CT: Creative Technology

CT 244 — Introduction to Web Design
2 credits; 1 lecture and 2 lab hours
Students acquire a fundamental understanding of internet technology and attain basic web design skills. Topics addressed include hypertext markup language, cascading style sheets, digital imaging for the web, email marketing and the principles of web design.
Prerequisite(s): CD 126 or CD 225.

CT 321 — Print and Digital Production
2 credits; 1 lecture and 2 lab hours
This course introduces students to digital production techniques from print to the web. Students learn the concepts and techniques important for preparing digital files for a variety of media, which include traditional printing press, hybrid PDF documents for screen and digital printing, and digital documents on the internet.
Prerequisite(s): GD 244 or CT 244.

CT 331 — Media Integration for Photo and Video
2 credits; 1 lecture and 2 lab hours
Students learn how to use time and movement to engage viewers and create meaningful communication with the effective integration of digitized still images, video footage, typography, color, and sound.

CT 341 — Design for Screen-Based Media
3 credits; 2 lecture and 2 lab hours
Guidelines, practices, and methodologies of screen-based design are introduced. Through lecture, discussion, research activities, hands-on demonstrations, and workshops, students expand their understanding of the potential of screen-based media for communicating design.
Prerequisite(s): CT 371.

CT 371 — Introduction to Kinetic Typography
3 credits; 2 lecture and 2 lab hours
This course introduces students to digital production techniques from print to the web. Students learn the concepts and techniques important for preparing digital files for a variety of media, which include traditional printing press, hybrid PDF documents for screen and digital printing, and digital documents on the internet.
Prerequisite(s): GD 244 or CT 244.

CT 372 — Advanced Digital Typography
2 credits; 1 lecture and 2 lab hours
This course explores diverse typographic issues related to screen-based communication. It focuses on new typographic principles and design elements for screen-based media. Topics covered include readability, on-screen legibility, modular type scales, hierarchy and structure for responsive layout, amplifying meaning and intent through typographic experience, sequence and flow of reading on digital devices, visual system for interactive design projects and wayfinding for screens.
Prerequisite(s): CT 371.

CT 411 — Design and Interaction
2 credits; 1 lecture and 2 lab hours
This course emphasizes the human-centered design process and introduces principles fundamental to interaction design. Key topics include communication theory, user research and concept evaluation methods, visualization and navigation through information spaces, time-based information, paper prototyping, and usability testing.
Prerequisite(s): CT 341 or approval of instructor.

CT 412 — Immersive Publication Design

2 credits; 1 lecture and 2 lab hours

This digital design course introduces all the fundamental design principles and skills for immersive publication design. Students study and devise techniques of revealing content to a viewer, from pacing, composition, comfort of reading, chunking information to incorporating inter-activities and merging rich media content with textural content.

Prerequisite(s): CT 371.

CT 431 — Introduction to User Experience Design

3 credits; 2 lecture and 2 lab hours

Students gain an understanding of the elements of user experience design. This knowledge is essential for enabling students in graphic and advertising design to work as productive members of any creative team.

Prerequisite(s): CT 371.

CT 432 — Self Promotion and Digital Photography

2 credits; 1 lecture and 2 lab hours

A well-defined and executed self-promotion strategy is critical to the success of any visual artist. This course introduces students to the skills, technologies, and art of self-promotion in the age of digital media.

Prerequisite(s): CG 121 or approval of instructor.

CT 441 — Creative Technology Lab

2 credits; 1 lecture and 2 lab hours

Students study specialized technology-based design in the areas of their own interests, and develop innovative design solutions. The instructor guides them to discover new possibilities, enabled by the use of technology. In a peer-to-peer learning environment, students embrace technology and use it as a source of inspiration. Prior to registering, students meet with the course coordinator to discuss their personal plan of study and to insure they are technically prepared.

Prerequisite(s): Approval of Instructor.