

Bemidji State University

TADD 4630: Topics in Digital Design: [subtitled]

A. COURSE DESCRIPTION

Credits: 2,3,4

Lecture Hours/Week: *.*

Lab Hours/Week: *.*

OJT Hours/Week: *.*

Prerequisites: None

Corequisites: None

MnTC Goals: None

Research, advanced exploration, and/or applied study of various topics related to digital design.

Prerequisite: 2.75 overall GPA or consent of instructor. May not be offered every year. Repeatable up to 8 credits

B. COURSE EFFECTIVE DATES: 08/26/2013 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. Use of ideation and creative process as related to the specific topic of study
Production techniques and control standards as related to the specific topic of study
Application of effective time management techniques as related to the specific topic of study

D. LEARNING OUTCOMES (General)

1.
 - ¿ Students will research and develop design strategies to execute creative and effective solutions for 2D and 3D digital problems.
 - ¿ Students will apply effective production controls for 2D and 3D digital design to complete productions on-time and under budget.

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted