CROCUS PLAINS REGIONAL SECONDARY SCHOOL
COURSE OUTLINE AND ASSESSMENT GUIDE

Course Name: ***GDC30S Interactive Graphic Design***

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Course Description: Students will expand the knowledge and skills acquired in *Fundamental of Graphic Design*, and focuses on the theory and practical application of Interactive Graphic Design. The main goal of the course is to develop the student's creative skills while exploring the principles of animation, stop-motion, character design, vector design, motion graphics, compositing and video-rendering. Using a variety of software this course covers everything you need to create your own Interactive Graphic Design project.

Students will specialise in the Motion graphics, 2d and 3d Animation, Video and audio.

Goal	Learning Outcomes	Assessment Plan	Proposed Time (Based on ~ 75 school days)
Workplace Health, Safety & Sustainability	1. Workplace Health & Safety Practices 2. Ergonomics 3. Long-term health 4. Recycling 5. Business Practices 6. Ethics & Legal Standards	<u>Formative Assessment</u> Discussion & Observation Small projects/exercises <u>Summative Assessment</u> Quiz	1 day & ongoing throughout course
Evolution, Technical Progression & Emerging Trends	Demonstrate awareness of the history, technological progression and emerging trends in animation and motion graphics.	<u>Formative Assessment</u> Discussion & Observation Small projects/exercises <u>Summative Assessment</u> Hands-on projects that simulate those in the illustration industry.	2 days & ongoing throughout course

Graphic Design Theory & Practical Application of Graphic Design Technique in Animation and Motion Graphics	Demonstrate an understanding of and the ability to apply:
	1. Creativity
	2. Elements & Principles of Design
	3. Colour
	4. Layout & Composition
		<u>Formative Assessment</u>
		  Discussion & Observation
		  Small projects/exercises
		<u>Summative Assessment</u>
		
		  Hands-on projects that simulate those in the illustration industry.
			5 days & ongoing throughout course

Goal	Learning Outcomes	Assessment Plan	Proposed Time (Based on ~ 75 school days)

Creative Process in Animation	Identify and apply the steps in the illustration process:
	
	1. Identify the challenge.
	2. Research solutions.
	3. Conceptualize solutions.
	4. Refine concepts.
	5. Create finished illustrations.
	6. Presentation.
	7. Evaluate the effectiveness of a finished illustration.
		<u>Formative Assessment</u>
		  Discussion & Observation
		  Small projects/exercises
		<u>Summative Assessment</u>
		
		  Hands-on projects that simulate those in the illustration industry.
			3 days & ongoing throughout course

Animation and Motion Graphics Technique	1. Demonstrate understanding and practical application of the Principles of Animation.
	2. Demonstrate the ability to create digital assets to solve a design challenge.
	3. Demonstrate an understanding of how user experience has an impact on interactive graphic design.
	4. Demonstrate the ability to create interactive graphic designs suitable for specific end products (i.e., print, web, device, etc.).
	5. Demonstrate the application of different factors influencing interactivity (i.e., user expectation, media, resources available for development, etc.).
		<u>Formative Assessment</u>
		  Discussion & Observation
		  Small projects/exercises
		<u>Summative Assessment</u>
		
		  Hands-on projects that simulate those in the illustration industry.
			55 days

Interpretation & Communication	1. Read, interpret and communicate information.
	2. Extrapolate information from text to produce visual communication.
	3. Demonstrate understanding of the terminology associated with graphic design.
	4. Demonstrate the ability to proofread text.
		Formative Assessment
		
		   Discussion & Observation
		
		   Small projects/exercises
		
		Summative Assessment
		
		   Hands-on projects that simulate those in the illustration industry.
			2 days & ongoing throughout course

Identify, select, use, and manage tools, equipment, and materials.	1. Use industry-standard software.
	2. Identify, select, use, and manage equipment, including industry-standard hardware and devices.
		Formative Assessment
		
		   Discussion & Observation
		
		Summative Assessment
		
		   N/A
			Ongoing throughout course

Employability Skills	Demonstrate the fundamental employability skills of:
	1. Punctuality
	2. Effective Communication
	3. Accountability
	4. Positive Work Ethic
	5. Teamwork
	6. Time Management
	7. Responsible Use of Technology
		Formative Assessment
		
		   Discussion & Observation
		
		   Small projects/exercises
		
		Summative Assessment
		
		   Hands-on projects that simulate those in the illustration industry.
			5 days & ongoing throughout course

Assessment Guidelines

> There are various purposes for assessment:
>
> ☐ Assessment *for* learning **(formative assessment)**: where assessment helps teachers gain insight into what students understand in order to plan and guide instruction, and provide helpful feedback to students.
>
> ☐ Assessment *of* learning **(summative assessment)**: where assessment informs students, teachers and parents, as well as the broader educational community, of achievement at a certain point in time in order to celebrate success, plan interventions and support continued progress.

Academic Achievement

Course Evaluation Structure:

Your final mark will be based 100% on the summative assessment of your term work.

Employability Skills:...............................5%
Projects: 70%
Final Project/ Portfolio:..........................25%

All assignments must be complete at the end of the semester to obtain all the objectives and earn the credit.

Late assignments
- In grade 11 and 12 more accountabilities are going to be expected from students.
- Grade 11-12 Each assignment has a due date. In Grade 12 Marks will be deducted DAILY for late assignments. For example, 10% on the first day, 20% second ext. Formative feedback may not be available on late assignments. Assignments that are more than 5 calendar days late will not be graded. (student receives a mark of 0 (zero))
- If a student wants an extension on the due date of an assignment, the student needs to email the teacher in advance (during school hours) to get permission to get an extension on an assignment.
- The student will develop an agreement (Last chance) with the teacher to complete the work. (parents will be contacted at this time)
- Were possible the student will be required to complete missing work during school time or at lunch or after school within a supervised setting in accordance with school division policy.
- If the date ("Last Chance") is missed, then the assignment will not be accepted the student receives a mark of 0 (zero)
- Students need to be aware that: Submitting assignments late influences the "Employability Evaluation" marking category.
- Final Assignments will have a due date and cannot be extended.

Mobile device
Mobile devices are NOT to be used during instructional time.

Hats
No hat allowed in class

Backpacks
No backpacks allowed in class

Academic Dishonesty
Academic Dishonesty will not be tolerated, this includes use of AI (Artificial Intelligence) for the creation of work, handing in other students work, etc.