

## **DSGD 83-02: Digital Applications Basics Course Syllabus**

San José State University  
Graphic Design - Department of Design  
Spring 2022

### **Contact Information:**

Instructor: Taehwan (Danny) Lee  
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### **Meeting Times**

Monday & Wednesday: 3:00 PM - 5:50 PM

### **Course Objectives:**

The goal of Digital Applications Basics is to develop a working knowledge of Adobe Photoshop, Illustrator, and Indesign. We will visit concepts and topics in contemporary design to build a foundation for “print” and on-screen design production.

In addition to hands-on design assignments, there will be group critiques, work-in-progress discussions, and project presentations. These sessions are designed to provide opportunities to

- 1) Gather feedback from the instructor and peers and
- 2) Develop languages to contextualize and communicate their design concepts and processes.

### **Course Google Drive:**

Copies of the course materials such as the syllabus, assignment handouts, grading, etc. may be found on Google Drive. You are responsible for regularly checking with the messaging system in Google Drive for course updates, assignments, etc. All class correspondence will also be managed through the class drive.

In addition to managing your assignments in Google Drive, you are responsible for your assignments even during technical issues. Make sure to save as many backups as you need to in your computer, hard drives, or whatever ensures your files won't be lost.

### **Course Canvas:**

Canvas will be an alternate way to look at the syllabus and assignments. Google Drive will be more frequently up to date, but keep Canvas updated every once in a while because quizzes will be posted on Canvas.

## **Course Learning Outcomes:**

Upon successful completion of this course, students will be able to:

- Have a working command and functional skills using Adobe Illustrator, InDesign and Photoshop.
- Understand the fundamentals of digital image rendering and image processing processes.
- Develop a workflow for digital image production.
- Demonstrate an understanding of the terminology, shortcut keys, tools, and techniques used in design production.
- Have knowledge on providing and receiving critique from classmates/colleagues.
- Build a basic toolkit for communicating their design work.

## **Required Text/Reading and Materials:**

There will be no readings for this course. However, the professor may provide some supplementary reading and references that will be optional, but recommended.

Students will require:

- A working laptop
- Adobe Photoshop, Illustrators, and InDesign
- A Sketchbook (Optional, but recommended)
- A Pencil (Optional, but recommended)
- A Drawing Tablet or a Standard Mouse

## **Course Requirements**

### ***Grade Breakdown***

- Exercises: 40%
- Final Project: 40%
- Quizzes: 10%
- Participation: 10%

## **Assignments**

This class will consist of 11 Exercises and 1 Project throughout the semester. Even if late, be sure to complete every single exercise, project, and classwork because the majority of them will be brought up again in future exercises and assignments.

### ***Quizzes***

*Adobe Illustrator Quiz: 3/9*

*Adobe Photoshop Quiz: 4/6*

*Adobe Illustrator Quiz: 5/2*

On certain days, the class will be quizzed based on their knowledge of Adobe Program Functions and basic shortcuts. They may be small quizzes, but they are worth ten percent of your grade. Make sure to remember these dates and prepare ahead of time. If you cannot take the quiz on any of the days above, please let me know ahead of time, so we can schedule a different time for you to take the quiz.

### ***Participation***

Providing constructive critique is crucial for self-improvement. Students are expected to participate because this is how students are able to understand different perspectives and improve their craft. Critiques will be formatted into small groups for most of the class, but when presenting major assignments and exercises, we will be in one large critique group. I expect at least one thing to be said from each of you. You will be doing a favor for your peers participating rather than staying silent.

### **Email Policy/Contacting Me**

- Emails will be an official way to contact the instructor. They will be checked at 11AM - 2PM as well as 4PM - 6PM.
- Emails will be the official means for keeping records. For example, if you talked with me about schedule conflicts during the class hours, please also email me a brief reminder about it.
- Please keep them professional and brief.
- Scheduling One-on One Meetings

### **Academic Integrity**

"Your commitment as a student to learning is evidenced by your enrollment at San Jose State University. The University Academic Integrity Policy F15-7 requires you to be honest in all your academic coursework. Faculty members are required to report all infractions to the office of Student Conduct and Ethical Development. Visit the Student Conduct and Ethical Development website for more information."

You will find all syllabus related University Policies and resources information listed on GUP's Syllabus Information web page at <http://www.sjsu.edu/gup/syllabusinfo/> (<http://www.sjsu.edu/gup/syllabusinfo/>)

### **Recording Zoom Classes and using Webcam**

I expect during lectures, your webcam will be on. It is to ensure the user behind the computer is present during the class. However, when the class is assigned into break rooms for group critiques or one on one sessions, you are free to turn off your webcam in those moments, but make sure to turn them back on when asked to.

University policy (S12-7) requires consent from all individuals who will appear in a class recording. If a student does not wish to be identified in a class recording, you might allow an “anonymous” option (e.g., student temporarily turning off identifying information from the Zoom session, including name and picture, prior to recording).

### **Late Policy**

I am very flexible with late work as long as you notify me at least a week ahead of time. Just email me ahead of time and we can work something out. Unexcused work that are late will be given half credit. Even if your work is late and is unexcused, please turn in your work. It shows me you are putting effort into the course and half credit is better than no credit anyways.

### **In-Person Meetings**

In-Person Meetings:

- 3/14
- 4/11
- 5/4

We will have In-Person meetings at San Jose State throughout the semester to evaluate your progress. Time slots will be available to register for these meetings. During these days, we will not have class. Use this time to catch up on any late work if there are any.

What I expect from these meetings is for you to compile a folder (physical or digital) of all of your homework and at least 5 of what you think is your best classwork. You will present the work and explain what you like about your work and things you can improve on.

If you are unable to attend these meetings due to reasons that can't be helped, please let me know in advance. Zoom meetings can be done to substitute instead. However, it is preferable you attend these meetings.

### **Course Summary [1/26 - 5/16]**

<b>Date</b>	<b>Course Summary</b>	<b>Assignment</b>
1/26	Syllabus Review, The Basics of Adobe Illustrator	
1/31	In-Depth of the Pen Tool and Editing Shapes	Forces on Your Page Due
2/2	Blob Brush, Image Trace, Utilizing Color	Merged Photo Progress
2/7	Pathfinder Tool, Symbols	Merged Photos Due

2/9	Seamless Patterns	Pattern Sketches
2/14	Isometric Buildings, "Triangular Sphere"	Pattern Due
2/16	3-D and logos, Color Themes	Logo Parody Progress
2/21	Typography Basics, "Starbucks Logo"	Logo Parody Due
2/23	Type/Image Exercises	Form and Counterform Logo Black and White Sketches
2/28	Type/Image Exercises Part 2	Form and Counterform Logo
3/2	Type/Image Exercises Part 3	Business Card Sketches
3/7	Illustrative Alphabet	Business Card
3/9	Illustrator Quiz, Redesign a Menu	Book Cover Sketches
3/14	In Person Meeting & Progress Report	Book Cover
3/16	Introduction to Photoshop	Book Cover Part 2 Sketches
3/21	Coloring a B&W Photo, Polygonal Lasso Tools, Removing Watermarks	Book Cover Part 2
3/23	Putting A Person in Photoshop, Camera Raw Filter, Smart Layers, Making Special Effect Edits in Photoshop	Photomash Sketches
3/28	Spring Break	N/A
3/30	Spring Break	N/A
4/4	Liquify, Combining Graphics and Photos, Installing Brushes, Making Special Effect Edits in Photoshop Part 2	Photomash Final
4/6	Photoshop Quiz, Making a GIF in Photoshop, Knife Tool/Export to Multiple files, Work on Current Homework	Country Infographic Progress

4/11	In Person Meeting & Progress Report	Country Infographic
4/13	Introduction to InDesign	Postcard/Resume Progress
4/18	Combining Shape and Photo, Type and Images in InDesign, Brochure	Postcard/Resume
4/20	Type and Images in InDesign Part 2, Movie Poster	Instructional Idea/Sketches
4/25	Type Exercises, Recipe Book Project	Instructional Sketches/Assets
4/27	"InDesign Coding"/Portfolio Classwork	Instructional Progress
5/2	InDesign Quiz, "InDesign Coding"/Portfolio Classwork Part 2	Instructional Progress
5/4	In Person Meeting & Progress Report	Instructional Progress
5/9	Work Day	Instructional Final
5/11	Work Day	
5/16	Final Review Course Wrap Up	