Attached are syllabi for AMT 301 and 302 in support of the proposed AMT course designator.

AMT 301 - Digital Tools

SYLLABUS   Kiel Fletcher

AMT 301 - Digital Tools   Dining Hall Studio 206

Fall 2018   Office Hours: M 10:30-11:30 - GRC 242

Please contact me by e-mail: kiel.fletcher@osucascades.edu

CRN   (4 units)

CATALOG DESCRIPTION: This course will be an in-depth overview of Photoshop, Illustrator and Indesign. Focusing on Design and New Media Art for both print and screen.

COURSE OBJECTIVES: To introduce students to several modes of artistic expression in the processes of design and digital arts by utilizing Adobe Photoshop, Illustrator, and InDesign as tools for creative communication. Students will become conversant in various tools and digital forms in order to communicate visually. Students will be directed to explore their individual artistic vision by developing personal imagery to enable them to use these tools as a visually expressive medium.
It is highly encouraged that if students struggle with in class exercises and demos that they purchase a Lynda.com subscription to aid in their development.

CONTENT: This course looks at a varied cross section of contemporary artists, designers and thinkers. Inevitably artists deal with difficult content that because of their backgrounds and surroundings could be culturally charged. If you have concerns about this please see your instructor and we can discuss this further and make proper arrangements if needed.

LEARNING OUTCOMES: To successfully complete this class you must demonstrate the ability to-
- have a completed portfolio of work that represents all assignments.
- have a command of the technical aspects of all processes within the studio.
- understand and apply essential color characteristics, interactions and systems.
- possess an awareness of the historic traditions of the new media arts.
- have the discipline to develop initial preliminary ideas to create inventive, visually challenging works of art.
- Possess an understanding for the cross use of software within the lab and recognize which tool is appropriate for a given task.
- think critically, communicate clearly and work creatively in intellectual pursuit.
- explore and develop personal concepts in creative expression.
- draw upon multiple directions to define and inform your creative practice.
- speak articulately and critically about your work and the work of others.
- develop self-motivation, self-direction and a strong work ethic.

COURSE REQUIREMENTS:
-Students must use Canvas site.
-Digital Tools I meets for a total of 5 hrs and 40 min/340 minutes per week, and students should expect to spend approximately 6 hours per week on outside class course work.

COURSE POLICIES:
- Attendance: The course is structured around a series of lectures, demonstrations, critiques and studio production with a mandatory attendance policy. Absences in excess of three will result in a final grade reduction. More than four absences will constitute and

automatic failure. If an absence is unavoidable, students should inform the instructor in writing before class.
- Tardiness: Attending class on time, and staying the duration of class is expected. Three accumulations of attending class late or leaving before the instructor has dismissed the class will be considered as an absence. Open lab periods are the only exception to this rule unless otherwise stated.
- Preparedness: Being prepared to participate in class upon arrival is expected. Supplies must be acquired prior to arriving for class, enabling the student to make purposeful use of class time.
- Deadlines: Due dates for both in-progress peer critiques as well as final group critiques are firm. All assignments are due at the beginning of class for group discussion. Late work in any form, not completed at the time of a peer or group critique will be graded down 25% and will not be accepted for evaluation beyond one week past the due date.

GRADING:
All assignments must be completed in order to receive a passing grade in the course.
Evaluations are determined by the:
1. understanding and achievement of the assignment's goals and objectives,
2. demonstrated ambition, challenge and originality undertaken in the assignment's solution,
3. conceptual development and creative inventiveness,
4. mastery in execution of media and technique.

Projects 25pts each
Attendance and participation 25pts

Evaluation assessment guideline:
A, A-= Exceptional accomplishment, outstanding performance with special initiative and competence.

B+, B, B-= Superior and above average performance, student pursues goals with extra effort and success.

C+, C, C-= Required work, adequate performance, average competence, work completed.
D+, D, D-= Inferior effort, marginal outcome, less than required involvement to develop goals.

F= Failure to complete or submit the assignments.

STUDIO USE POLICY:
The studio is a shared area. It is important to keep it clean. Please keep all studio tools put away when you are finished working. Never leave the studio without cleaning up your area, turning off the lights and closing the door. It is required that you attend and participate in each cleanup session held periodically throughout the term.

MATERIALS LIST:
portable hard drive or thumb drive (required)
Lynda.com subscription (recommended)

COURSE SCHEDULE: (subject to change)
Week 1-2 Advanced Photoshop
Week 3 Project 1 due
Week 4-5 Advanced Illustrator
Week 6 In class project 2
Week 7-9 Advanced Indesign tools
Week 10 Final project due in class

Institutional Policies
Expectations for Student Conduct

Student conduct is governed by the university's policies, as explained in the Office of Student Conduct and Community Standards (http://studentlife.oregonstate.edu/studentconduct/offenses-0).

Academic Integrity

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OAR 576-015-0020 (2) Academic or Scholarly Dishonesty:

a) Academic or Scholarly Dishonesty is defined as an act of deception in which a Student seeks to claim credit for the work or effort of another person, or uses unauthorized materials or fabricated information in any academic work or research, either through the Student's own efforts or the efforts of another.

b) It includes:

(i) CHEATING - use or attempted use of unauthorized materials, information or study aids, or an act of deceit by which a Student attempts to misrepresent mastery of academic effort or information. This includes but is not limited to unauthorized copying or collaboration on a test or assignment, using prohibited materials and texts, any misuse of an electronic device, or using any deceptive means to gain academic credit.

(ii) FABRICATION - falsification or invention of any information including but not limited to falsifying research, inventing or exaggerating data, or listing incorrect or fictitious references.

(iii) ASSISTING - helping another commit an act of academic dishonesty. This includes but is not limited to paying or bribing someone to acquire a test or assignment, changing someone's grades or academic records, taking a test/doing an assignment for someone else by any means, including misuse of an electronic device. It is a violation of Oregon state law to create and offer to sell part or all of an educational assignment to another person (ORS 165.114).

(iv) TAMPERING - altering or interfering with evaluation instruments or documents.

(v) PLAGIARISM - representing the words or ideas of another person or presenting someone else's words, ideas, artistry or data as one's own, or using one's own previously submitted work. Plagiarism includes but is not limited to copying another person's work (including unpublished material) without appropriate referencing, presenting someone else's opinions and theories as one's own, or working jointly on a project and then submitting it as one's own.

c) Academic Dishonesty cases are handled initially by the academic units, following the process outlined in the University's Academic Dishonesty Report Form, and will also be referred to SCCS for action under these rules.

Diversity Values

We are a university community enriched by the diversity of our students and staff. Each individual has the potential to contribute in our learning environment. Each has dignity. To diminish the dignity of one is to diminish the dignity of us all. We welcome diverse perspectives and encourage free exchange of ideas. *Oregon State University* provides an environment that celebrates the freedom to learn and the freedom to teach. In that celebration of teaching and learning it is appropriate that individuals and groups be viewed with regard to their potential to contribute within the learning environment.

Accessibility of Course Materials

All materials used in this course are accessible with the possible exception of YouTube videos. If you require accommodations please contact Disability Access Services (DAS).

OSU Student Evaluation of Teaching

Course evaluation results are extremely important and are used to help improve this course and the learning experience of future students. Results from the 19 multiple choice questions are tabulated anonymously and go directly to instructors and department heads. Student comments on the open-ended questions are compiled and confidentially forwarded to each instructor, per OSU procedures. The online Student Evaluation of Teaching form will be available toward the end of each term, and you will be sent instructions via ONID by the Office of Academic Programs, Assessment, and Accreditation. You will log in to "Student Online Services" to respond to the online questionnaire. The results on the form are anonymous and are not tabulated until after grades are posted.

Learning Goals for Graduates (Lggs) of Oregon State University

1. Competency and Knowledge in Multiple Fields - As an OSU graduate, you will show a depth of knowledge in one or more majors as it relates to its history, problems, strategic thinking processes and ways of knowing, and vocabulary. You will also show a breadth of knowledge across the disciplines, which include the humanities and arts, science, social science and mathematics, from both technical and critical orientations.

2. Critical Thinking - As an OSU graduate, you will evaluate and synthesize information from multiple sources and perspectives to make informed decisions and solve problems; you will exhibit intellectual curiosity, including the disposition and ability to engage in evidence-based reasoning and critical thinking.

3. Pluralism and Cultural Legacies - As an OSU graduate, you will acquire knowledge and appreciation of the diversity of human cultural, historical and social experiences, and be able to reflect on how your individual life experience relates to the complex nature of human conditions in other places and times.

4. Collaboration - As an OSU graduate, you will develop the ability to be a positive contributor to situations requiring shared responsibility toward achieving a common goal.

5. Social Responsibility and Sustainability - As an OSU graduate, you will develop the capacity to construct an engaged, contributing life, and to engage in actions that reflect an understanding of the values of service, citizenship, and social responsibility, and demonstrate global competence by understanding the interdependent nature of local and global communities.

6. Communication - As an OSU graduate, you will be able to present and evaluate information, as well as to devise and exchange ideas clearly and effectively so that you can communicate with diverse audiences in a variety of situations.

7. Self-Awareness and Life-Long Learning - As an OSU graduate, you will develop awareness of and appreciation for your personal strengths, values, and challenges, and you will cultivate the ability to use that knowledge to guide your future learning and development.

EXPECTATIONS FOR STUDENT CONDUCT

The Student Conduct Code establishes community standards and procedures necessary to maintain and protect an environment conducive to learning, in keeping with the educational objectives of Oregon State University. This code is based on the assumption that all persons must treat one another with dignity and respect in order for scholarship to thrive. For the full Student Conduct Code see http://oregonstate.edu/studentconduct/

Academic or Scholarly Dishonesty is prohibited and considered a serious violation of the Student Conduct Code. It is defined as an act of deception in which a Student seeks to claim credit for the work or effort of another person, or uses unauthorized materials or fabricated information in any academic work or research, either through the Student's own efforts or the efforts of another. For

specifics related to offenses proscribed by the University see:
http://oregonstate.edu/studentconduct/offenses-0

RELIGIOUS HOLIDAY STATEMENT
Oregon State University strives to respect all religious practices. If you have religious holidays that are in conflict with any of the requirements of this class, please see me immediately so that we can make alternative arrangements.

STUDENTS WITH DOCUMENTED DISABILITIES
"Accommodations for students with disabilities are determined and approved by Disability Access Services (DAS). If you, as a student, believe you are eligible for accommodations but have not obtained approval please contact DAS immediately at 541-737-4098 or at http://ds.oregonstate.edu. DAS notifies students and faculty members of approved academic accommodations and coordinates implementation of those accommodations. While not required, students and faculty members are encouraged to discuss details of the implementation of individual accommodations."

OSU-CASCADES ETHOS STATEMENT
The guiding vision of OSU-Cascades is to contribute significantly to intellectual, cultural, ecological, social and economic vitality. To achieve that goal, the OSU-Cascades community will strive to model principles and practices of a thriving, equitable and sustainable society. A culture of learning and exploration provides significant rewards to its members; those rewards are best achieved when all community members (faculty, staff, administrators, students and Board of Advisors) strive to honor the following principles:
1. Respect the dignity and uniqueness of individuals. This principle applies to a diversity of cultures, belief systems, academic ranks and academic/ professional disciplines.
2. Aspire to excellence and integrity in every endeavor.
3. Consider current and future generations in every deliberation.
4. Demonstrate leadership in service to community.

NEED SOMEONE TO TALK TO?
Individual and group counseling is available at no additional cost for OSU-Cascades students. To schedule an appointment call 541-322-3162 or email kathy.lawrence@osucascades.edu. Counseling appointments are confidential and are not part of students' educational records. Students seek services for a variety of issues ranging from stress to relational issues to down mood. Seeking support early is encouraged. For more information visit http://osucascades.edu/student-wellness.

AMT 302 – Digital Tools II

Digital Tools II - AMT 302

Instructor: Kiel Fletcher

Contact: kiel.fletcher@osucascades.edu

Office Hours: by appointment

CRN:

Term: Winter 2018

Room Number: Dining Hall Studio 206

Time: T/Th 9:00 am - 11:50 am

Credit Hours: 4.00

CATALOG DESCRIPTION: This course will focus on furthering skills in digital arts software and hardware integration with an emphasis on digital output and transformation. Focusing on techniques utilized in Design and New Media Art.

COURSE OBJECTIVES: To introduce students to several modes of artistic expression in the processes of output within digital arts by utilizing hardware provided within the studio. Students will become conversant in various methods in order to communicate visually and self produced works for print, screen, sound, or mobile. Students will be directed to explore their individual artistic vision by developing narratives to enable them to use these tools as a visually expressive medium.

CONTENT: This course looks at a varied cross section of contemporary artists, designers and thinkers. Inevitably artists deal with difficult content that because of their backgrounds and surroundings could be culturally charged. If you have concerns about this please see your instructor and we can discuss this further and make proper arrangements if needed.

LEARNING OUTCOMES: To successfully complete this class you must demonstrate the ability to-
• have a completed portfolio of work that represents all assignments.
• have a command of the technical aspects of all processes covered.
• possess an awareness of the cultural context of the medium and significance for each medium.
• understand the implications of specific output methods on the viewer.
• think critically, communicate clearly and work creatively in intellectual pursuit.
• explore and develop personal concepts in creative expression.
• draw upon multiple directions to define and inform your creative practice.
• speak articulately and critically about your work and the work of others.
• develop self-motivation, self-direction and a strong work ethic.

COURSE REQUIREMENTS:
-Students must use Canvas site.
-Digital Tools II meets for a total of 5 hrs and 40 min/340 minutes per week, and students   should expect to spend approximately 6 hours per week on outside class course work.

COURSE POLICIES:
• Attendance: The course is structured around a series of lectures, demonstrations, critiques and studio production with a mandatory attendance policy. Absences in excess of three will result in a final grade reduction. More than four absences will constitute and automatic failure. If an absence is unavoidable, students should inform the instructor in writing before class. We will not use class time to go over anything you may have missed because of absence or lateness. You are responsible for getting notes and assignments from another student if you are absent.

• Tardiness: Attending class on time, and staying the duration of class is expected. More than 5 minutes late to class will count as a "late" Three accumulations of attending class late or leaving before the instructor has dismissed the class will be considered as an absence. Open lab periods are the only exception to this rule unless otherwise stated.

• Preparedness: Being prepared to participate in class upon arrival is expected. Supplies must be acquired prior to arriving for class, enabling the student to make purposeful use of class time.

• Participation: Everyone is expected to participate in class discussions and critiques. Being able to speak about your art and discuss your peer's work in a constructive way is extremely important to you as student and as a professional artist. This classroom should feel like a safe, open environment for the exploration of ideas and constructive criticism and thinking – those are the fundamentals for an artistic community. The more each of you contributes to the discussions, the more you will learn from one another and gain valuable insight into your own practice.

• Deadlines: Due dates for final group critiques are firm. All Projects are due at the

beginning of class for group discussion. Late work in any form, not completed at the time of a critique will be graded down an additional 25%. Projects will not be accepted for evaluation beyond one week past the due date. all due dates are listed on this syllabus and you will be notified of any changes to the schedule via Canvas – check frequently.

• Cancellation of Class: If weather conditions warrant the cancellation of class, the OSU Cascades home page will announce the closing.

• Communication: When sending an email to me, use Digital Tools II (or variant) in the subject line. Remember all emails are formal written communications regarding the course. Monday-Thursday I will try and email you back ASAP (within reason, please allow for my class schedule, reasonable hours). I will not be available for regular communication on weekends.

EXERCISES/PROJECTS:
Assignments for this class are broken into two main groups: exercises and projects. Exercises will be done in class using materials I supply for you. Exercises are intended to introduce and reinforce new techniques and tools. These will not be graded, but count as part of class participation.
Projects are assignments that are more long term. Projects are a cumulative application of all the tools and skills you have learned thus far in the course. It is expected you will work on and complete them outside of class. We will hold critiques for projects, you will receive verbal feedback from me during critique, and you will be graded via Canvas. Further feedback can be given during office hours (by appointment). Project information will be posted on the Canvas site.

*File Labeling: Files are to be labeled with the following naming convention: Class_Student last name_assignment
ex: Digitools2_Seiffert_Proj1

GRADING:
50pts Participation (attendance, discussion/critique, in-class exercises, artist share)
50pts Project 1
50pts Project 2
50pts Project 3
100pts Final project
300pts Total

All projects must be completed in order to receive a passing grade in the course. Evaluations are determined by the:
1 understanding and achievement of the assignment's goals and objectives,
2 demonstrated ambition, challenge and originality undertaken in the assignment's solution,
3 conceptual development and creative inventiveness,
4 mastery in execution of media and technique and presentation.

Evaluation assessment guideline:

A-, A (90-100%) = Exceptional accomplishment, outstanding performance with special initiative and competence.

B-, B, B+ (80-89%) = Superior and above average performance, student pursues goals with extra effort and success.

C-, C, C+ (70-79%) = Required work, adequate performance, average competence, work completed.

D-, D, D+ (60-69%) = Inferior effort, marginal outcome, less than required involvement to develop goals.

F (<59%)= Failure to complete or submit the assignments.

STUDIO/EQUIPMENT USE POLICY:
The studio is a shared area. It is important to keep it clean. Please keep all studio tools put away when you are finished working. Never leave the studio without cleaning up your area, turning off the lights and closing the door. Shared equipment is to be returned in a timely manner, and in good condition.

MATERIALS LIST:
portable hard drive or thumb drive (required)
Lynda.com subscription (highly recommended)

Digital Foundations: Introduction to media Design with Adobe Creative Suite.,
By Michael Mandiberg and Xtine Burrough (highly recommended)
  Free version here: http://wiki.digital-foundations.net

*****Dates and information on the syllabus are subject to change. It is the student's responsibility to check Canvas frequently and to keep up with current information about this class.

COURSE OUTLINE:

Week 1
Tu 3/29: Intro & syllabus
Th 3/31: Illustrator/vinyl demo, Project 1 Intro, artist share sign up

Week 2
Tu 4/5: Artists share, further illustrator, vinyl cutter demo,
Th 4/7: Work Day (

Week 3
Tu 4/12: Project 1 Due, artist, critique, Project 2: Photoshop .gif Intro/demo using illustrations and photos
Th 4/14: Artists, Demo- GIF using video

Week 4
Tu 4/19: Artists, photoshop actions demo and cinemagraphs
Th 4/21: Work day! (class optional)

Week 5
Tu 4/26: Artists, Project 2 Due. (see assignment for details), Project 3 intro
Th 4/28: Artists, demo-"Installing" your work on the wall (perspective, matching lighting, shadow)
Homework: please read for Tuesday The_Image_Object_Post-Internet_us.pdf By Artie Vierkant

Week 6
Tu 5/3: Artists, demo - Installing your work in space- complex shadows and reflection.
Th 5/5: Work Day

Week 7
Tu 5/10: Artists, Project 3 Due, critique, Intro Project 4
Th 5/12: Artists, demo - double exposure, Final project proposal due (individual discussion),

Week 8
Tu 5/17: Artists, demo-water color in illustrator, work time
Th 5/19: Work day (optional)

Week 9

Tu 5/24: WORK DAY
Th 5/26: Artists, demo, Project check-in/grade check-in/ peer critique, work day

Week 10
Tu 5/31: Work day
Th 6/2: Final Due/Final critique

**schedule is subject to change. It is the responsibility of the student to check canvas regularly for updates.

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