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Syllabus
Visual Design for Globalized Media
1171-FIU01-VIC-3400-SECRVC-17124

GENERAL INFORMATION

PROFESSOR INFORMATION



Instructor: Prof. Elio L. Arteaga
Phone: (305) 237-1672
Office: AC2., Rm #319A
Fax: (305) 919-5215
Office Hours: By Appointment
E-mail: Please use Blackboard course mail
Website: <http://elioart.wordpress.com/>

COURSE DESCRIPTION AND PURPOSE

VIC 3400 - Visual Design for Globalized Media explores the relationship between images and messages in global media, the primary role that visual design plays in globalized media presentations, the ethics of visual messages and the impact of visual communication technology on messages. The use of visual messages in journalism, advertising, public relations and in all media is dissected and analyzed, as well as how traditional visual design converges in present-day global media.

The course conveys the story of how media provides global audiences with messages through imagery. From the power of still photography to the explosiveness of film, the strength of images to convey stories is deeply rooted in our humanity. We will take a look at the meaning of images from a global perspective. Visual communication while regionally influenced is global in essence as mankind has from its primitive origins naturally communicated with images. Analysis of the characteristics, basic design and vehicles of presentation will be addressed. Thus, a theoretical approach to how messages are conveyed visually is at the core of the course.

The course also provides students with exposure and basic skills in the application of the presented design concepts and theories into practical web design. Finally, students will produce working web sites that represent in a creative and practical manner the current principles of visual communication as presently practiced in today's global media.

COURSE OBJECTIVES

Students will be able to:

- Analyze the importance of images in global mass communication.
- Identify visual design principles used in advertising.
- Examine the significance and meaning of colors in globalized media messages.
- Apply metaphors and symbols in globalized media messages.
- Explain the effect of pictorial stereotypes on society.
- Identify the benefits of new media to globalized mass communications.
- Explain the history of typography and its importance to globalized mass communication.
- Evaluate informational graphics used to present complex information in an understandable visual format.
- Analyze the characteristics of various visual media.
- Apply visual storytelling techniques to a sequence of action, events and moods within a fictional.

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STUDENT LEARNING OUTCOMES

<p>Global Awareness: Students will be able to discuss prevailing world conditions associated with local, global, international, and intercultural issues, trends, and systems.</p>	<p>Course Learning Outcome: Students will demonstrate knowledge of the global language of visual design and visual communication as manifested in present day globalized media.</p>
<p>Global Engagement: Students will be able to demonstrate engagement in local, international, intercultural, and global problem solving.</p>	<p>Course Learning Outcome: Students will be able to demonstrate willingness responding to a global issue presented from different perspectives in visual media design communication to targeted audiences from various parts of the world.</p>
<p>Global Perspective: Students will be able to detect the distinctive and common qualities between their own perspective and the perspectives of others.</p>	<p>Course Learning Outcome: Students will analyze basic visual design elements in media found in all global media formats and products. Plus, analyze distinct manifestation design elements found at the local culture level.</p>

IMPORTANT INFORMATION

POLICIES

Please review the [FIU's Policies](#) webpage. The policies webpage contains essential information regarding guidelines relevant to all courses at FIU, as well as additional information about acceptable netiquette for online courses.

TECHNICAL REQUIREMENTS & SKILLS

One of the greatest barriers to taking an online course is a lack of basic computer literacy. By computer literacy we mean being able to manage and organize computer files efficiently, and learning to use your computer's operating system and software quickly and easily. Keep in mind that this is not a computer literacy course; but students enrolled in online courses are expected to have moderate proficiency using a computer. Please go to the "[What's Required](#)" webpage to find out more information on this subject.

Please visit our [Technical Requirements](#) webpage for additional information.

ACCESSIBILITY AND ACCOMMODATION

- Please visit our [ADA Compliance](#) webpage for information about accessibility involving the tools used in this course.
- Please visit [Blackboard's Commitment Accessibility](#) webpage for more information.
- For additional assistance please contact FIU's [Disability Resource Center](#).

COURSE PREREQUISITES

There are no prerequisites for this course.

ACADEMIC MISCONDUCT STATEMENT

Florida International University is a community dedicated to generating and imparting knowledge through excellent teaching and research, the rigorous and respectful exchange of ideas and community service. All students should respect the right of others to have an equitable opportunity to learn and honestly to demonstrate the quality of their

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learning. Therefore, all students are expected to adhere to a standard of academic conduct, which demonstrates respect for themselves, their fellow students, and the educational mission of the University. All students are deemed by the University to understand that if they are found responsible for academic misconduct, they will be subject to the Academic Misconduct procedures and sanctions, as outlined in the Student Handbook.

Academic Misconduct includes: **Cheating** – The unauthorized use of books, notes, aids, electronic sources; or assistance from another person with respect to examinations, course assignments, field service reports, class recitations; or the unauthorized possession of examination papers or course materials, whether originally authorized or not. **Plagiarism** – The use and appropriation of another's work without any indication of the source and the representation of such work as the student's own. Any student who fails to give credit for ideas, expressions or materials taken from another source, including internet sources, is responsible for plagiarism.

Learn more about the [academic integrity policies and procedures](#) as well as [student resources](#) that can help you prepare for a successful semester.

TEXTBOOK



Exploring the Elements of Design

Poppy Evans; Mark A. Thomas

Delmar Cengage Learning, 3rd Edition, 2013

ISBN-10: 1-1116-4548-5

ISBN-13: 978-1-116-4548-9

You may purchase your textbook online at the [FIU Bookstore](#).

The book is required for successful completion of this course, as all test questions come directly from the text. Students must read the assigned chapters in order to be adequately prepared for the tests.

EXPECTATIONS OF THIS COURSE

This is an online course, which means most (if not all) of the course work will be conducted online. Expectations for performance in an online course are the same for a traditional course. In fact, online courses require a degree of self-motivation, self-discipline, and technology skills which can make these courses more demanding for some students.

Students are expected to:

- **Review the how to get started information** located in the course content.
- **Introduce yourself to the class** during the first week by posting a self-introduction in the appropriate discussion forum.
- **Take the practice quiz** to ensure that your computer is compatible with Blackboard. The Practice Quiz is for practice only and will not be graded.
- **Interact** online with instructor/s and peers and keep up with all assignments.
- **Review** and follow the course calendar.
- **Log in** to the course 3 times per week.
- **Respond** to discussion board postings by deadlines in syllabus.

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- **Respond** to emails/messages within 2 days.
- **Submit** assignments by the corresponding deadline.

The instructor will:

- Log in to the course **3 times** per week.
- Respond to discussion boards, within **5 days**.
- Respond to emails/messages within **2 days**.
- Grade assignments within **5 days of the assignment deadline**.

IMPORTANT DATES FOR SPRING 2017

Sunday, January 8th, 2017	Last day to register without \$100 late fee
Monday, January 9th, 2017	Classes begin
Monday, January 16th, 2017	Dr. King's Birthday (University closed)
Tuesday, January 17th, 2017	Last day to Add/Drop Classes
Friday, February 3rd, 2017	Last day to withdraw with 25% refund
Monday, March 13th - Sunday, March 19th, 2017	Spring Break (Classes not in Session)
Monday, March 20th, 2017	Last day to drop with grade of DR or WI
Monday, April 24th - Saturday, April 29th, 2017	Final Week of the Semester
Saturday, April 29th, 2017	Classes end

COURSE DETAIL

COURSE COMMUNICATION

Communication in this course will take place via Messages.

Messages is a private and secure text-based communication system which occurs within a course among its Course members. Users must log on to Blackboard to send, receive, or read messages. The Messages tool is located on the Course Menu, on the left side of the course webpage. It is recommended that students check their messages routinely to ensure up-to-date communication.

Visit our [Writing Resources](#) webpage for more information on professional writing and technical communication skills.

DISCUSSION FORUMS

Keep in mind that your discussion forum postings will likely be seen by other members of the course. Care should be taken when determining what to post.

Discussion forums will be used for class discussions and other postings of general interest that are directly related to the course. Everyone can read Discussion Forum postings; therefore, do not post private information, but do post questions that classmates can benefit from, such as clarifications of project instructions.

Participation in the discussion forums is designed to foster learning enthusiasm and increased motivation, which compels students to think deeply and to learn. Discussion forums are for discussing lecture notes, assigned readings, presentations, assignment instructions and questions about the exams. In addition, questions relating to the assigned chapter readings will be posted to provide opportunities for participation. Participation in the discussion forums is required and worth 12 percent of the final grade.

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The discussions will be graded for quality content of your contributions. Examples of quality posts include:

- providing additional information to the discussion;
- elaborating on previous comments from others;
- presenting explanations of concepts or methods to help fellow students,
- presenting reasons for or against a topic in a persuasive fashion,
- sharing your own personal experiences that relate to the topic, and
- providing a URL and explanation for an area you researched on the Internet.

ASSIGNMENTS

A series of projects will be assigned to put into practice the concepts learned in class. Six assignments (totalling 40 percent of the final grade) will focus in on concepts and practices applied to the fields of advertising, journalism and PR. All assignments are visual in nature requiring the student to incorporate the main theme of the course--that our verbally-literate society is fast-becoming visually literate, often preferring visuals that engage the senses, emotions and intellect, rather than intimidatingly long blocks of text.

Please note that the following information only applies if your course requires the use of Turnitin to submit your assignments.

- Review the detailed [Turnitin Instructions](#) on how to submit your assignments and how to review the Grademark comments (feedback) from your professor.

TESTS

In order to mitigate any issues with your computer and online assessments, it is very important that you take the "Practice Quiz" from each computer you will be using to take your graded quizzes and exams. It is your responsibility to make sure your computer meets the minimum [hardware requirements](#).

Assessments in this course are not compatible with mobile devices and should not be taken through a mobile phone or a tablet. If you need further assistance please contact [FIU Online Support Services](#).

Four tests (together worth 48 percent of the final grade) will consist of questions derived from the assigned chapters in the textbook. Students must read the assigned chapters and play the Module Games to be adequately prepared for the tests. The Practice Quiz is for practice only and will not be graded.

Important information regarding quizzes:

- If a quiz/exam has a time limit; all questions must be answered and **submitted before** the time expires. When the time has run out, the quiz/exam is submitted automatically with whatever answers have been filled in so far and will automatically receive a grade of zero.
- Be aware of the availability window on quizzes/exams.
 - For example: If your quiz/exam is available from 7am - 7pm and you have 1 hour to complete the exam; you would need to start your quiz/exam at 6pm in order for you to have the full hour. If you start at 6:20 then you will only have 40 minutes to complete your exam.
- If multiple attempts are allowed on your quiz/exam there will be a 30 minute time delay between attempts.

Please note that the following information only applies if your course requires the use of the Respondus LockDown Browser to take assessments.

- Review the [Respondus LockDown Browser Instructions](#) on how to install, access your assessments and view your grades.
- After installing the browser, please take the Practice Quiz to familiarize yourself with the testing environment and to ensure that you have downloaded the Respondus Lockdown Browser correctly.

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ADOBE CONNECT PRO MEETING

Adobe Connect is an online meeting room where you can interact with your professor and fellow students by sharing screens, sharing files, chatting, broadcasting live audio, and taking part in other interactive online activities.

Requirements for using Adobe Connect:

- Disable any window pop-up blocker.
- [Adobe Flash Player](#) is required to successfully run your Adobe Connect meeting. You can [test your computer](#) to make sure your computer and network connections are properly configured to provide you with the best possible Adobe Connect meeting experience.
- Use of a combination [headset and microphone](#) with USB connection is recommended to ensure quality sound and reduce technical difficulties.

Reference [Adobe Connect \(Tutorials & Help\)](#) to learn about the tool, how to access your meeting rooms and recordings.

GRADING

Course Requirements		Weights	
Assignment 1 - Design Principle Analysis		5%	
Assignment 2 - Typographic Word Pictures		6%	
Assignment 3 - Visual Metaphor Ad		8%	
Assignment 4 - Visual Blog Website		8%	
Assignment 5 - Infographics Analysis		5%	
Assignment 6 - Visual Storyboard		8%	
Test 1 (Chapters 1 & 2)		12%	
Test 2 (Chapters 3 & 4)		12%	
Test 3 (Chapters 5 & 6)		12%	
Test 4 (Chapters 7 & 8)		12%	
Discussion Participation		12%	
Total		100%	

Letter	Range (%)	Letter	Range (%)
A	92 - 100	B-	80 - 81
A-	90 - 91	C	70 - 79
B+	87 - 89	D	60 - 69
B	82 - 86	F	0 - 59

INCOMPLETES

Incompletes are given only for medical and other University-approved reasons, and only if the student is passing the course. Should you be granted an incomplete, we will develop a signed agreement as to when and how the incomplete will be cleared.

COURSE CALENDAR

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MODULE WEEKLY SCHEDULE

Module 1

Mon., Jan. 9th thru Sun., Jan. 15th, 2017

Learning Objectives:

- Analyze the importance of images in global mass communication by:
 - Discussing how visuals enhance messages in various globalized media.
- Identify visual design principles used in advertising by:
 - Writing an essay describing their application in globalized media messages.
 - Discussing how chosen design principles reinforce advertising concepts.

Tasks:

- Review and fully familiarize yourself with the course and site. Please print and read the course syllabus and course calendar.

***Tests are available from 12:05 AM to 11:59 PM on the days assigned.

***Assignments are due before 11:59 PM on the date listed.

- Read Chapter 1, "Defining the Language of Design."
- Read Lecture Notes, "The Importance of the Visual."
- Begin Assignment 1 - Design Principles Analysis (worth 5 points), due Sunday, January 22nd; not accepted after Sunday, January 29th.
- Participate in Module 1 Discussion (worth 1 point), due Sunday, January 15th.
- Play Chapter 1 Game to prepare for Test 1 in two weeks.

Module 2

Mon., Jan. 16th thru Sun., Jan. 29th, 2017

Learning Objectives:

- Analyze the importance of images in global mass communication by:
 - Discussing how visuals enhance messages in various globalized media.
- Identify visual design principles used in advertising by:
 - Writing an essay describing their application in globalized media messages.
 - Discussing how chosen design principles reinforce advertising concepts.
- Explain the history of typography and its importance to globalized mass communication by:
 - Examining the works of three renowned graphic designers in a discussion.

Tasks:

- Read Chapter 2, "Typography in Design."
- Read AIGA Journal Article linked to "When Words and Images Collide" by Mark Walston.
- Visit Link, "Clean Up Your Mess," to learn practical tools and gain inspiration for your own design projects.
- Complete Assignment 1 - Design Principles Analysis (worth 5 points), due Sunday, January 22nd; not accepted after Sunday, January 29th.
- Participate in Module 2 Discussion (worth 1 point), due Sunday, January 29th.

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- Play Chapter 2 Game to prepare for Test 1 next week.

Test 1

Mon., Jan. 23rd thru Sun., Jan. 29th, 2017

Learning Objectives:

- Analyze the importance of images in global mass communication by:
 - Successfully answering multiple-choice and essay questions on a test.
- Identify visual design principles used in advertising by:
 - Successfully answering multiple-choice and essay questions on a test.
- Explain the history of typography and its importance to globalized mass communication by:
 - Successfully answering multiple-choice and essay questions on a test.

Tasks:

Review Chapter Games 1 & 2 again to prepare for Test 1 this week.

Complete Test 1: Chs. 1 & 2. Worth 12 pts.

due Sunday, January 29th, 2017.

Module 3

Mon., Jan. 30th thru Sun., Feb. 5th, 2017

Learning Objectives:

- Explain the history of typography and its importance to globalized mass communication by:
 - Examining the works of three renowned graphic designers in a discussion.
 - Creating a typographic design that unifies the verbal and visual message.
- Analyze the importance of images in mass communication by:
 - Examining how visuals enhance messages in various media in a discussion.

Tasks:

- Read Chapter 3, "Imagery in Design."
- View PowerPoint Lesson, "History of Typography."
- Begin Assignment 2 - Typographic Antonyms (worth 6 points), due Sunday, February 12th; not accepted after Sunday, February 19th.
- Participate in Module 3 Discussion (worth 1 point), due Sunday, February 5th,
- Play Chapter 3 Game to prepare for Test 2 in three weeks.

Module 4

Mon., Feb. 6th thru Sun., Feb. 12th, 2017

Learning Objectives:

- Apply metaphors and symbols in media messages by:
 - Designing an ad that compares the semiotic meanings of literal and figurative concepts.
 - Examining visual metaphors in a discussion.

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- Explain the history of typography and its importance to globalized mass communication by:
 - Examining the works of three renowned graphic designers in a discussion.
 - Creating a typographic design that unifies the verbal and visual message.

Tasks:

- No chapter from textbook assigned this week.
- View PowerPoint Lesson, "Visual Metaphors and Semiotics."
- Visit link PhotoshopNews.com to learn about the ethics of Photoshop manipulations.
- View Photoshop Tutorials on Adobe TV.
- Complete Assignment 2 - Typographic Antonyms (worth 6 points), due Sunday, February 12th; not accepted after Sunday, February 19th.
- Participate in Module 4 Discussion (worth 1 point), due Sunday, February 12th.

Module 5

Mon., Feb. 13th thru Sun., Feb. 19th, 2017

Learning Objectives:

- Examine the significance and meaning of colors in globalized media messages by:
 - Analyzing various colors' associations with moods and emotions in a discussion.
- Apply metaphors and symbols in media messages by:
 - Designing an ad that compares the semiotic meanings of literal and figurative concepts.
 - Examining visual metaphors in a discussion.

Tasks:

- Read Chapter 4, "Color and Design."
- Visit site "Color in Motion," by Claudia Cortés to learn about colors' associations with moods and emotions.
- Read Lecture Notes, "Color Psychology."
- Begin Assignment 3 - Visual Metaphor Print Ad (worth 8 points), due Sun., February 26th; not accepted past Sunday, March 5th.
- Participate in Module 5 Discussion (worth 1 point), due Sunday, February 19th.
- Play Chapter 4 Game to prepare for Test 2 in two weeks.

Module 6

Mon., Feb. 20th thru Sun., Feb. 26th, 2017

Learning Objectives:

- Apply metaphors and symbols in media messages by:
 - Designing an ad that compares the semiotic meanings of literal and figurative concepts.
 - Examining visual metaphors in a discussion.
- Explain the effect of pictorial stereotypes on society by:
 - Analyzing the portrayal of social groups in globalized media messages in a discussion.

Tasks:

- No chapter from textbook assigned this week.

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- Read AIGA Journal Article linked to "Shock Advertising: A Poke in the Brain" by Lazar Dzamic.
- Read Creativity Online Journal Article, "To Ban or Not to Ban: Dakota Fanning for Marc Jacobs," by Shareen Pathak.
- Read Creativity Online Journal Article, "Nivea Pulls Ad; Apologizes After Racism Accusations," by Ken Wheaton.
- Complete Assignment 3 - Visual Metaphor Print Ad (worth 8 points), due Sunday, February 26th; not accepted past Sunday, March 5th.
- Participate in Module 6 Discussion (worth 1 point), due Sunday, February 26th.

Test 2

Mon., Feb. 27th thru Sun., Mar. 5th, 2017

Learning Objectives:

- Examine the significance and meaning of colors in globalized media messages by:
 - Successfully answering multiple-choice and essay questions on a test.
- Analyze metaphors and symbols in globalized media messages by:
 - Successfully answering multiple-choice and essay questions on a test.

Tasks:

Review Chapter Games 3 & 4 again to prepare for Test 2 this week.

Complete Test 2: Chs. 3 & 4. Worth 12 pts.

due Sunday, March 5th, 2017.

Module 7

Mon., Mar. 6th thru Sun., Mar. 12th, 2017

Learning Objectives:

- Identify the benefits of new media to globalized mass communications by:
 - Creating a blog website incorporating images, video, motion graphics and interactivity.
- Analyze the characteristics of various visual media by:
 - Comparing graphic design works, cartoons, photography, web media, computer graphic animation, film and video in a discussion.

Tasks:

- Read Chapter 5, "Managing Effective Design."
- Read Lecture Notes, "Blogging."
- View PowerPoint Lesson, "Building Blogs using WordPress."
- Begin Assignment 4 - Visual Blog Journal (worth 8 points), due Sunday, March 26th; not accepted past Sunday, April 2nd.
- Participate in Module 7 Discussion (worth 1 point) due Sunday, March 12th.
- Play Chapter 5 Game to prepare for Test 3 in four weeks.

Module 8 (Spring Break)

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Mon., Mar. 6th thru Sun., Mar. 19th, 2017

Learning Objectives:

- Identify the benefits of new media to globalized mass communications by:
 - Creating a blog website incorporating images, video, motion graphics and interactivity.
- Analyze the characteristics of various visual media by:
 - Comparing graphic design works, cartoons, photography, web media, computer graphic animation, film and video in a discussion.

Tasks:

- Read Chapter 6, "Research and Visual Communication."
- Read Lecture Notes, "Web Design History and Trends."
- Complete Assignment 4-Visual Blog Journal (worth 8 points), due Sunday, March 26th; not accepted past Sunday, April 2nd.
- Participate in Module 8 Discussion (worth 1 point).
- Play Chapter 6 Game to prepare for Test 3 in three weeks.

Test 3

Mon., Mar. 20th thru Sun., Mar. 26th, 2017

Learning Objectives:

- Identify the benefits of new media to globalized mass communications by:
 - Successfully answering multiple-choice and essay questions on a test.
- Analyze the characteristics of various visual media by:
 - Successfully answering multiple-choice and essay questions on a test.

Tasks:

Review Chapter Games 5 & 6 again to prepare for Test 3 this week.

Complete Test 3: Chs. 5 & 6. Worth 12 pts.

due Sunday, March 26th, 2017.

Module 9

Mon., Mar. 27th thru Sun., Apr. 2nd, 2017

Learning Objectives:

- Analyze the characteristics of various visual media by:
 - Comparing graphic design works, cartoons, photography, web media, computer graphic animation, film and video in a discussion.
- Evaluate informational graphics by:
 - Examining data used to present complex information in an understandable visual format encoded in an infographic.

Tasks:

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- Read Chapter 7, "Media and Technology for Communication Artists."
- Review Pages 111 - 113, "Informational Graphics."
- View PowerPoint Lesson, "History of Computer Art."
- Visit pagetutor.com/trillion and kokogjak.com/megapenny/ for examples of informational graphics.
- Begin Assignment 5 - Infographics Analysis (worth 5 points), due Sunday, April 9th; not accepted past Sunday, April 16th.
- Participate in Module 9 Discussion (worth 1 point) due Sunday, April 2nd.

Module 10

Mon., Apr. 3rd thru Sun., Apr. 9th, 2017

Learning Objectives:

- Analyze the characteristics of various visual media by:
 - Comparing graphic design works, cartoons, photography, web media, computer graphic animation, film and video in a discussion.
- Evaluate informational graphics by:
 - Examining data used to present complex information in an understandable visual format encoded in an infographic.

Tasks:

- No chapter from textbook assigned this week.
- Read Lecture Notes, "History of Saturday Morning Cartoons."
- Complete Assignment 5 - Infographics Analysis (worth 5 points), due Sunday, April 9th; not accepted past Sunday, April 16th.
- Participate in Module 10 Discussion (worth 1 point) due Sunday, April 9th.
- Play Chapter 7 Game to prepare for Test 4 in three weeks.

Module 11

Mon., Apr. 10th thru Sun., Apr. 16th, 2017

Learning Objectives:

- Analyze the characteristics of various visual media by:
 - Comparing graphic design works, cartoons, photography, web media, computer graphic animation, film and video in a discussion.
- Apply visual storytelling techniques by:
 - Designing and creating a storyboard that communicates a fictional narrative.
 - Examining how to communicate a sequence of action, events and moods in a discussion.

Tasks:

- Read Chapter 8, "From Student to Professional."
- Visit link "[Comics—Not Just for Laughs](#)" and "[Psycho Shower Scene Storyboard](#)" to understand how storyboards function.

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- Begin Assignment 6 - Visual Narrative (worth 8 points), due Sunday, April 23rd; not accepted past Saturday, April 29th.
- Participate in Module 11 Discussion (worth 1 point) due Sunday, April 16th.
- Play Chapter 8 Game to prepare for Test 4 in two weeks.

Module 12

Mon., Apr. 17th thru Apr. 23rd, 2017

Learning Objectives:

- Analyze the characteristics of various visual media by:
 - Comparing graphic design works, cartoons, photography, web media, computer graphic animation, film and video in a discussion.
- Apply visual storytelling techniques by:
 - Designing and creating a storyboard that communicates a fictional narrative.
 - Examining how to communicate a sequence of action, events and moods in a discussion.

Tasks:

- No chapter from textbook assigned this week.
- Complete Assignment 6 - Visual Narrative (worth 8 points), due Sunday, April 23rd; not accepted past Sat., April 29th.
- Participate in Module 12 Discussion (worth 1 point) due Sunday, April 23rd.

Test 4

Mon., Apr. 24th thru Sat., Apr. 29th, 2017

Learning Objectives:

- Analyze the characteristics of various visual media by:
 - successfully answering multiple choice and essay questions on a test.

Tasks:

Review Chapter Games 7 & 8 again to prepare for Test 4 this week.

Complete Test 4: Chs. 7 & 8. Worth 12 pts

due Saturday, April 29th, 2017

***** NOTE: COURSE ENDS MIDNIGHT, SATURDAY, APRIL 29TH !!!**