# SYLLABUS – SPRING 2025 MCOM 2306 Media Design & Production

Tu Th 12:30 PM - 1:50 PM / and Online

Instructor: Professor Vanessa Joyner

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(The best way to contact me is by email)

Office Hours: Wednesdays 11:00 AM and 2:00 PM and by appointment

### **Course Overview:**

Media Design and Production is a course that allows students to learn various technologies that will aid them in producing print and digital layouts. These technologies include applications from the Adobe Creative Cloud applications. The applications that will be focused on are Photoshop, Illustrator, InDesign, Adobe XD, Canva, and Design Basics. There is no prerequisite knowledge needed for this course

#### **Student Learning Outcomes:**

- 1) Students will understand and apply the learned concepts and theories in the use and presentation of images, pages, information, tools, and technologies from the assigned Adobe CC applications.
- 2) Demonstrate an ability to learn several computer software applications.
- 3) Incorporate learned knowledge into practical creative project design by evaluating the perimeters of a project and skillfully completing it.
- 4) Be able to successfully test learned knowledge of each given application in addition to the practical application of software.

#### **Required Textbooks and Subscription**

#### Adobe Creative Cloud Classroom in a Book, 1st Edition

Design Software Foundations with Adobe Creative Cloud

https://sampling.vitalsource.com/referral?term=9780137914951

Author(s) Joseph Labrecque Publisher: Adobe Press PTG

Format: Reflowable

Print ISBN 9780137914708, 0137914709 eText ISBN 9780137914951, 0137914954

Edition: 1st Copyright: 2023

Adobe Creative Cloud Subscription (Online Only)

This places the Creative Suite applications onto your personal computer.

"Creative Cloud Complete" Subscription at this link: <a href="http://bit.ly/1U4ed9u">http://bit.ly/1U4ed9u</a>. This is the software to be downloaded to students' computers and needed to operate the applications to be learned in this class.

#### **Special Course Notes:** -- The listed items are required.

- 1) SUBSCRIPTION This course (face-to-face) requires you to obtain a **subscription** to Adobe Creative Cloud (details under Required Textbooks and Readings), an external website/a resource to connect you to the applications necessary to complete your homework assignments.
- 2) A PC OR MACINTOSH COMPUTER Capable of running graphic applications. A minimum of 8 Gb of RAM or more. Mini-computers are not recommended.
- 3) COURSEBOOK LISTED ABOVE.
- 4) COMPUTERS IN CAS 106 Available for face-to-face and online classes. The schedule of availability should be on the door of CAS 106. Typically, there is more daytime availability on Mondays and Wednesdays. The lab is available most days until 8 PM. A Lab Tech is available in the Multimedia Production studio next door for assistance.
- 5) LAB TECH For assistance, a Lab Tech is at your disposal in the Multimedia Production Studio next door to CAS 106.
- 6) LEARN TOOLS A large part of this course is comprised of learning graphic design tools by exercises, exams, and projects.
- 7) MODULES Work assigned in (Story, Newspaper, Newspaper Article, Magazine)
- 8) CRITIQUES Attendance and participation are required.
- 9) CONSENT FORM Photography/Video.
- 10) MEMBERSHIPS I would like all to consider joining the Design Club. Especially the Graphic Design Minors. More information to come.

#### Assignments and weights/point values

1. Lessons (Adobe Creative Cloud applications): 25%

2. Exams (4): 30%

3. Projects (3):

Brochure, Poster, Editorial Logo 35%
4. Critiques (Minimum of 4): 5%
Total 100%

## **Grading Scale:**

A 90% or greater

B 80 – 89%

C 70 – 79%

D 60 – 69%

F below 59%

Late Work and Make-Up Exams: UT Tyler does have a <u>Class Attendance policy</u> in the catalog. Most of the time, you will receive full credit for late work, especially for unexpected events that occur in your life. Other situations may result in a 10-20 pt—grade reduction.

<u>Graded Course Requirements Information</u>: TEC 51.9705 (HB 2504) requires that you list AND describe all <u>major</u> assignments. It is absolutely acceptable to provide an overview and note that detailed information will be provided in class.

<u>Zoom Meeting</u>: this is an opportunity where you meet with the instructor and to discuss your poster project assignment. <u>Adobe Creative Cloud Lessons and Exercises</u>: These exercises (assignments) will give you an understanding of the major tools to be used for designing graphics. We begin with the page application InDesign, next the image application called Photoshop, and then the illustration application called Illustrator and finally Adobe XD. The exercises are tutorial lessons that consist of step-by-step methods of creating a variety of pre-designed compositions.

The lessons are followed up by a Project within the same Module. *Details in Canvas.* 

Exams (4): The exams will be a review of the major concepts learned from the assigned applications.

<u>Projects (3):</u> All of the projects are considered application which is a way to present or demonstrate what you have learned about each application.

InDesign Brochure – Will be the re-creation of a simple brochure

Movie Poster – This is the major Photoshop project of the year.

Editorial Logo – I am trying to familiarize you with not only the potential for Illustrator to create excellent logos but also how to create logos that tell a story.

<u>Critiques (4):</u> Participate in the Movie Poster Critiques and the Editorial Logo Critiques.

## Calendar of Topics, Readings, and Due Dates (REQUIRED COMPONENT)

A – Assignment LEC – Lecture DIS – Discussion CRIT – Critique IND – InDesign. PSD – Photoshop ILLU - Illustrator

MEDIA DESIGN AND PRODUCTION SPRING 2025  Unit 1: Introduction									
								Week#	
Week 1	T	1/14	LEC – Introductions and Syllabus Introductory Exercise and Getting Started Quiz Due: 1/21						
	TH	1/16	LEC – Books LEC – How to Download Files						
	ADOBE and CANVA EXERCISES								
Week 2	T	1/21	LEC – Adobe Bridge  ASSIGN – Contact Sheet, Due 1/28	QUIZ DUE - Getting Started EXERCISE DUE - Introductory Exercise					
	TH	1/23	LEC – How They Work – Canva and Exercise, Due 1/28						
	ADOBE CREATIVE CLOUD BOOK EXERCISES								
Week 3	T	1/28	LEC — Fundamentals of Design with Adobe Express Exercises, Due 9/28	EXERCISES DUE – Adobe Bridge Contact Sheet and, Canva Exercise					
	TH	1/30	LEC — Ch 1 Creative Cloud Desktop and Mobile Applications Exercises, Due 9/28						
-	ACC BOOK PHOTOSHOP & PHOTOSHOP ON WEB EXERCISES								
Week 4	T	2/4	No Class — At Conference LEC — Ch 2 Cloud-Based Photography with Lightroom Exercises, Due 2/11 LEC — Ch 3 Raster Image Compositing with Photoshop Exercises, Due 2/11						
	TH	2/6	LEC – Photoshop Lessons						

Week 5	Т	2/11	ASSIGN: Greeting Card - Photoshop	
	TH	2/13	Critique: Greeting Card	EXERCISES DUE – Fund of Des & Chapters 2, 3, and Photoshop Lessons
			ADOBE PHOTOSHOP PROJECT	
Week 6	T	2/18	ASSIGN: Movie Poster, Due 10/12 Thumbnails Due, 10/3	
	TH	2/20	Work on Thumbnail Sketches	EXAM: Fund of Des & Chapters 1 – 3
Week 7	Т	2/25	CRITIQUE: Thumbnail Sketches / Choose Best	
	TH	2/27	Work on Movie Poster	
Week 8	Т	3/4	Work on Movie Poster	
	TH	3/6	CRITIQUE 1: Movie Poster	
			ADOBE ILLUSTRATOR PROJECT	
Week 9	Т	3/11	CRITIQUE 2: Movie Poster	
			LEC – Ch 4 Designing Vector Graphics with Illustrator Exercise, Due 10/12	
	TH	3/13	LEC – Illustrator  ASSIGN - Editorial Logo	
Week 10	Т	3/18	Spring Break	
	TH	3/20	Spring Break	
Week 11	T	3/25	CRITIQUE: Thumb Sketches for E-Logo/Choose best	
			ADOBE INDESIGN PROJECT	
	TH	3/27	ASSIGN – Brochure	
			Work on E-logo	
Week 12	T	4/1	WORK DAY	
			LEC – Ch 5 Managing Page Layout with InDesign • Exercise, Due 11/14	
	TH	4/3	LEC – Ch 6 Prototyping for Screens with Adobe XD, Exercise, Due 10/12	

Week 13	Т	4/8	CRITIQUE 1 - E-Logo	
	TH	4/10		SUBMIT EXERCISES: Chapters 4 – 6 EXAM: Chapters 4 - 6
Week 14	Т	4/15	CRITIQUE 1: Brochure	
	TH	4/17	WORK DAY	
	TH	4/22	WORK DAY	
Week 15	Т	4/24	CRITIQUE 2: Brochure	
		4/29	Finals	