

**CIT 206 GRAPHICS & ANIMATION IN EDUCATION
COURSE TEACHING PLAN**

Course Name	GRAPHICS & ANIMATION IN EDUCATION
Course Code	CIT 206
Type of Course	COMPULSORY
Course Level	UNDERGRADUATE
ECTS Credits	5
Weekly Theory Hour	2
Weekly Practice Hour	2
Weekly Laboratory Hour	-
Year	2012
Term	SPRING
Instructor (s)	Hüseyin Lort
Teaching System	
Education Language	ENGLISH
Prerequisite course	-
Other recommended matters	-
Training status	-
Course Objectives	<p>The major goals of this course are:</p> <ol style="list-style-type: none"> 1. To teach the fundamentals and a few of the more advanced features of PhotoShop CS5. 2. To expose students to image editing and graphic design fundamentals 3. To develop an exercise-oriented approach that allows learning by doing 4. To show how to use effective graphics in education and personal situations 5. To assist students in designing successful graphical documents for educational purposes.
Learning Outcomes	<p>On successful completion of this course students should:</p> <ol style="list-style-type: none"> 1. Learn how to use all tools in Adobe Photoshop CS5. 2. Understanding and applying tools in Photoshop CS5. 3. To teach the fundamentals and a few of the more advanced features of PhotoShop CS5. 4. To expose students to image editing and graphic design fundamentals 5. To develop an exercise-oriented approach that allows learning by doing 6. To show how to use effective graphics in education and personal situations 7. To assist students in designing successful graphical documents for educational purposes. 8. They will acquire fundamental program skills and become familiar with principal areas within the field. 9. Students will explore a variety, while developing critical

		thinking and problem-solving skills.	
Course content		<p>In this course the students will learn how to use all tools in Adobe Photoshop CS5. Each lesson concentrating on a specific project designed to teach students how to do such things as fix underexposed and overexposed pictures, fix damaged pictures, adjust colors in images, combine disparate images into one image composite and much more. And they will learn 2 dimension and 3 dimension animation..</p>	
Course content per week	WEEK	TOPICS	
		Theoretical	Practical
	1 13-17 February	<ul style="list-style-type: none"> • Adobe Photoshop CS5 Program • Saving Files in TIFF format • Saving Files as JPEG and Photoshop format • Introduction to PhotoShop Layers • Understanding Color Image Modes • Color Management • Foreground and Background Colors • Using the Color Picker • The Color Swatches 	<ul style="list-style-type: none"> • Program Tour • Using PhotoShop Layers • Saving Files as JPEG and Photoshop format • How to use PhotoShop Layers • Using Color Image Modes • Color Management • Foreground and Background Colors
	2 20-24 February	<ul style="list-style-type: none"> • Palette • Selecting Colors Using the Eyedropper Tool • Introduction to Paint • The Brush Tool • The Pencil Tool • The Impressionist Brush • Color Replacement Tool • Blending Modes • The Eraser Tool • The Magic Eraser Tool • Background Eraser Tool 	<ul style="list-style-type: none"> • Case Study (photo montage) • Case Study (photo montage)
3 27 Feb -2 Mar	<ul style="list-style-type: none"> • Brush Preset Manager • The Smart Brush Tool • Introduction to Paint 		

		<ul style="list-style-type: none"> • The Brush Tool • The Pencil Tool • The Impressionist Brush • Color Replacement Tool 	Quiz
	4 5-9 March	<ul style="list-style-type: none"> • Blending Modes • The Eraser Tool • The Magic Eraser Tool • Background Eraser Tool • Brush Preset Manager • The Smart Brush Tool • The Rectangular and Elliptical Marquee Tools • The Lasso Tool • The Polygonal tool • Lasso Tool • Magnetic Lasso Tool • The Magic Wand Tool 	Case Study (Movie dvd cover design and cd sticker design) Case Study
	5 12-16 March	<ul style="list-style-type: none"> • The Selection Brush Tool • The Quick Selection Tool • Copy Selections • Paint Bucket Fill Tool • The Gradient Tool • Using the Gradient Editor • Patterns • Strokes 	Case Study
	6 19-23 March	<ul style="list-style-type: none"> • Review and Problem solving 	Case Study
	7 26-31 March	Midterm week	
	8 2-6 April	<ul style="list-style-type: none"> • Understanding toolbars & views & menus • Understanding color picker & color palettes • History palette • Create Animation 	Quiz
	9 9-13 April	<ul style="list-style-type: none"> • Create Animation • Slice up Graphics 	-
	10 16-20 April	<ul style="list-style-type: none"> • Create Image Maps 	Case Study

	11 23-27 April	<ul style="list-style-type: none"> • Web Banners 	Case Study
	12 1-4 May	<ul style="list-style-type: none"> • Create Web Background • Create Web Layouts 	Case Study
	13 7-11 May	<ul style="list-style-type: none"> • Optimizing Graphics • Create New animation 	Case Study Creating New animation Project
	14 14-18 May	<ul style="list-style-type: none"> • Adobe Flash CS5, 2 dimension animation program • Overview of tools 	Case Study
	23-31 May	FINAL EXAM	

Textbook	<p>Course Book :</p> <ul style="list-style-type: none"> • David E. Carter, (2004). The little book of creativity. • Robin Williams, John Tollet (2007) Design Workshop Second Edition.
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Assessment Methods

Term Activities	Number	Percentage
Participation & Classwork(s)	4	20
Attendance	1	5
Midterm exam	1	30
Final exam	1	45
TOTAL		100
Percentage of Term activities		50
Percentage of Final Exam		50
TOTAL		100

Calculation work load within the framework of learning, teaching and evaluation activities

Activities	Number	Time (hour)	Total work load (hour)
Weekly theory hour	14	2	28

Weekly practice hour	14	2	28
Class works	4	3	12
Weekly study/revision	14	3	42
Term Project	1	15	15
Research	1	9	9
MidTerm	1	3	3
a) Exam	1	10	10
b) Individual study			
Final	1	3	3
a) Exam	1	14	14
b) Individual study			
TOTAL WORK LOAD(hour)= 164			
COURSE ECTS CREDIT= Total work load(hour)/(30 hours/ECTS)= 164/ 30 = 5,4 = 5			

Learning Outcomes (LO)	Programme Outcomes (PO)																
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PO 13	PO 14	PO 15	PO 16	PO 17
LO1	4		4							4	3	3		3			
LO2										4	3	3		3			
LO3										4	3	3		3			
LO4										4	3	3		3			
LO5										4	3	3		3			
LO6										4	3	3		3			
LO7										4	3	3		3			
LO8										4	3	3		3			
LO9					2					4	3	3		3			

Program and Learning Outcomes Relation

*Level of significance :

1 Very low

2 Low

3 Medium

4 High

5 Very High

