramento City College
Los Rios Community College District

Section 1: Curriculum Cycle Information

Course: GCOM 360: Web Site Prototyping and Graphics (Adobe Fireworks)
Formerly: GCOM 360: Graphics for the Web
Proposal Type: Revision
Faculty Initiator: Donald Button
Outline Status: 1st Reading
Last Full Review: Nov 01, 2006
Last Curriculum Action: Apr 16, 2008
Official: No

Section 2: Submission Information

Proposal: To revise the current SCC course.

Revised Items:
- Course Title
- Catalog Description
- Learning Outcomes and Objectives
- Instruction Methods
- Evaluation Methods
- Distance Education: Methods and/or Assignments
- Distance Education: Hours
- Distance Education: Contacts
- Course Topics
- Textbooks

Explanation: This proposed revision is primarily to change the name to a more appropriate and current title that more accurately reflects the class. SLOs have been updated and refined. Distance learning modalities have also been added.

Section 3: Basic Course Information

Identifier: GCOM 360
Title: Web Site Prototyping and Graphics (Adobe Fireworks)

https://inside.losrios.edu/~intranet/cgi-bin/intra/curriculum/print_outline.cgi?course_id=10... 8/26/2008
Units: 3.00
Prerequisite: GCOM 330 with a grade of "C" or better or equivalent.
Hours: 36 hours lecture, 54 hours laboratory
Description: This course is for those wishing to design and develop professional quality, graphics-rich Web sites. Using Adobe Fireworks, students will prototype original web pages as well as prepare and optimize a variety of graphics. Through lecture, demonstration, hands-on methods, and class/instructor critiques, students will understand the process for designing a graphics-rich Web site. Topics include developing graphic elements for a Web site using a visual theme, creating buttons and intuitive navigational elements, making background textures and images, understanding Web file formats, optimization, presenting to a client, and simple animation that enhances a Web site. This course may be taken twice for credit if the software version has changed.

Section 4: Learning Outcomes and Objectives

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

- conceive and design an effective Web page prototype and develop a functional Web site.
- apply the concept of visual theme and communication by making appropriate choices in style, color palette, content, and typography.
- develop simple animated graphics, bitmap and vector objects, special effects and textures.
- demonstrate an understanding of file formats and ability to manipulate and optimize graphics for quick uploading on Web pages.
- demonstrate an understanding of, and ability to create navigation buttons, pop-up menus, slicing, rollovers and hot spots.
- demonstrate the ability to export image files to HTML and upload site files to a Web server.
- demonstrate the ability to evaluate and critique the form and function of a Web site and test it's success at meeting goals and objectives.

Section 5: Course Topics

The topics for this course are typically allocated as follows:

<table>
<thead>
<tr>
<th>Lab</th>
<th>Topic</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>3 Class requirements and objectives will be discussed. Web site design, graphics, and industry will be explained.</td>
</tr>
<tr>
<td>2</td>
<td>3 What makes a good and bad Web site will be discussed. Basic tools, menus and control panels of the Fireworks software will be demonstrated. Basic Web page structure and operation will be discussed.</td>
</tr>
<tr>
<td>2</td>
<td>3 The advantages, disadvantages and differences of working with bitmap and vector</td>
</tr>
</tbody>
</table>

https://inside.losrios.edu/~intranet/cgi-bin/intra/curriculum/print_outline.cgi?course_id=10... 8/26/2008
graphics will be discussed. Creating and importing graphics will be demonstrated.

Creating basic Web pages, navigational buttons, and working with layers and modes will be demonstrated.

Graphic symbols, instances, styles and URL hyperlinks will be discussed and demonstrated.

Creating and editing slices, rollovers, remote-rollovers, hot spots, and pop-up menus will be demonstrated.

Creating simple animation, working with effective animation file formats, and incorporating animated gif files in a Web page will be demonstrated.

Optimizing and exporting slices and graphics for optimal upload times will be demonstrated. Various file format options will be discussed.

Using Photoshop and Illustrator software in conjunction with Fireworks for the Web will be discussed. Preparing and importing graphics will be demonstrated.

Using Dreamweaver and Flash software in conjunction with Fireworks for the Web will be discussed. Preparing and importing graphics will be demonstrated.

Organizing and managing Web files, and uploading to a host server will be discussed and demonstrated.

Planning and designing a dynamic and memorable visual theme for a Web site will be discussed. Creating and presenting concepts will be demonstrated. Final Web design project will be introduced.

Web project proposals will be presented and critiqued. Design concepts, goals and objectives, styles, and navigation interface will be discussed and considered.

Issues of stock images, source material and copyright will be discussed. How to prepare and presenting graphics to a client, and mocking up a site for a first presentation will be discussed.

Using Dreamweaver to add functionality and content to a Web site will be demonstrated. How to prepare and presenting graphics to a client, and mocking up a site for a first presentation will be discussed.

Final Web projects will be evaluated, tested and measured against original proposal goals and objectives. Finishing touches, function, optimization, and uploading will be completed.

Final Web sites will be presented and critiqued.

36 54 Total Hours
Section 6: Instructional Delivery Modalities

This course may be taught using the following instructional delivery modalities:

- In-Person
- Hybrid - Online and Onsite
- Interactive Television
- Internet/Online

Section 7: Instruction Methods and Inclass Activities

In-Person Delivery Modality

Lecture, hands-on, handouts, demonstration, and critique

Hybrid - Online and Onsite Delivery Modality

Lecture, hands-on, downloadable handouts, demonstration, critique, and discussion board

Interactive Television Delivery Modality

Lecture, hands-on, downloadable handouts, demonstration, and critique

Internet/Online Delivery Modality

Lecture, hands-on, downloadable handouts, demonstration, critique, and discussion board

Section 8: Typical Homework Assignments

In-Person Delivery Modality

Create a set of navigational buttons that adhere to the visual theme you developed.

Hybrid - Online and Onsite Delivery Modality

Create a set of navigational buttons that adhere to the visual theme you developed.

Interactive Television Delivery Modality

Create a set of navigational buttons that adhere to the visual theme you developed.

Internet/Online Delivery Modality

https://inside.losrios.edu/~intranet/cgi-bin/intra/curriculum/print_outline.cgi?course_id=10... 8/26/2008
Create a set of navigational buttons that adhere to the visual theme you developed.

Section 9: Evaluation Methods

In-Person Delivery Modality
Evaluation of projects, quiz, and final projects

Hybrid - Online and Onsite Delivery Modality
Evaluation of projects, quiz, and final projects

Interactive Television Delivery Modality
Evaluation of projects, quiz, and final projects

Internet/Online Delivery Modality
Evaluation of projects, quiz, and final projects

Section 10: Allocation of Instructional Time (Distance Education)

Hybrid - Online and Onsite Delivery Modality
For this modality, the course's 90 instructional hours are typically allocated as follows:

<table>
<thead>
<tr>
<th>Hours</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>54</td>
<td>Course Web Pages</td>
</tr>
<tr>
<td>6</td>
<td>Asynchronous Online Communication</td>
</tr>
<tr>
<td>10</td>
<td>Online Assessment Activities</td>
</tr>
<tr>
<td>16</td>
<td>Onsite Presentations</td>
</tr>
<tr>
<td>2</td>
<td>Onsite Discussions</td>
</tr>
<tr>
<td>2</td>
<td>Onsite Assessment Activities</td>
</tr>
</tbody>
</table>

| 90    | Total Hours                   |

Interactive Television Delivery Modality
For this modality, the course's 90 instructional hours are typically allocated as follows:

<table>
<thead>
<tr>
<th>Hours</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>40</td>
<td>Course Web Pages</td>
</tr>
</tbody>
</table>

https://inside.losrios.edu/~intranet/cgi-bin/intra/curriculum/print_outline.cgi?course_id=10... 8/26/2008
36 Interactive Television
10 Asynchronous Online Communication
2 Online Assessment Activities
2 Onsite Discussions

---

90 Total Hours

Internet/Online Delivery Modality
For this modality, the course's 90 instructional hours are typically allocated as follows:

<table>
<thead>
<tr>
<th>Hours</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>60</td>
<td>Course Web Pages</td>
</tr>
<tr>
<td>10</td>
<td>Asynchronous Online Communication</td>
</tr>
<tr>
<td>18</td>
<td>Online Assessment Activities</td>
</tr>
<tr>
<td>2</td>
<td>Onsite Presentations</td>
</tr>
</tbody>
</table>

---

90 Total Hours

Section 11: Regular Instructional Contact (Distance Education)

Hybrid - Online and Onsite Delivery Modality
For this modality, the minimum number of instructional contacts a single student may typically expect to have with the professor are:

<table>
<thead>
<tr>
<th>Number of Contacts</th>
<th>Type of Contact</th>
</tr>
</thead>
<tbody>
<tr>
<td>16</td>
<td>Email</td>
</tr>
<tr>
<td>3</td>
<td>Distribution Lists</td>
</tr>
<tr>
<td>8</td>
<td>Discussion Board</td>
</tr>
<tr>
<td>1</td>
<td>Onsite Orientation Sessions</td>
</tr>
<tr>
<td>8</td>
<td>Onsite Group Meetings</td>
</tr>
</tbody>
</table>

---

36 Total Contacts

Interactive Television Delivery Modality
For this modality, the minimum number of instructional contacts a single student may typically expect to have with the professor are:

<table>
<thead>
<tr>
<th>Number of Contacts</th>
<th>Type of Contact</th>
</tr>
</thead>
</table>

https://inside.losrios.edu/~intranet/cgi-bin/intra/curriculum/print_outline.cgi?course_id=10...

8/26/2008
16 Email
3 Distribution Lists
16 Discussion Board
1 Onsite Orientation Sessions

36 Total Contacts

Internet/Online Delivery Modality
For this modality, the minimum number of instructional contacts a single student may typically expect to have with the professor are:

<table>
<thead>
<tr>
<th>Number of Contacts</th>
<th>Type of Contact</th>
</tr>
</thead>
<tbody>
<tr>
<td>16</td>
<td>Email</td>
</tr>
<tr>
<td>3</td>
<td>Distribution Lists</td>
</tr>
<tr>
<td>16</td>
<td>Discussion Board</td>
</tr>
<tr>
<td>1</td>
<td>Onsite Orientation Sessions</td>
</tr>
</tbody>
</table>

36 Total Contacts

Section 12: Representative List of Textbooks


Supplementary Requirements: none

Section 13: Additional Course Information

Faculty Discipline(s): Graphic Arts
Short Title for Transcripts: Graphics for the Web
Type of Grading: Letter Grade
Times Taken for Credit: This course may be taken 2 times for credit.
Cross-listed Courses: None.
Taxonomy of Programs (TOP) Code: 0614.30 (*Website Design and Development*)
Student Accountability Model (SAM) Code: D (*Possibly Occupational*)

https://inside.losrios.edu/~intranet/cgi-bin/intra/curriculum/print_outline.cgi?course_id=10...
8/26/2008
Section 14: Prerequisite Justification

Prerequisite:  *GCOM 330 with a grade of "C" or better or equivalent.*

Justification: "GCOM 330 with a grade of "C" or better or equivalent."

*Other Justification:*

Students often times take these courses at other institution or are self taught.

*GCOM 330: Beginning Photoshop*

The following GCOM 330 prerequisite skills are needed in order to be successful in the course:

- transform and manipulate images using good visual design concepts.
- experiment with Photoshop's newest powerful tools.
- enhance and produce colors and textures that make images unique.
- create imaginative raster and vector-based images.
- develop patterns and shadows that give objects dimension.
- produce effective masks for special effects.
- work with layers to composite multiple images.
- utilize the history and other palettes to correct and save in multiple file formats.

Section 15: Relationship to College Programs

**Need/Purpose for the Course:** This course is a foundation course for Web design students. It prepares students with the necessary knowledge for entering Web design authoring classes and the Web design industry.

**Degrees and Certificates:** Graphic Communication (A.S. Degree); Graphic Communication (Certificate); Image Editing (Certificate); Web Design (Certificate); Web Design Basics (Certificate); Webmaster, Level 1 (Certificate)

**Prerequisite To:** None.

**Corequisite To:** None.

**Advisory To:** None.

Section 16: Relationship to Transfer Institutions

**CSU Transfer:** Approved: Jun 01, 2007
Section 17: Digital Signatures

Faculty Initiator: Donald Button
Department/Subject: GCOM
Department Vote:
Yes: 3
No: 0
Abstain: 0
Total: 3

Department Chair/Designated Contact: Donald Button (Signed: Mar 05, 2008)
Division Dean: Donnetta Webb (Signed: Mar 09, 2008)
ARC Contact: Jiayi Young (Signed: Mar 31, 2008)
CRC Contact: Margaret Woodcock (Signed: May 05, 2008)
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