COURSE OUTLINE: GRD407 - GRADUATE EXHIBIT

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Approved: Sherri Smith, Chair, Natural Environment, Business, Design and Culinary

Course Code: Title	GRD407: GRADUATE EXHIBIT
Program Number: Name	1094: DIGITAL MEDIA
Department:	GRAPHIC DESIGN
Semesters/Terms:	20W
Course Description:	This is a course that will create a buzz in the local community about the talents and skill sets of participants in this program. Self-promotion is a key skill to any creative professional working towards building a career in today`s marketplace. In this course, the participants will be guide through a decision making process to promote themselves in the form of portfolio, social media, print, and online as well as work as a group to create an opportunity to launch their careers in the format of a group year end show that is open to industry members and the local community. The concepts of working within time frames, project planning and budgeting will be core to the delivery of this course.
Total Credits:	2
Hours/Week:	2
Total Hours:	44
Prerequisites:	GRD302, GRD303
Corequisites:	There are no co-requisites for this course.
Vocational Learning Outcomes (VLO's) addressed in this course: Please refer to program web page for a complete listing of program outcomes where applicable.	**1094 - DIGITAL MEDIA** VLO 1 Conceptualize and develop design solutions using principles of design to create visual communications that meet the needs of the project. VLO 2 Employ the design process to create design solutions that meet the project objectives and the needs of the client and/or user. VLO 3 Plan, create and use photography, illustration and typography in design layouts to meet the requirements of the creative brief. VLO 4 Design, develop and create a variety of media products using relevant, current and/or emerging technologies. VLO 5 Communicate ideas, design concepts and opinions clearly and persuasively to others. VLO 6 Use recognized industry practices throughout the design process and related business tasks. VLO 7 Plan, implement and evaluate graphic design projects using project management skills to deliver quality work to clients according to schedule and within budget. VLO 8 Complete all work in a professional and ethical manner and in accordance with all applicable legislation and regulations. VLO 9 Keep current with visual media design trends, technologies and industry practices using strategies that enhance work performance and guide professional development. VLO 10 Assess, select and use a variety of digital media technologies when developing design solutions.

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Essential Employability Skills (EES) addressed in this course:		
	EES 1	Communicate clearly, concisely and correctly in the written, spoken, and visual form that fulfills the purpose and meets the needs of the audience.
	EES 2	Respond to written, spoken, or visual messages in a manner that ensures effective communication.
	EES 3	Execute mathematical operations accurately.
	EES 4	Apply a systematic approach to solve problems.
	EES 5	Use a variety of thinking skills to anticipate and solve problems.
	EES 6	Locate, select, organize, and document information using appropriate technology and information systems.
	EES 7	Analyze, evaluate, and apply relevant information from a variety of sources.
	EES 8	Show respect for the diverse opinions, values, belief systems, and contributions of others.
	EES 9	Interact with others in groups or teams that contribute to effective working relationships and the achievement of goals.
	EES 10	Manage the use of time and other resources to complete projects.
	EES 11	Take responsibility for ones own actions, decisions, and consequences.

Course Evaluation:	Passing Grade: 50%, D

Other Course Evaluation & Assessment Requirements:	Assignments will constitute 100% of the students final grade in this course.
	Attendance Given the this course is organized to be a committee/group environment, it is imperative that student attend and be present for each class during the semester. It is the students responsibility to catch up on missed work. Absences in excess of three per semester will be penalized by a 10% deduction from the final grade for each class missed.

Course Outcomes and Learning Objectives:

Course Outcome 1	Learning Objectives for Course Outcome 1
1. Interact with others in groups or teams in ways that contribute to effective working relationships or achievement goals.	1.1 Identify tasks to be completed. 1.2 Establish strategies to accomplish tasks. 1.3 Identify roles for members of the team/group. 1.4 Clarify ones own roles and fulfill them in a timely fashion. 1.5 Treat others of the group equitably and fairly. 1.6 Contribute ones own ideas, opinions and information while demonstrating respect for other group members opinions. 1.7 Employ techniques intended to bring about the resolution of any conflicts. 1.8 Regularly assess the groups progress and interactions and make adjustments when necessary.
Course Outcome 2	**Learning Objectives for Course Outcome 2**
2. Manage the use of time and other resources to attain personal and project related goals.	2.1 Define reasonable and realistic goals. 2.2 Use planning tools to aid in achieving goals. 2.3 Re-evaluate goals and the use of resources to make appropriate adjustments.
Course Outcome 3	**Learning Objectives for Course Outcome 3**
3. Apply appropriate,	3.1 Demonstrate organizational skills such as scheduling,

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	effective, and professional practices in the classroom studio and project setting.	prioritizing, planning, and time management. 3.2 Demonstrate the ability to work within project restrictions and time limitations. 3.3 Demonstrate an ability to work as a team, supporting other teammates and achieving a positive project result.

Evaluation Process and Grading System:

Evaluation Type	Evaluation Weight
Projects	100%

Date: June 17, 2019

Addendum: Please refer to the course outline addendum on the Learning Management System for further information.