



## TECHNICAL FOUNDATIONS — GRDT 1001

### A. Course Description

- **Credits:** 2.00
- **Lecture Hours/Week:** 1.00
- **Lab Hours/Week:** 1.00
- **OJT Hours/Week:** 0
- **Prerequisites:** None
- **Corequisites:** None
- **MnTC Goals:** None

This is an introductory course that prepares all students for entry into the graphic design or web and multimedia design fields. General overviews will be given of the visual arts, photography, and graphic design fields. Students will learn basic computer operations, how to use the local campus network for servers and printers, and an introduction to the online classroom resources. Additionally, students will learn to prepare, mount, display, and present design work.

### B. Course Effective Dates: 1/12/15 – Present

### C. Outline of Major Content Areas

As noted on course syllabus

### D. Learning Outcomes

1. create finished mounted documents for presentation
2. create thumbnails and comprehensive sketches
3. define and use vocabulary associated with computer operation
4. develop a portfolio plan
5. discuss design degrees curriculum
6. discuss ethical and legal issues associated with graphic design
7. identify and discuss the elements of design
8. identify and discuss the principles of design
9. identify and use basic color theory models
10. identify and use basic typographic terminology
11. identify jobs available in graphic design, web design and multimedia
12. identify software and file formats
13. identify the student/advisor role in successful program completion

14. locate and identify class offerings online
15. locate and use online registration and Desire2Learn
16. mount images on presentation boards
17. operate a mat cutter to size mounting boards
18. operate a printer to print single and multi-page documents
19. operate a rotary cutter to trim documents
20. operate a scanner to import basic images
21. operate the computer to create finished computer generated graphics
22. store files on a computer, on removable storage, and on the server
23. understand and apply copyright laws
24. use a dry mounting press
25. use binding equipment
26. use the Macintosh OS to manage files, connect to the network and print
27. use the internet to conduct research
28. use the library to research projects
29. use word processing software to write a basic journal

**E. Minnesota Transfer Curriculum Goal Area(s) and Competencies**

**F. Learner Outcomes Assessment**

As noted on course syllabus

**G. Special Information**

None noted