

Kurdistan Region Government Ministry of Higher Education and Scientific Research Erbil Polytechnic University



Module (Course Syllabus) Catalogue 2023-2024

College/ Institute	Erbil Technical Engineering			
Department	Information Systems Engineering			
Module Name	Design new media			
Module Code	DNM303			
Degree	Technical Diploma Bachler x			
	High Diploma Master PhD			
Semester	3			
Qualification	Master in software engineering			
Scientific Title	Lecturer			
ECTS (Credits)	4			
Module type	Prerequisite Core X Assist.			
Weekly hours	3 Total Workload=(116) hrs			
Weekly hours (Theory)	(1)hr Class ()Total hrs Workload			
Weekly hours (Practical)	(2)hr Class ()Total hrs Workload			
Number of Weeks	15 Week			
Lecturer (Theory)	Shadan Mohammed Jihad			
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Lecturer (Practical)	Mr. Rebwar Ado			
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Websites				

Course Book

Course Description	This course provides a fundamental of principles and paradigms necessary for creative visual design in a digital medium. It will enable the student to establish the needed skill set to creatively state and creatively solve design. The student will know all about the GUI that is now very important for any digital new media. Provide information about new media for visual communication				
Course objectives	This course utilizes the computer as a creative tool for the development of both expressive and professional images. students learn how to critically discuss visual design along with an exploration of basic conceptual skills essential to design issues in New Media, such as interface, interaction and visual navigation				
Student's obligation	The student must: 1 -Attendance the theoretical and practical lectures 2- completion of all homework, tests, exams 3- Present the reports. 4- Design Project				
Required Learning Materials	1- Present the lecture by PowerPoint slides using data show 2-White board 3- Note Book 4- Book				
		Task	Weight (Marks)	Due Week	Relevant Learning Outcome
	Paper Review				
		Homework	5		
Evaluation		Class Activity	2		
		Report	10		
		Seminar			
		Essay			
	Project		8		
	Quiz Lab.		10		
	Midterm Exam		10		

	Midterm Exam lab	15		
	Final Exam	40		
	Total	100		
	1-The student understand some important information about			
Specific learning	new media ,digital technology ,interaction design.			
outcome:	2-The ability to design pictures, logos, website by using			
	Photoshop			
	3- Ability to understand the meaning of GUI.			
Course References:	●Design For New media Book, Lon Barfield ,2004			4
course references.	■ Internet			
	■ Note Book			

Course topics (Theory)	Week	Learning Outcome
New media and interaction design	1,2	Understand new media and multimedia
Introduction to graphic design ,The elements Design, principles of design	3	Know about elements and principles of design
Design and technology, new media for visual communication	4,5	Know about new technology, visual communication
Web design fundamentals	6	Know about fundamental of design a web
Graphical User interface (GUI),GUI styles	7	Know all about GUI
Interaction(GAS, contexts, user models, feedback,	8,9	Know about interaction
structure, Navigation, Narrative.	10	Know about structure, Navigation, Narrative.
Design it(Generating ideas, Top –down design	11	Know about Design system
The underlying system model, metaphors,	12	What is metaphores
Practical Topics	Week	Learning Outcome

Practical Part is design graphics by photoshop	1-12	The student learn how to use tools in photoshop for
		design graphics
Questions Example Design		
Q1) A) Draw the server side programming architecture 10 i	marks	
B) Explain why the good design of GUI is needed? 15 ma		
Extra notes:		
T A I T I A		
External Evaluator		
I confirm that the syllabus given in the attached cou	rse book is suttic	ient and covers
the required areas needed for the students.		