



EDIT 571 SECTION BT1:

Adobe Photoshop CS3 for Instructional Designers

Course Syllabus - Last Updated: May 21, 2008

INSTRUCTOR INFORMATION	
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	<ul style="list-style-type: none">• Teleconference and Online Office Hours by Appointment

COURSE INFORMATION	
Course Name / Credits	EDIT 571 SECTION BT1: <i>Photoshop CS3 for Instructional Designers / 2-Credits</i>
Class Duration:	June 2 nd – July 24 th , 2008
Meeting Time:	New lessons will be posted each Monday, from June 2 nd to July 21 st , 2008

COURSE DESCRIPTION

EDIT 571 provides an overview of the Adobe Photoshop CS3 software through the dissemination of weekly lecture notes and hands-on exercises. The course includes a review of the Photoshop interface, features, tools, and file management. Furthermore, the course teaches some of the basics of good graphic design with particular attention paid to graphic design for instructional systems.

DELIVERY FORMAT

The course will be conducted using an asynchronous format consisting of the following:

- Lecture notes
- Assigned readings & research
- Hands-on assignments
- Design Critiques

To successfully participate in the course, students are required to have access to and use the Internet, Blackboard and their GMU email accounts.

Each week we will cover different features and topics relating to Photoshop. A new chapter of lecture notes will be released every Monday and will remain available through the end of the semester. It is the student's responsibility to keep track of the weekly course schedule of topics, readings, activities, and assignments due.

During the semester, the instructor may 'post and host' a discussion or disseminate information via email to ensure student questions, and/or interesting findings/techniques or tips are communicated to the class. Instructor online office hours are available by appointment and can be conducted via telephone or via a private Blackboard chat forum.

COURSE OBJECTIVES

Upon completing the course, students will be able to:

- Identify and use the major components and tools of the Photoshop interface
- Create and manipulate graphics using various fundamental Photoshop tools and techniques
- Manage graphics using Layers
- Identify basic graphic design theory
- Work with advanced techniques such as masks and filters
- Optimize and Export graphics for Production

RESOURCES REQUIRED BY STUDENTS

- Internet access
- Blackboard Account
- GMU Email Account

REQUIRED SOFTWARE AND COURSE TEXTS

- Photoshop CS3
- There is not a required text for this course.

OPTIONAL TEXTS

- The public library has a good variety of Photoshop reference books available for check out. Consider checking out a few, then purchasing the one you like best.
- Popular Reference Texts:
 - [Adobe Photoshop CS3 One-On-One](#)
 - [Seven Point System for Adobe Photoshop CS3](#)
 - [Photoshop CS3 Bible](#)

NOTE: You may prefer a *User Forum* to an instructional text; Google "Photoshop Forum" and explore the top results.

SCHEDULE, GRADING AND COURSE ASSIGNMENTS

The following is a summary of the topics and activities covered each week in the course.

***A graded exercise is assigned each MONDAY.
Each assignment is then due by midnight on the following Monday.***

Late and/or incomplete assignments lose one point for each day late.

Assignment - Due Date	Assignment Description	Points
Week 1 - June 2 nd	<ul style="list-style-type: none">• TOPIC 1: <i>The Photoshop Interface</i>	10
Week 2 - June 9 th	<ul style="list-style-type: none">• TOPIC 2: <i>Selection Tools</i>	10
Week 3 - June 16 th	<ul style="list-style-type: none">• TOPIC 3: <i>Working with Layers</i>	10
Week 4 - June 23 rd	<ul style="list-style-type: none">• TOPIC 4: <i>Masks and Channels</i>	10
Week 5 - June 30 th	<ul style="list-style-type: none">• TOPIC 5: <i>Introduction to Typography</i>	15
Week 6 - July 7 th	<ul style="list-style-type: none">• TOPIC 6: <i>Creating Vector Graphics</i>	15
Week 7 - July 14 th	<ul style="list-style-type: none">• TOPIC 7: <i>Working with Layers, Continued</i>	15
Week 8 - July 21 st	<ul style="list-style-type: none">• TOPIC 8: <i>Putting it all Together</i>	15
Point Value Total:		100

GRADING SCALE

Using the following scale, the final grade is based on your performance out of the possible 100 points:

Grade	Points
A	100-90
B	89-80
C	79-70
D	69-60
F	59-0

STUDENT POINTERS FROM THE GRADUATE SCHOOL OF EDUCATION

1. The IT program website is at: <http://it.gse.gmu.edu/>

Check this website periodically for course descriptions, program requirements, applications requirements, and other useful information.

2. Students are encouraged to subscribe to the IT listserv. Instructions on how to subscribe can be found at: <http://it.gse.gmu.edu/itlist.htm> (or from the IT homepage, click on Resources and then on the IT listserv icon). The IT listserv keeps you informed about program announcements, special topics courses, job announcements, internships, etc.

3. Extended Studies students may transfer up to 12 credits to a graduate program. To transfer credits students must submit a formal graduate application. Check the IT website for information admission regarding requirements and procedures. On acceptance you should transfer your extended study courses into the graduate program by submitting the Transfer of Credit form at <http://gse.gmu.edu/forms/academic/TransferCreditRequest.pdf>.

4. Students who will earn a graduate degree or certificate should submit an intent to graduate at the beginning of the semester in which they will fulfill their course requirements. Information about graduation processes can be found at: <http://registrar.gmu.edu/grad/graduation.html>

6. Students should direct advising questions to their advisor. Adjunct Faculty are not responsible for advising students on programmatic issues.