Teaching computer graphics by application

Carol Luckhardt Redfield
St. Mary’s University, USA

The computer graphics class at St. Mary’s University focuses on the applications of computer graphics while learning graphic terms, theory of how graphic tools work, and common graphic creation tools similar to Microsoft Paint, Adobe Photoshop, Adobe Flash, and Adobe Dreamweaver. In the past, computer graphics classes were about how to make computer graphic tools and now the need has shifted to making graphics. Students in the class have to create a brand for themselves, a group, a company or an organization that they select. Inside of that brand, students have to create logos, brochure, business card, business stationary, animation file, and a website. The website incorporates all the graphic work that they did during the rest of the class. Students experienced the theory behind the graphic tools and learnt how to use various tools to create the visual images to communicate the brand. The students are shown with graphics of past projects such as running race, conference, and computer based tutors as examples. The course is currently taught in a hybrid format utilizing the blackboard learning management system and in this students have to post their brand idea and logos, and they are required to comment on each others’ posted ideas giving constructive comments. Sample projects that students created are available to be shown.

Biography

Carol Luckhardt Redfield is a Professor of Computer Science and Graduate Program Director for Computer Science at St. Mary’s University in San Antonio, Texas. She was in the computer industry for 15 years before teaching at St. Mary’s. She is specialized in educational computer gaming. She completed her PhD from the University of Michigan in Computer Science and Engineering with her work on Artificial Intelligence and Gaming. She currently serves in committees with the San Antonio Space Society and Friends Meeting of San Antonio (Quakers).

credfield@stmarytx.edu