Department

Course Description Form

This course description provides a concise summary of the main features of the course and the learning outcomes the student is expected to achieve. Proving whether he has made the most of opportunitieslearningAvailable. It must be linked to the program description.**;**

University of the Heirs of the Prophets (peace be upon them) - College of Media	1. Educational institution
Digital Media Department	2. Sectionscientific/ Center
Graphic design and animation	3. Course Name/Code
mandatory	4. Available attendance forms
Mr. Ali Talib Adi	5. Name of the subject teacher
annual	6. semester/year
Five hours a week-Four hours of practical work and one hour of theory.	7. Number of study hours(kidney)
4/25/2025	8. Date this description was prepared

9. Course objectives

The student should become familiar with the concept and origin of graphic design.
The student studies visual arts.
To familiarize the student with digital design and the Internet
The student should become familiar with the elements of graphic design.
The student should explain the basics and rules of using color.
The student will understand how computer graphics work.
The student must have the ability to work in graphics on television.
The student should be able to identify the factors for the success of the design.
The student should explain the concept of color relationships.

10.Outputs of theScheduledTeaching, learning and assessment methods
A- TheCognitive objectives A1-Know the concept of graphic design A2-Learn graphic design on the Internet A3-Defines functions for graphic design A4-Recognizes the meanings associated with colorsN A5-Identify the most important technical programs in graphic design A6-Knowledge of digital techniques in graphic design
B - ObjectivesSkillsYesPrivateScheduled. B1-Gain experience and skills by studying previous experiences B2-Learn about the most important elements of the course B3- The student acquires practical and scientific skills that help him perform his duty in the required manner. B4- Relying on the study of the technical programs passed
Teaching and learning methods
1- Scientific lecture method 2- Discussion method by directing questions to students and participating in the lecture
Evaluation methods
Daily oral test The test is short Monthly test Final Exam
C-Affective and value-based goals A1-Demonstrate professional responsibility at work by drawing on previous experiences. A2-Demonstrate the ability to work on programs A3-Ability to work in groups and collaborate A4- The ability to manage time optimally
D - General skills andQualificationTransferable (other skills related to employability and personal development). D1- The student can begraphic designersuccessful D2- The ability toSelf-awareness D3-To have realistic experiences with cognitive perceptions D4-To develop reporting skills

11.Course structure					
Evaluation method	Teaching method	Unit name/topic	Required learning outcomes	watches	week
Electronic, written, oral and direct questions tests	Delivering lectures and discussions in person or electronically, depending on the general circumstances.	graphic design concept	For the student to learn	2	1
Electronic, written, oral and direct questions tests	Delivering lectures and discussions in person or electronically, depending on the general circumstances.	Graphic design and development prospects	For the student to know	2	2
Electronic, written, oral and direct questions tests	Practical application on the computer using Photoshop	Graphic design from its inception to industrial development	For the student to understand	2	3
Electronic, written, oral and direct questions tests	Delivering lectures and discussions in person or electronically, depending on the general circumstances.	Graphic design in the nineteenth century	The student must show	2	4
Electronic, written, oral and direct questions tests	Delivering lectures and discussions in person or electronically, depending on the general circumstances.	Graphic design in the 20th century	The student should explain the main functions of Photoshop.	2	5

Electronic, written, oral and direct questions tests	Delivering lectures and discussions in person or electronically, depending on the general circumstances.	Graphic design in the 21st century	The student should be aware	2	6
Electronic, written, oral and direct questions tests	Delivering lectures and discussions in person or electronically, depending on the interaction.	Arts and Letters Movement	For the student to know	2	8
Electronic, written, oral and direct questions tests	Delivering lectures and discussions in person or electronically, depending on the general circumstances.	Digital Art Introduction and Development	The student should realize	2	9
Electronic, written, oral and direct questions tests	Delivering lectures and discussions in person or electronically, depending on the general circumstances.	Digital applications and processing methods	The student must show	2	10
Electronic, written, oral and direct questions tests	Practical application	The function of letters in shaping digital design	For the student to see	2	11
Electronic, written, oral and direct questions tests	Practical application	The image	The student should explain	2	12

Electronic, written, oral and direct questions tests	Delivering lectures and discussions in person or electronically, depending on the general circumstances.	Area	The student explains how the Premiere program works.	2	13
Electronic, written, oral and direct questions tests	My presence	digital design software	The student should realize the importance of	2	14
Electronic, written, oral and direct questions tests	First semester exam			2	15
Electronic, written, oral and direct questions tests	Delivering lectures and discussions in person or electronically, depending on the general circumstances.	Graphics and layouts in design	The student must show	2	16
Electronic, written, oral and direct questions tests	Delivering lectures and discussions in person or electronically, depending on the general circumstances.	Technical and aesthetic characteristics of graphic design	The student should know	2	17
Electronic, written, oral and direct questions tests	Delivering lectures and discussions in person or electronically, depending on	outer space	The student should explain	2	18

Electronic, written, oral and direct questions tests	Delivering lectures and discussions in person or electronically, depending on the general circumstances.				
		the general circumstances.			
Electronic, written, oral and direct questions tests	Delivering lectures and discussions in person or electronically, depending on the general circumstances.	Space tension	The student must show	2	19
Electronic, written, oral and direct questions tests	Delivering lectures and discussions in person or electronically, depending on the general circumstances.	Formal organization	The student should explain the use of information.	2	20
Electronic, written, oral and direct questions tests	Delivering lectures and discussions in person or electronically, depending on the general circumstances.	optical illusion	The student should realize the practical applications.	2	21
Electronic, written, oral and direct questions tests	Delivering lectures and discussions in person or electronically, depending on the general circumstances.	Computer graphics in television	The student must show	2	22
Electronic, written, oral and direct questions tests	Delivering lectures and discussions in person or electronically, depending on the general circumstances.	Design success factors	The student should explain	2	23

Electronic, written, oral and direct questions tests	Delivering lectures and discussions in person or electronically, depending on the general circumstances.	cognitive elements	For the student to know	2	24
Electronic, written, oral and direct questions tests	Delivering lectures and discussions in person or electronically, depending on the general circumstances.	Visual elements	The student should realize	2	25
Electronic, written, oral and direct questions tests	Delivering lectures and discussions in person or electronically, depending on the general circumstances.	Related items	The student should explain	2	26
Electronic, written, oral and direct questions tests	Delivering lectures and discussions in person or electronically, depending on the general circumstances.	structural elements	The student must show	2	27
Electronic, written, oral and direct questions tests	Delivering lectures and discussions in person or electronically, depending on the general circumstances.	Formal organizations	For the student to understand	2	28
Electronic, written, oral and	Delivering lectures and discussions in	Comprehensive review	For the student to understand	2	29

direct questions tests	person or electronically, depending on the general circumstances.	and practical application			
Electronic, written, oral and direct questions tests	My presence	Second month exam		2	30

12.infrastructure

nothing	1- Required textbooks
Graphic Design Basics https://www.researchgate.net/publication/309583819_asasyat_altsmym_aljrafyky	2- Main references (sources)
	A- Recommended books and references (Scientific journals, reports, ...)
graphic design Graphic Design	B - Electronic references, websites...

13.Curriculum development plan: keeping pace with the scientific developments taking place and using modern methods in media studies, pointing out weak points, applying the basic components of comprehensive quality management.