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 II
Faculty  EDICT
Credits  15
Pre-requisites  VC6102 (VIBS102)
Co-requisites  None
Anti-requisites

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

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

Self-directed hrs 6
Student Contact hrs 90
Other directed hrs 20
Total learning hrs 150

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