

Uganda **M**ARTYRS **U**niversity



Faculty of Science

Department of Computer Science and Information Systems

Short Course:

Graphics Designing

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1 Introduction

1.1 Uganda Martyrs University

Uganda Martyrs University (UMU) is located at Nkozi, 82 km west of Kampala, the capital city of Uganda. Established in October 1993 with 84 students and two academic departments, UMU currently has 10 faculties/institutes/schools; and about 5,000 students, of whom about 1,500 are full-time residents on campus. Others participate in distance-learning and part-time programmes at the University campuses in Kampala, Mbale and Masaka. The university has established an international reputation and students come from several countries in Africa, Europe and the US for full-time and part-time programmes; and others for field work and research.

The university is committed to its vision, which is: “to be a university that is nationally and internationally recognized for excellence in research and the advancement of knowledge.” Basing on its slogan, “Making a Difference,” the University members and alumni are encouraged to make a positive contribution to society wherever they are. The Mission of the University is ‘to provide quality higher education, training and research for the betterment of society guided by ethical values’.

1.2 Faculty of Science

The vision of the Faculty of Science is derived from the recognition that real national development of the country and the entire mankind starts from serious study and understanding of science. Without a large section of the population internalizing science subjects and applying scientific methods to solve problems, development is bound to be staggered and slow.

The Faculty is, therefore, committed to training competent, high-level manpower in science subjects that will increase the stock of scientists in and outside Uganda to the highest levels within the reach of the University, while at the same time enhancing and updating skills of staff by encouraging attainment of higher qualifications either through conventional studies and/or research and to publish results in local and/or international publications. Facilitation towards this goal will be provided by the Faculty whenever possible.

The Faculty encourages inter-disciplinary teaching across other faculties and visiting lectureship between universities (with which Uganda Martyrs University has established such cordial relationships), as well as amicable relationship between staff and its students so as to foster confidence among the students: which confidence will be of potential application when they leave the University and go out in the world to be on their own.

While striving to achieve all the above, the Faculty will actively participate in community outreach activities within its reach and capability.

1.3 Department of Computer Science and Information Systems

The department of Computer Science and Information Systems is one of the three Departments of the Faculty of Science. The department’s staff constitutes the Board of the department. They meet regularly to discuss matters related to the department which are later presented to the Faculty Board. All computer related courses in the Faculty and University at large is offered by the Department.

2 The Short Course

2.1 Course Name

The Course name is Certificate in Graphics Designing (GD).

The GD curriculum has duration of eight (8) weeks. The programme is designed with 1 Module, which will provide learners with both practical and theoretical skills necessary to develop intuitive illustrations and publications.

2.2 Rationale of the Course

There is a global urge to embrace information technology to address the graphics designing needs of society. The learners will be exposed to recent tools and techniques to enable them acquire both knowledge and skills for developing inspirational business cards, brochures, booklets, posters to mention but a few. For any curriculum to remain relevant, it must be reviewed to reflect prevailing changes. In the field of Information Technologies, technological improvements are so rapid with new emerging graphics designing tools and techniques. User tastes and expectations increase by the day, thus the need for a training course for especially early career graphics designing professionals.

2.3 Duration of the Course

The duration of the course will be eight (8) weeks.

2.4 Course Objectives

The objectives of this course are to:

- i) Develop professionals who can apply both principles and elements of design in publications.
- ii) Train and address the increasing demand for graphics designing professionals.
- iii) Strengthen the human resource capability in developing intuitive and inspirational publications.

2.5 Course Learning Outcomes

By the end of this programme the student should be able to:

- i) Translate theoretical principles learned into practical solutions in the field of Graphics designing at the work place.
- ii) Developed professionals with both knowledge and skills for employability in the field of graphics designing.
- iii) Evaluate, analyse and suggest graphics design solutions to the needs of business enterprises.
- iv) Developed morally upright products with a high level of integrity in their daily lives.
- v) Transfer the knowledge attained in their study area into the day-to-day ethical issues they face at their work places.

2.6 Tuition Fees

A tuition fee for the programme will be based on the general fees structure of Uganda Martyrs University. However, Umu has no fixed fees structure because of the unstable inflation of our economy. Therefore, in each academic year some changes may be felt depending on the requirements of the course.

2.7 Target Group

The programme targets O-level and A - level leavers, Certificate holders and other Professionals.

3 Admissions

An applicant for admission into the Certificate in Graphics Designing will require the following:

O – Level certificate.

3.1 Course Assessment

Students' performance shall be evaluated and assessed in their courses by at least three assessments, i.e. at least two continuous assessments during the course, and a final assessment held during assessment week (examination).

A student is deemed to have successfully completed a course if s/he has received 50% of the marks with respect to course work and 50% of the marks in the final assessment. If either of the two limits

is not attained, the student is considered to have failed the course.

Course work or continuous assessment shall normally contribute 50% of the total mark and final assessment contributes the other 50%.

Course work marks shall be computed on the basis of a minimum of two exercises, essays, assignments, tests, seminars, orals or any other mode of continuous assessment that the Faculty Board may approve and deem effective.

There shall be University Final Assessments in all the courses offered during each academic semester. Final assessments of courses offered during a semester shall be done in the assessment weeks of that semester. Visiting or part-time lecturers may set their papers and assess candidates when they complete their courses.

Students, who attempt to compromise their academic integrity by cheating in University assessments, will not be permitted to complete assessments in that session, and will be subject to disciplinary sanctions, including expulsion from the University.

3.2 Pass Mark

The pass mark in the course shall be 50%. This shall be average from all the modules taught.

4.5 Course Content

Week	Topic	LH	PH
1	Overview a) Elements and principles of Design b) Images/Pictures c) Colour theory d) Adobe Photoshop toolbox	5	5
2	Adobe Photoshop a) Image cleaning b) Image tracing c) Image editing d) Recoloring images e) Merging images	5	5
3	Adobe Illustrator/ Corel Draw; making illustrations 1 a) Document setup b) The toolbox c) Palletes d) Business Cards	5	5
4	Adobe Illustrator/ Corel Draw; making illustrations 2 a) Certificates b) Flyers	5	5
5	Adobe InDesign/Microsoft Publisher; Developing publications 1 a) Brochures b) Certificates	5	5
6	Adobe InDesign/Microsoft Publisher; Developing publications 2 a) Booklets	5	5
7	Developing a Calendar		10
8	Developing a magazine and Assessment		10

	Sub-total of LH and PH	30	50
	Total Hours	80	

4.6 Teaching Mode

- i) Theoretical lectures
- ii) Lab sessions (hands-on practice)
- iii) Students group discussions and presentations

4.7 Study Materials needed

- i) Samples of typed work,
- ii) Lap top and projector,
- iii) Power point slides, some reading materials extracted from text books or articles.

4.8 Mode of Assessment:

Coursework	50%
Final Exam	50%
Total Course Assessment	100%

References:

- 1) L. Greenwald and C. Luttrupp (2013) Designing for Print Production: Essential Concepts - Graphic Design/Interactive Media; 1st edition: Cengage Learning.
- 2) C. Clark and C. Lyons (2010) Graphics for Learning: Proven Guidelines for Planning, Designing, and Evaluating Visuals in Training Materials; 2nd edition: Pfeiffer.
- 3) B. Wood (2014) Adobe Illustrator CC Classroom in a Book; 1st edition: Adobe Press.

Appendix I: Fees Structure

Fees Structure

NO	Item	Intake
1	Tuition	
3	Examination Fees	300,000/=
7	TOTAL	300,000/=