Course Name : Dizajn Grafik 1 (Computer Graphics)							
Course Code	**Course Type**	**Regular Semester**	**Lecture (hours/week)**	**Seminar (hours/week)**	**Lab. (hours/week)**	**Credits**	**ECTS**
MUL 101	B	Fall	2.00	0.00	0.00	1.50	3.00

Lecturer	Ejup Lila, Msc
Assistant	
Course language	Albanian
Course level	Program Profesional 2-Vjeçar
Description	Graphic design is a way of solving problems and visual communication that uses photography, illustration and typography. This course provides important basic skills for the graphic design discipline. Through individual projects and in the studio, students learn the vocabulary of visual communication design and become familiar and familiar with the analog and digital processes of graphic design production. The course is treated using a variety of teaching methods including lectures, videos, discussions, classroom criticism, laboratory work, various presentations by guests, visits to the design studio, meetings with experts in the field, etc. All student projects are evaluated based on: Shape - are the proper design principles followed? Function - Does it solve the customer's core problem? Concept - given an attractive visual life idea? Productivity - Is the task performed in a clean, professional manner? Critical self-assessment - Is he open to new ideas and has the ability to accept criticism from the instructor and colleagues?
Objectives	Upon successful completion of this course, students will have completed projects that demonstrate a basic understanding of the objectives set by the program and the university: • Development of the basic concept of graphic design and production skills - development of specific skills, competencies and perspectives needed by professionals in the field more closely related to this course: • Encouragement of creative capacities - development of creative capacities (writing, creation, design, interpretation in art, music, drama, etc.) • Seek and accept critical evaluation of your own work and critically evaluate the work of others with a smile on your face.
Core Concepts	1. Line, Format 2. Structure 3. Texts 4. Web 5. Poster, Banner, Video 6. Layout 7. Colors 8. Value 9. Space 10. Proportions 11. Balance 12. Contrasts 13. Unit 14. Rhythm 15. Harmony 16. Focal point 17. Models

Course Outline

Week	Topic
1	Introduction to Graphic Design Program, History of Graphic Design, film. Discussion about the importance of Graphic Design, current issues of Graphic Design.
2	Review and incorporate technology use of important Graphic Design concepts. Introduce the programs to be used and explain how to present and submit assignments. Discussion about research.
3	Design Element: Students learn about design elements through projects such as; creating examples of color schemes using graphic software and using colors, line, shape, space, and structure. Task 1
4	Design Element: Lines Comments and reviews about ongoing projects
5	Design element: layout / layout / layout Task 2
6	Design Element: Students learn design principles through projects such as; posters, creating original designs that reflect an emotion, magazine covers, product advertisements, cereal box prototypes, candy wrappers, etc.

7	Comments and reviews about ongoing projects. Design Element: Ratio, Repetition, Model, Unit, Diversity Comments and reviews about ongoing projects.
8	Semi-final exam
9	Design Element: Students learn when to use specific image formats for individual projects. They create collages, logos, business cards, etc.
10	Final review for book cover. Project 4 - Editorial layout Design Element: Formats, Resolution, Rasterization Vs Vector Comments and reviews about ongoing projects - Editorial layout
11	Design Element: Students will learn the concepts of Image Editing and Restoring. Comments and reviews about ongoing projects - Editorial layout
12	Design Element: Balance, Contrast, Filling, Rubber, Emphasis / Domination Final Review for Editorial Editing. Projects 4
13	Design Elements: The student will learn the concepts of picture stories and the use of graphic software to create a children's storybook. Comments and reviews about ongoing projects.
14	Design Elements: Text, Layout, Background, Perspective. Principles of Architecture / Perspective Comments and reviews about ongoing projects
15	Portfolio of papers: Students will build an online portfolio with their papers completed during the semester.
16	Final Exam
Prerequisites	The student must attend the course at a minimum rate of 75%.
Literature	• How to use graphic design to sell things, explain things, make things look better, make people laugh, make people cry, and (every once in a while) change the world, by Michael Bierut, 2015
References	• Logo Design Love: A Guide to Creating Iconic Brand Identities, By David Airey, 2009 • Thinking with Type: A Critical Guide for Designers, Writers, Editors, and Students, by Ellen Lupton, 2000

Course Outcome

1	Basic understanding of the field of graphic design.
2	Essential understanding of problem solving processes through graphic design.
3	Understanding the basics and application of Adobe Illustrator, Photoshop and InDesign.
4	Experience of courses to design a book cover, editorial presentation and poster.

Course Evaluation

In-term Studies	Quantity	Percentage
Midterms	1	30
Quizzes	0	0
Projects	1	10
Term Projects	0	0
Laboratory	0	0
Class Participation	0	0
Total in-term evaluation percent		**40**
Final exam percent		**60**
Total		**100**

ECTS Workload (Based on Student Workload)

Activities	Quantity	Duration (hours)	Total (hours)
Course duration (Including the exam week: 16x Total hours of the course)	16	2	32
Study hours outside the classroom (Preparation, Practice, etc.)	14	2	28
Duties	1	9	9
Midterms	1	3	3
Final Exam	1	3	3
Other	0	0	0
Total Work Load			**75**
Total Work Load / 25 (hours)			**3.00**
ECTS			**3.00**