



Course Specifications

Course Title:	Computer Application for applied Arts “1”
Course Code:	325- AAD
Program:	Bachelor of Applied Arts
Department:	Applied Arts
College:	Design and Architecture
Institution:	Jazan University

Table of Contents

A. Course Identification	3
6. Mode of Instruction (mark all that apply)	3
B. Course Objectives and Learning Outcomes	4
1. Course Description	4
2. Course Main Objective.....	4
3. Course Learning Outcomes	4
C. Course Content	5
D. Teaching and Assessment	6
1. Alignment of Course Learning Outcomes with Teaching Strategies and Assessment Methods	6
2. Assessment Tasks for Students	7
E. Student Academic Counseling and Support	7
F. Learning Resources and Facilities	7
1. Learning Resources	7
2. Facilities Required.....	7
G. Course Quality Evaluation	8
H. Specification Approval Data	8

A. Course Identification

1. Credit hours: 3H (1 Lecture + 2 Laboratory)
2. Course type a. University <input type="checkbox"/> College <input type="checkbox"/> Department <input checked="" type="checkbox"/> Others <input type="checkbox"/> b. Required <input checked="" type="checkbox"/> Elective <input type="checkbox"/>
3. Level/year at which this course is offered: Level 6/ third year
4. Pre-requisites for this course (if any): 101 CSC-3
5. Co-requisites for this course (if any): 423 AAD-3

6. Mode of Instruction (mark all that apply)

No	Mode of Instruction	Contact Hours	Percentage
1	Traditional classroom	5	100%
2	Blended	×	0%
3	E-learning	×	0%
4	Correspondence	×	0%
5	Other	×	0%

7. Actual Learning Hours (based on academic semester)

No	Activity	Learning Hours
Contact Hours		
1	Lecture 1×15	15
2	Laboratory/Studio 1×4×15	6
3	Tutorial	
4	Others (specify) Assessment 1 Continuous assessment (1 hour only) 1 presentation (0.5 hour only) 1 mid-term exam (1 hour only) 1 final exam(theoretical and practical 4 hours)	6.5
	Total	81.5
Other Learning Hours*		
1	Study Theoretical study(1 hour for 1 CH) 1×1×15 Practical(0.5 hour for 1 CH) 0.5×2×15	30
2	Assignments 1 Continuous assessment for 1 hour CH 1×3=3 1 mid-term exam for 1 hour 1 CH 1×3=3 1 final exam(theoretical 2 hours- practical 4 hours) 2+4=6	12
3	Library Preparation for 0.5 hour 1CH - 0.5×3= 1.5	1.5
4	Projects/Research Essays/Theses 4 hours for 1 CH 4×3= 12	12
5	Others (specify)	
	Total	55.5
	All total	137

* The length of time that a learner takes to complete learning activities that lead to achievement of course learning outcomes, such as study time, homework assignments, projects, preparing presentations, library times

B. Course Objectives and Learning Outcomes

1. Course Description

This course aims to understand clearly the concept of design and its new techniques by using computer graphics programs (Photoshop & 3DMax) to design works that serve specialization field. Also to know some basic scientific expressions in the field of design, beside the technical performance of design

2. Course Main Objective

This course aims to demonstrate the knowledge of design programs “Photoshop- 3Ds Max.

And apply creative skills of the individual and collective level by using Photoshop fluently to do creative and technical designs. In addition use 3DS Max fluently to create 3D objects as Ceramics, glass and Metals to create new solutions for merging more than one technique in design as well as practicing them for different planes to achieve aesthetic values in art designs.

2. Course Learning Outcomes

CLOs		Aligned PLOs
1	Knowledge:	
1.1	Demonstrate the knowledge of design programs	K3
1.2	Demonstrate the knowledge of design program “Photoshop	K3
2	Skills :	
2.1	Apply creative skills of the individual and collective level by using Photoshop fluently to do creative and technical designs.	S2
2.2	Create new solutions for merging more than one technique in design as well as practicing them for different planes to achieve aesthetic values in art designs	S3
2.3	Produce the design, set different color groups by using computer in the fields of specialization	S3
3	Competence:	
3.1	Use computer programs fluently to express ideas and innovations in a practical way	C1
3.2	ability to deal with specialized computer applications to implement the design in different tracks of the program	C2

C. Course Content

No	List of Topics	Contact Hours
1	Introduction- interface File Menu Tool bar:	5

	Paint bucket Gradient tool	
2	Select Menu Tool bar: Select tools Crop Tool Slice tool Move tool	10
3	Layer Menu Tool bar: Brush –Pencil- Eraser & Color Replacement	10
4	Image Menu Tool bar: Dodge & Blur Tools Clone & Pattern Stamp Tools Spot Healing Brush Art History Brush Tool	10
5	Edit Menu Tool bar: Shape Tools	10
...	Text Tool Pen Tool Path selection Tool	15
	Filter Menu	10
	View-Window Menu	5
	Total	75

D. Teaching and Assessment

1. Alignment of Course Learning Outcomes with Teaching Strategies and Assessment Methods

Code	Course Learning Outcomes	Teaching Strategies	Assessment Methods
1.0	Knowledge		
1.1	Demonstrate the knowledge of design programs	Lectures Regular class exercises	Direct method (objective test) By test specification table
1.2	Demonstrate the knowledge of design program “Photoshop		
2.0	Skills		
2.1	Create new solutions for merging more than one technique in design as well as practicing them for different planes to achieve aesthetic values in art designs.	Self-education Lectures. Practical implementation	Direct method Classroom assignment
2.2	Apply creative skills of the individual and collective level by using Photoshop fluently to do creative and technical designs	Brainstorming. Self-education Lectures. Practical implementation	
2.3	Produce the design, set different color groups by using computer in the fields of specialization	Brainstorming. Self-education Lectures. Practical implementation	

Code	Course Learning Outcomes	Teaching Strategies	Assessment Methods
3.0	Competence		
3.1	Use computer programs fluently to express ideas and innovations in a practical way	Laboratory work Practical implementation. Activating the information network as a source of learning. Illustrative tutorials	Direct method (practical test) By test specification table
3.2	ability to deal with specialized computer applications to implement the design in different tracks of the program		

2. Assessment Tasks for Students

#	Assessment task*	Week Due	Percentage of Total Assessment Score
1	Annual Exercises	Periodically	25%
2	Projects	7-8- 12	15%
3	Mid term1 & 2 exams	8- 13	20%
4	practical exam	16	25%
5	theoretical exam	16	15%
6	Total		100%

*Assessment task (i.e., written test, oral test, oral presentation, group project, essay, etc.)

E. Student Academic Counseling and Support

Arrangements for availability of faculty and teaching staff for individual student consultations and academic advice :

Individual consultations and academic advice is supposed to allocate a minimum of 6 hours per week.

Tutorial for week students is supposed to allocate a minimum of 4 hours per week

F. Learning Resources and Facilities

1.Learning Resources

Required Textbooks	“Photoshop” Editing pictures by computer
Essential References Materials	-----
Electronic Materials	Photoshop Tutorial on line
Other Learning Materials	Photoshop CS3 Software or advanced versions

2. Facilities Required

Item	Resources
Accommodation (Classrooms, laboratories, demonstration)	Computer Lab with at least 25 computers supplied

Item	Resources
rooms/labs, etc.)	with needed software, network
Technology Resources (AV, data show, Smart Board, software, etc.)	Data Show attached to instructor computer and projector screen Original Photoshop Software Smart board
Other Resources (Specify, e.g. if specific laboratory equipment is required, list requirements or attach a list)	printer

G. Course Quality Evaluation

Evaluation Areas/Issues	Evaluators	Evaluation Methods
Effectiveness of Teaching	Students	Online system course evaluation (indirect)
Quality of learning resources	Students	Objective test by Test specification table (indirect)
course learning outcomes	Students	Course learning outcomes survey. (indirect) Objective test by Test specification table (indirect)

Evaluation areas (e.g., Effectiveness of teaching and assessment, Extent of achievement of course learning outcomes, Quality of learning resources, etc.)

Evaluators (Students, Faculty, Program Leaders, Peer Reviewer, Others (specify))

Assessment Methods (Direct, Indirect)

H. Specification Approval Data

Council / Committee	
Reference No.	
Date	