

VC6103 Computer Practical II: Layout Principles & Graphic Design



- Course Aim**
- To apply design principles to problem solving exercises and assignments involving research and basic visual communication combining type and images
  - To synthesise design skills with computer-based applications.
  - To develop students' visual vocabulary
  - To develop students' ability to understand abstract problem solving where visual communication is the major focus

<b>Short Title</b>	Computer Practical 2	<b>Version</b>	3
<b>Faculty</b>	EDICT	<b>Effective From</b>	February 1, 2017
<b>Credits</b>	15	<b>Indicative NQF Level</b>	6
<b>Pre-requisites</b>	VC6100 (VIB5100), VC6102 (VIB5102)	<b>Student Contact hrs</b>	90
<b>Co-requisites</b>	VC6101 (VIB5101)	<b>Self-directed hrs</b>	40
<b>Anti-requisites</b>		<b>Other directed hrs</b>	20
		<b>Total learning hrs</b>	150

Learning Outcomes	On successful completion of this course, students will be able to:	NQF Sub-strand
1	Create, modify, import images into page layout programmes	Practical Application of knowledge
2	Identify and utilise design principles in compositions including images and type	Theoretical Understanding
3	Represent a concept literally, abstractly and symbolically	Practical Application of knowledge
4	Use existing design vocabulary	Communication, ICT, Numeracy
5	Develop a problem solving approach to combine research, development, refinement and presentation of design projects	Generic, Problem Solving and Analytical Skills
6	Demonstrate a suitable level of professional practice through attendance, participation and group	Autonomy, Responsibility, Context