

GRAPHIC DESIGN 1: Computer Graphics | Spring 2026

ARTC 2306, CRN 23093, Section 008 | **Class Hours:** 1:30pm - 4:20pm, TTR, FOXA Rm 349B

INSTRUCTOR CONTACT INFO

Instructor: Nabil Gonzalez

E-mail: nggonzalez@utep.edu

Office: A261 Fox Fine Arts Bldg.

Office Hours: Tue/Thur 12:00 pm - 1:00 pm

(Best by appointment)

INSTRUCTOR INFORMATION

Nabil Gonzalez is your instructor for this course. She holds an Associate of Arts degree from EPCC, a double BFA degree in Graphic Design and Printmaking from the UTEP, and an MFA degree in Printmaking from the RISD. Gonzalez work, focuses on social and political issues affecting the US/Mx border, with a focus on exploring themes of loss of identity, repetition, and physical and metaphorical erasure. Her work has been exhibited nationally and internationally, and her artist books and prints are part of museum collections in the U.S.

COURSE DESCRIPTION

Graphic Design 1: Computer Graphics is an introduction to graphics, illustration, and page layout software on Mac computers. Students will scan, generate, import, process, and combine images and text in black & white, and in color. Industry standard desktop publishing software and imaging programs are used. The essential applications taught in this course are: Adobe Illustrator, Photoshop, and InDesign.

COURSE PREREQUISITE INFORMATION

Course prerequisites include ARTF 1301, 1302, and 1304 each with a grade of "C" or better. Students are required to have a foundational understanding of the elements of design, the principles of composition, style, and content. Additionally, students must have developed fundamental drawing skills. These skills and knowledge sets are provided through the Department of Art's Foundational Courses. Students are also required to be familiar with using a computer including: hard drive folder navigation for saving and retrieving documents, cut and paste" and basic word processing.

TIME MANAGEMENT

Students are encouraged to communicate with each other in the classroom and outside. If you find yourself falling behind please contact me immediately using my UTEP email (nggonzalez@utep.edu).

ILLNESS PRECAUTIONS

Please stay home if you have symptoms of COVID-19 or other illnesses. If you are feeling unwell, please let me know as soon as possible, for appropriate accommodations.

COURSE OBJECTIVES & OUTCOMES

- Practical and real-world introductory experience using Illustrator, Photoshop, and InDesign.
- Development of improved visual communication skills relate to digital image making and graphic design.
- Experience and fundamental knowledge using Adobe Illustrator, Photoshop, and InDesign.

REQUIRED COURSE MATERIALS & SOFTWARE

- Sketchbook
- Pencils
- Eraser
- Ruler
- USB/One Drive/Google Drive
- **Required Software:** Adobe Illustrator, Photoshop and InDesign.

Note: Access to the required software is available in the classroom lab during open lab hours and various campus labs including the Library. Full list of labs:

https://www.utep.edu/technologysupport/ServiceCatalog/SOFTWARE_PAGES/soft_adobecreativecloud.html

Students also have access to Adobe from their personal computer, just download Adobe and sign in with UTEP credentials.

NOTICE: When using Adobe software in different labs unexpected results may happen. Be sure that you are using the same version of Adobe CC that is installed in the Graphic Design computer lab FOXA 349 A&B.

GRADING CRITERIA

Course is designed around 3 modules and 2 tests.

- Illustrator, Photoshop, InDesign (**50%**)
- Final Project (**30%**)
- 1st & 2nd tests (**20%**)

Specific grades are applied as follows:

- 7 Illustrator assignments
- 5 Photoshop assignments
- 3 InDesign assignments
- 1 Final Project
- 2 Tests
- Attendance & performance in the course

IMPORTANT: No assignment will be accepted after the assigned due date and time. with the exception of a documented serious personal illness or death in the immediate family. **All assignments are submitted via Blackboard, no assignment will be accepted via regular email.** Students are required to verify that their submission has been uploaded correctly for evaluation purposes. Students are encouraged to save all computer work early and often. Students are

responsible for keeping a backup copy of all work files, separate from saving files on a single computer. Any work “lost” due to lack of organization or any failure to save and back up files must be recreated by the student for delivery at the assigned due date and time (*this includes the final project*).

EVALUATION STANDARDS: CRITICAL THINKING AND PROBLEM SOLVING

- Students will use critical thinking skills to research and identify essential assignments and related instruction (online videos), manage assignment development, and work to solve problems they may encounter in advance of requesting the instructor’s help.
- Students will follow assignment instructions and work to exceed basic requirements. (Typically the greatest number of point deductions result from not following instructions.)
- Students will demonstrate resistance to premature assignment resolution and strive to resolve assignments via repeated attempts to rework and improve upon solutions.
- Students must learn to pay attention to the little details. Design is all about consistency and detail!

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- Students will demonstrate the ability to skillfully select and use essential tools and processes of each software application effectively and productively.

EVALUATION STANDARDS: DESIGN

- While students may not be asked to address high-level visual decision-making, they will demonstrate knowledge and practice of standard design principles, processes, and elements.
- Students will demonstrate visual awareness in producing work that exhibits attention to detail.

- Students will demonstrate an understanding of the tools learned and apply them to design.
- Students will also demonstrate an understanding of programs and how each relates to design.

COURSE POLICIES

- Students are **permitted 3 absences during the semester** without penalty. Information missed during an absence is the sole responsibility of the student.
- Excused absences are defined as documented serious illness, death in the immediate family, or University sanctioned events with prior approval.
- Students with more than 3 absences should consider dropping the course and retaking it at a time when the student can commit the proper attention to the course. Each additional unexcused absence after 3 will result in the final course grade being lowered a full letter grade. At 5 unexcused absences, you should drop the course.
- 2 tardys = 1 unexcused absence (*arriving after roll is taken, first 5 min of class or returning late from a break*).
- Coming to class unprepared or attending class and not working is regarded as an unexcused absence.
- Leaving class early without permission is regarded as a full absence.
- **NO TEXTING!** If the student is found violating this policy a verbal warning will be given at first, if found **violating policy a second time a half absence will be recorded for the day**.
- During class time students are required to work on classroom computers only and not on personal laptops or tablets (*unless approved by instructor*).
- Use of tablets and any app other than Adobe for any assignment is **PROHIBITED** (*unless approved by instructor*).
- Please turn off your cell phones before entering class. If, because of an emergency situation, you must have your phone on, inform the instructor, put the phone on silent mode, and exit if needed.
- If a student’s cell phone rings during class, a half absence will be recorded for the day.
- Music is not allowed during any instruction, lecture, or during critique. Students may listen to music at a low volume with headphones during any other class time as long as it does not disturb other students. **NO VIDEO STREAMING OR SOCIAL MEDIA APPS.** If the student is found violating this policy a verbal warning will be given at first, if found **violating policy a second time a half absence will be recorded for the day**.
- **NO PERSONAL WEB BROWSING OR PRINTING!!!! ONLY WORK ON RELATED CLASS ASSIGNMENTS AND RESEARCH.**

TRADITIONAL GRADING SCALE

Grading consequences for poor participation and performance not specifically related to the evaluation of assignments will be applied at the discretion of the instructor.

A final letter grade will be assigned at the end of the term, based on the total possible points according to the following scale:

- **A 90-100 Superior**
Represents outstanding work reflective of effort and performance of exceptional ability and absolute quality.
- **B 80-89.99 Average**
Represents effort and performance beyond expectations.
- **C 70-79.99 Average**
Represents adequate work that fulfills requirements and expectations.
- **D 60-69.99 Bellow Average**
Represents less than average performance and is considered underachieved. Credit given.
- **F Below 60**
Unacceptable Performance. No credit given.

Course Calendar: A detailed assignment and class calendar for the semester will be provided.

INCOMPLETES, WITHDRAWALS, PASS/FAIL

Incompletes or "I" grades will be considered for students completing satisfactory or better work and having serious legitimate situations beyond their control requiring additional time to complete the course requirements. All "I" grades are at the discretion of the instructor and the approval of the Department Chair person.

Students hold full responsibility for withdrawing from this course if that procedure is elected. Withdrawals must be completed on or before the final drop date to drop a course with a "W". Students missing this deadline will be issued a grade for their performance in the course. I will not drop any student from the course.

This is a grade-based course and is not available for audit or pass/fail options.

PLAGIARISM/ACADEMIC DISHONESTY STATEMENT

Cheating/Plagiarism: Cheating is unethical and not acceptable. Plagiarism is using imagery, information, or original wording without giving credit to the source of that imagery, information, or wording; which is also not acceptable. Do not submit work under your name that you did not do yourself. You may not submit work for this class that you did for another class.

If you are found cheating or plagiarizing, you will be subject to disciplinary action, per UTEP catalog policy. Refer to the Office of Community Standards, <https://www.utep.edu/student-affairs/standards/> for further information.

ACCOMMODATIONS POLICY

The University is committed to providing reasonable accommodations and auxiliary services to students, staff, faculty, job applicants, applicants for admissions, and other beneficiaries of University programs, services, and activities with documented disabilities to provide them with equal opportunities to participate in programs, services, and activities in compliance with sections 503 and 504 of the Rehabilitation Act of 1973, as amended, and the Americans with Disabilities Act (ADA) of 1990 and the Americans with Disabilities Act Amendments Act (ADAAA) of 2008. Students who become pregnant or have parenting responsibilities may also request reasonable accommodations. Reasonable accommodations will be made unless it is determined that doing so would cause undue hardship for the University. The UTEP Center for Accommodations and Support Services (CASS) will process requests for accommodations based on a disability, pregnancy, or parenting.

Contact the Center for Accommodations and Support Services (CASS):

Phone: 915-747-5148

Email: cass@utep.edu

Web: <https://www.utep.edu/student-affairs/cass/>

or apply for accommodations online via the CASS portal.

IN CASE OF AN EMERGENCY CALL UTEP CAMPUS POLICE AT 747-5611 OR DIAL 911

DOODLING BOX



GRAPHIC DESIGN 1: Computer Graphics

Semester: SPRING 2026

Instructor: Nabil Gonzalez

I have received and reviewed the attached syllabus. I have had the opportunity to ask questions for clarification and I understand and agree to the conditions of this syllabus.

Student name (print clearly).....

Student signature

UTEP student ID#

UTEP student email

Major:

Minor: