

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

Short Title Computer Practical 2
Faculty EDICT
Credits 15
Pre-requisites VC6102 (VIB5102)
Co-requisites None
Anti-requisites

Version 4
Effective From September 1, 2018
Indicative NQF Level 6
Student Contact hrs 90
Self-directed hrs 40
Other directed hrs 20
Total learning hrs 150

- Learning Outcomes**
- On successful completion of this course, students will be able to:
- 1 Create, modify, import images into page layout programmes
 - 2 Identify and utilise design principles in compositions including images and type
 - 3 Use existing design vocabulary to present and evaluate information and ideas
 - 4 Develop a problem solving approach to combine research, development, refinement and presentation of design projects
 - 5 Demonstrate a suitable level of professional practice through attendance, participation and group

NQF Sub-strand

Practical
Application of knowledge
Theoretical
Understanding
Communication, ICT, Numeracy
Generic, Problem Solving and Analytical Skills
Autonomy, Responsibility, Context