



# Course Book

<p><b>Course Description</b></p>	<p>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</p>				
<p><b>Course objectives</b></p>	<p>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</p>				
<p><b>Student's obligation</b></p>	<p>The student must :            1 -Attendance the theoretical and practical lectures            2- completion of all homework, tests, exams            3- Present the reports .            4- Design Project</p>				
<p><b>Required Learning Materials</b></p>	<p>1- Present the lecture by PowerPoint slides using data show            2-White board            3- Note Book            4- Book</p>				
<p><b>Evaluation</b></p>	<p><b>Task</b></p>		<p><b>Weight (Marks)</b></p>	<p><b>Due Week</b></p>	<p><b>Relevant Learning Outcome</b></p>
	<p>Paper Review</p>				
	<p>Assignments</p>	<p>Homework</p>	<p>5</p>		
		<p>Class Activity</p>	<p>2</p>		
		<p>Report</p>	<p>10</p>		
		<p>Seminar</p>			
		<p>Essay</p>			
		<p>Project</p>			
	<p>Quiz</p>		<p>8</p>		
	<p>Lab.</p>		<p>10</p>		
<p>Midterm Exam</p>		<p>10</p>			

	Midterm Exam lab	15		
	Final Exam	40		
	Total	100		
<b>Specific learning outcome:</b>	<p>1-The student understand some important information about new media ,digital technology ,interaction design.</p> <p>2-The ability to design pictures, logos, website by using Photoshop</p> <p>3- Ability to understand the meaning of GUI.</p>			
<b>Course References:</b>	<ul style="list-style-type: none"> <li>• Design For New media Book, Lon Barfield ,2004</li> <li>▪ Internet</li> <li>▪ Note Book</li> </ul>			
<b>Course topics (Theory)</b>	<b>Week</b>	<b>Learning Outcome</b>		
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		
<b>Practical Topics</b>	<b>Week</b>	<b>Learning Outcome</b>		

Practical Part is design graphics by photoshop	1-12	The student learn how to use tools in photoshop for design graphics
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## Questions Example Design

- Q1) A) Draw the server side programming architecture 10 marks  
B) Explain why the good design of GUI is needed ? 15 marks

## Extra notes:

## External Evaluator

I confirm that the syllabus given in the attached course book is sufficient and covers the required areas needed for the students.