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| **ART B44** | | | | |
| **Student Learning Outcomes or AUO** | **Measure** | **PLO** | **ILO** | **GE** |
| 1. Demonstrate an understanding of the relationship between graphics and motion graphics. | Projects | 2 | III | N/A |
| 2. Effectively create motion graphics using the work space of the motion environment in Adobe After Effects. | Projects, quizzes | 1 | III | N/A |
| 3. Demonstrate an understanding of the technical processes of working with motion graphics, keyframes, design, and composition in a time based motion environment. | Projects, quizzes | 2 | III | N/A |
| 4. Create original content, using the various output formats of a motion graphic. | Projects, quizzes | 1, 2 | III | N/A |
| 5. Demonstrate an understanding of the connection between motion and sound. | Projects, quizzes | 2 | III | N/A |
| 6. Pre-produce, produce, and present a short motion graphic. Defend work in front of the class. | Projects | 1, 2, 3 | I, II, III, IV | N/A |
| **PLOs:**  1. Students will produce a portfolio of original digital content, using industry standard software and hardware.  2. Students will demonstrate an understanding of the visual principles and elements of as they pertain to media arts.  3. Students will demonstrate the ability to think critically about their own work and the work of others.  **ILOs:**   1. **Think critically and evaluate sources and information for validity and usefulness.** 2. **Communicate effectively in both written and oral forms.** 3. **Demonstrate competency in a field of knowledge or with job-related skills.** 4. **Engage productively in all levels of society – interpersonal, community, the state and nation, and the world.**   **GELOs:**  **Use the GE categories from the catalog if this is a GE course.**  **A-E** | | | | |