

CT: Creative Technology

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.

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 the design principles, skills, and technologies of kinetic typography, the technical name for moving text on screen. Students learn to apply these skill sets to design projects, such as motion graphics, screen-based ads, and multimedia presentations.

Prerequisite(s): GD 244.

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 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 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.