JÖNKÖPING UNIVERSITY
School of Engineering

COURSE SYLLABUS
Visual Lab, 7.5 credits

Visual Lab, 7,5 högskolepoäng

Course Code:	TVLN14	**Education Cycle:**	First-cycle level
Confirmed by:	Dean Mar 1, 2023	**Disciplinary domain:**	Technology
Revised by:	Director of Education Jan 24, 2024	**Subject group:**	IF1
Valid From:	Mar 25, 2024	**Specialised in:**	G2F
Version:	2	**Main field of study:**	Informatics

Intended Learning Outcomes (ILO)

After a successful course, the student shall

Knowledge and understanding
- display knowledge of current industry standard regarding tools and techniques for production of graphic and visual design
- demonstrate comprehension of how new tools and techniques are constantly added to the visual design toolbox, and how to actively seek these new tools and techniques out

Skills and abilities
- demonstrate the ability to produce pixel, vector and motion graphics using state-of-the-art tools and techniques
- demonstrate the ability to manipulate and combine different photographic images
- demonstrate the ability to combine vector graphics and code
- demonstrate the ability to produce print-ready files using state-of-the-art tools and techniques for print design

Judgement and approach
- demonstrate the ability to seek new knowledge about tools and techniques for the practical realization of a visual idea
- demonstrate an understanding of when certain tools and techniques for visual design are appropriate, but also when they can be used in new ways to create unexpected results through creativity and experimentation.

Contents

Visual Lab is a practical course focused on new and advanced tools and techniques connected to the field of graphic and visual design. Through a series of teacher led tutorials, workshops, and assignments the students develop new knowledge about state-of-the-art techniques and software in photo editing, vector graphics, motion graphics and print design. As a final graded individual project, the students are encouraged to solve a given brief using these techniques as well as other new tools that they seek out themselves. Creativity and experimentation are encouraged.

The course includes the following elements:
- Workshops and assignments in photo editing, photo manipulation, and digital collage techniques
- Workshops and assignments in advanced vector graphics
- Workshops and assignments in animation and interaction using vector graphics and code
- Workshops and assignments in motion graphics
- Workshops and assignments in state-of-the-art tools and techniques for print design including printing techniques for unusual materials and textures
- Individual project focused on creatively solving a given brief using new and state-of-the-art tools and techniques (examples: agumented reality, 3D, animation)

Type of instruction

Tutorials, workshops and assignments.

The teaching is conducted in English.

Prerequisites

General entry requirements and taken courses 60 credits in first cycle, including Fundamentals of Graphic Design 7,5 credits, Visual Communication 7,5 credits and Content Design for New Media, 7,5 credits (or the equivalent).

Examination and grades

The course is graded 5,4,3 or Fail.

Registration of examination:

Name of the Test	Value	Grading
Assignment	5 credits	U/G
Project[I]	2.5 credits	5/4/3/U

[I] Determines the final grade of the course, which is issued only when all course units have been passed.

Other information

Access to the Adobe Creative Cloud (and connected software) is a requirement to participate in the course.

Course literature

The literature list for the course will be provided 8 weeks before the course starts.

Instructions and tutorials are handed out during the run of course.