

**PORTERVILLE COLLEGE
CURRICULUM PROGRAM REVIEW UPDATE**

Name of Division: Fine and Applied Arts Contact Person: Jackie Buttice

Please submit this form to the Curriculum Committee **before** adding the course to eLumen when proposing a new Course or a new Program. Once the form is received, the course and/or program will be added as a discussion items at the next available Curriculum Committee meeting.

Please include this form as an attachment when submitting the course for final evaluation in eLumen.

All new Courses/Programs must be directly tied to the Institutional Goals, Strategic Plan, Educational Master Plan, General Education Outcomes, and Institutional Outcomes as appropriate through the Division Program Review.

Is this new Course/Program addressed in your current Program Review: YES NO

If YES, please attach the appropriate sections.

Goal A1: To create a UX Certificate that closely aligns with the PUSD Pathway to Commercial Art Degree
 Timeline: Fall 2025
 Needed Resources: Current staffing levels are adequate but need to hire more adjuncts
 Person Responsible: Art Faculty
 Comments: The goal is to align our Commercial Art program more closely with Digital Design and Multimedia Technology PUSD "Pathways" by continuing to offer Intro to Digital Art and Digital Graphic Design.
 The new graphic design is in software and app design and these 3 new classes will allow students to get a certificate and create a portfolio for the current job market locally and remote.

Division Name: Fine & Applied Arts Contact Person: James Thompson Submission Date: 4-12-2022

Goal A2: Clarify & improve marketing of Art programs (ongoing)	<p>Comments: This goal is to Clarify and publicize the pathways to completion of Studio Art and Commercial Art Degrees. Offer a Studio Art Certificate of Achievement as a stepping-stone to the AA-T. Included in this goal is the addition of a Commercial Art Video Production Certificate (a steppingstone to the Commercial Art AA—or a standalone record of the skills required for jobs in the field).</p> <p>The number of degree completers for our two Art degrees has lagged the growth in majors for these two degree programs. We are working on ways to clarify and publicize the pathways to the completion of the two degrees in our program in order to increase the number of degree completers. We are working on offering a Studio Art Certificate of Achievement (18 units) as a stepping-stone toward the completion of a Studio Art AA-T (24 units). Commercial Art/Video Production Certificate is ready to be offered in the Fall of 2022. So, this goal will be partially complete by the Fall Semester of 2022.</p>
Timeline: Since Fall 2019 & Ongoing	
Needed Resources:	
Person(s) Responsible: Art Faculty	
Obstacles (if any):	

(For office use only)
CONTENT REVIEW VOTE

PORTERVILLE COLLEGE

(For office use only)
PROPOSAL VOTE

Date _____
Yes _____
No _____
Abstaining _____

CURRICULUM COMMITTEE

Date _____
Yes _____
No _____
Abstaining _____

COURSE ADDITION

The items enumerated below are to assist you in filling out the Course Addition Form. Short descriptions and examples have been given to guide you in completing this form

ATTACH COURSE OUTLINE

1. INITIATED BY Instructor Division Department

2. Subject Number Title

Units Lecture Hours Lab Hours

Computer Assisted Instruction Distance Learning

3. CONTENT REVIEW

If a prerequisite, corequisite or recommended preparation is listed below, content review forms (entrance, exit and/or corequisite) must be included with this proposal. Forms are available on the web under the Curriculum Committee tab. **ALL INFORMATION BELOW MUST BE IDENTICAL ON THE ATTACHED COURSE OUTLINE.**

Prerequisite:

Corequisite:

Recommended Preparation:

4. CATALOG DESCRIPTION

Provide a draft of the course description as you wish it to appear in the catalog. **This must match the attached course outline.**

This course focuses on user experience design fundamentals and explores the principles of UX design strategies and processes. It introduces the essentials of creating a successful UX design case study for diverse platforms and with universal, inclusive and equitable design principles in mind. The course introduces the iterative design and development process while promoting the use of industry standard UX design, development applications and collaboration practices.

5. REASON FOR ADDITION

Provide a concise statement as to why the course is being added. Be clear regarding the evidence of need for the addition of this course (e.g., articulation with other colleges/universities, student demand, recommendation from advisory committee or external accreditation review, campus program review).

The Certificate in UX Design prepares students for entry-level positions in the field and/or transfer to a bachelor's degree program in a similar discipline. In completing the program, students will have design projects that can help them transition to doing internship, freelance or contract positions.

6. **DESCRIBE ANY FISCAL IMPACT THIS ADDITION WILL HAVE ON THE DEPARTMENT, COLLEGE AND/OR DISTRICT:** Address significant changes in staffing, facilities, equipment, supplies, learning resources or state reimbursement (e.g. loss of eligibility for basic skills, matriculation, and/or other categorical funding). Example: Adding a component of computer assisted instruction to a class could mean a change in identification of facilities, the need to purchase computers and software and the need for additional staff. - additional staffing will be needed to teach my current courseload

7. **CHECK ANY OF THE FOLLOWING CATEGORIES FOR WHICH THIS COURSE WILL BE USED.**

a.	<input type="checkbox"/>	None	
b.	<input type="checkbox"/>	AA/AS Degree	
c.	<input checked="" type="checkbox"/>	Associate Degree for Transfer (ADT)	Commercial Art
d.	<input type="checkbox"/>	Area of Emphasis	
e.	<input checked="" type="checkbox"/>	Certificate of Achievement	User Experience Design
f.	<input type="checkbox"/>	Certificate of Proficiency	

8. **GENERAL EDUCATION:** Forms for the appropriate Associate Degree area are available from Instructional Operations. CSU and IGETC requests approved by the Curriculum Committee are submitted each December for review by the specific four-year system office.

a.	<input type="checkbox"/>	Not applicable				
b.	<input type="checkbox"/>	General Education – Associate Degree	Area	<input type="text" value="3"/>	Section	<input type="text"/>
c.	<input type="checkbox"/>	General Education – CSU Certification	Area	<input type="text"/>	Section	<input type="text"/>
d.	<input checked="" type="checkbox"/>	General Education – IGETC	Area	<input type="text" value="CALGETC 3"/>	Section	<input type="text"/>

9. **THIS COURSE MEETS OR EXCEEDS STATE TITLE 5 STANDARDS AND CRITERIA FOR COURSES AND CLASSES (Check one)**

Credit course applicable as units to the associate degree (within degree/certificate requirements or elective toward graduation) – Title 5: Section 55002

Credit course not applicable as units toward an associate degree – Title 5: Section 55002

Basic skills (when designated as non-degree credit; courses in reading, writing, computation, and ESL) – Title 5: 55002/55000(j)

Noncredit course (offered for zero units) – Title 5: Section 55002

10. **Porterville College CROSS-LISTING COLLABORATION AND LETTER OF INTENT**

Cross-listed Yes No

If yes, please list cross-listed course(s)

Similarity in course content in another department Yes No

If yes, please list similar course

The original Letter of Intent, with sign off by the affected department at Porterville, must be included with this proposal. **The Curriculum Committee will not review any proposal that affects any division or department at Porterville unless a completed Letter of Intent is on file.** Please meet and collaborate with the appropriate chair or coordinator when this course modification affects another program or certificate or if this course is to be cross-listed at Porterville.

Date sent Date returned

11.VOTE OF DEPARTMENT

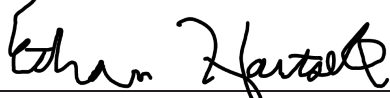
Indicate the date that the department met to consider the curriculum proposal, the number of full-time faculty members in the department, the number voting and the number absent at the time the vote was taken.

Date of meeting Number of full time members in department

Yes No Abstaining Absent

12. SIGNATURES

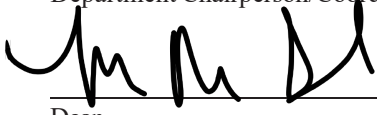
I have reviewed this form for accuracy and completeness and recommend this course addition.



Department Chairperson/Coordinator

10/20/24

Date



Dean

10/20/24

Date

13.FOR CURRICULUM CHAIR and VP OFFICE USE

ONLY: STAND-ALONE COURSE APPROVAL

This course addition meets the state Chancellor's Office regulations and guidelines requiring state approval as a stand-alone course outside of a program.

Yes No

Curriculum Chair/VP

Date

Catalog Description

The Certificate in UX Design prepares students for entry-level positions in the field and/or transfer to a bachelor's degree program in a similar discipline. Students learn foundation skills in strategic thinking, planning, iterative prototyping, and acquiring proficiency with the range of technology platforms used in interactive design. Students plan, develop, test and market web and app design solutions with an emphasis on visual flow, functionality and code using optimum parameters, accessibility standards and user experience guidelines. In completing the program, students will have design projects that can help them transition to doing internship, freelance or contract positions. Students are encouraged to apply to bachelor's degree programs within the area. In either a work or school scenario the aspiring designers will gain professional skills for advancement within a design discipline. Students completing the degree have demonstrated skills in the design and development of digital products including: websites, smartphone and tablet apps, and other digital interface products. Upon completion of the program, students are prepared for employment in app design and development and may be prepared for employment as a: Front-end Web Developer or Designer, Multimedia Artist, App Developer, UX/UI Designer, Graphic Designer, Interactive Media Designer, Digital and Social Marketer, and Visual Designer.

UX1

This course focuses on user experience design fundamentals and explores the principles of UX design strategies and processes. It introduces the essentials of creating a successful UX design case study for diverse platforms and with universal, inclusive and equitable design principles in mind. The course introduces the iterative design and development process while promoting the use of industry standard UX design, development applications and collaboration practices.

UX 2

This course focuses on the full product design and development cycle with emphasis on UX design and development best practices. It explores advanced and trending strategies to create and deliver a scalable visual and interactive design systems. Additionally, it explores equity-focused design thinking and how it is applied in today's UX design framework. Instructors introduce best practices, using industry-standard UX design and prototyping apps, on project management, collaboration and working with product requirements.

Digital Portfolio

This course is designed for students committed to developing a web based portfolio for work, transfer, and other purposes. Students are given the opportunity to identify

professional goals, analyze different types of portfolios, and develop a professional skills based resume. Instructor evaluates portfolio presentations throughout the semester. Students will have a web based portfolio of their work.

Course Outlines

UX 1 ART P150

Lecture Outline

A. Introduce Information Architecture.

1. Common page hierarchical structure: header, body, footer
2. Web Page user path using Bread Crumbs
3. Screen Flow

B. How to establish UX Design needs and parameters of development.

1. Review user persona to provide page font and color needs
2. Review user age to determine design guidelines
3. Test page load speed and bytes size to determine code needs

C. UX Design analysis as it relates to task based design.

1. Determine interface elements in a login screen
2. Color analysis of visual clues for user feedback
3. Review position for social media icons

D. Define evolutionary patterns in interface design and computer to human interaction.

1. Review grids over web page design to review button and user input field sizes. Document all sizes for proposals.
2. Review all the main app design navigational patterns, Tabbed, Table, and Pullout.
3. Determine best use of the Burger Menu

E. Icon design for application and web site navigation

1. Draw a series of icons for app navigation
2. Resize a series of icons for both app and mobile design

F. Color limited design with tints and shades

1. Review use of color tints and shades to lead user input and feedback
2. Color screen design with a monochrome palette
3. Determine the best use of color tints for images

G. Wire framing and prototype development

1. Draw a series of wireframe designs for a user input field
2. Draw using computer software to design login screen
3. Use software to link screen design together for prototype testing

H. Interface needs assessment and overview.

1. Write persona that determine user goals for specific interfaces
2. Determine the font size and color for users age group
3. Review how operating system may effect interface needs

I. Best practices for UX Design.

1. Determine screen hierarchical for a shopping app
2. Establish color highlights for navigation
3. Maximize content for screen sizes.

Lab Outline

- Design and critique a navigation structure and layout.
 1. Using software to save screen grabs of common design elements
 2. Draw lines over sample designs for a grid structure
 3. Write report on structural elements
- Create a series of user profiles/personas.
 1. Review design layout color elements to determine appropriate age group
 2. Review font sample pages to determine fonts that appeal to specific audience
 3. Using software to determine web site load speeds
 4. Write report on design elements for specific age groups of users

- Create a sketch prototype of a login screen
 1. Use sketch pad to draw a series of login screen including:
 - Text size related to box size
 - Width of box on Mobile vs Desktop
 - Naming of text within a button
 2. Use software to make digital prototype
 3. Test prototype with software actions
- Design layout and practice
 1. Using software draw a tabbed based layout for an App layout
 2. Using software draw a table based
 3. Draw a burger menu and similar opening a menu
- Icons for navigation a menus
 1. Draw five different icons for a home menu
 2. Draw icons for a travel web site or app
 3. Using software correctly place the icons position and size for tabbed menu
- Color as a design element
 1. Utilize a monochrome color theme for app layout
 2. Use a tricolor theme for layout
 3. Draw an animation that shows how color can be used in user feedback
- Draw a series of screen for navigation
 1. Draw a series of screen that show a checkout process
 2. Draw a series of screen that demonstrate purchase of hotel room
 3. Link a series of screen together for App prototype
- User interface interview
 1. Write a series of questions that can be used in web page review
 2. Create survey for web site review

3. Email survey to several reviewers
 4. Interview we site testers
 5. Write a proposal outlining research results
- Refine design principles
 1. Draw an app design layout that follows correct size for Apple Products
 2. Draw an app design layout that follows correct size for Android Products
 3. Draw a layout that demonstrates artwork sizes for common web sites.