



IMD Information Management and Design

IMD 100(3) Course ID: 004764

Digital Information & Communication Technologies

Introduces digital and social media concepts and technologies. Examines hardware, operating systems, applications, telecommunications, digital defense, ethics, and social media. Utilizes Windows operating system plus word processing, spreadsheet, database, and presentation applications. Emphasizes social media practices and concepts. This course fulfills the digital literacy requirement. Lecture: 3.0 credits (45 contact hours).

Components: Lecture
Attributes: Digital Literacy

IMD 114(3) Course ID: 005748

Information Literacy

This course is an introduction to the use of information resources, both traditional print materials and online materials, for academic and professional research. Topics include development of search strategy, evaluation of resources, use of database search techniques, ethical and legal aspects of information management and documentation of sources. Lecture: 3 credits (45 contact hours).

Components: Lecture
Attributes: Technical

IMD 115(3) Course ID: 004765

Introduction to Graphic Design

Introduces theory, concepts and techniques required in graphic design. Includes an introduction to layout; color theory and use; design, photo and illustration techniques; and exploration of media in respect to digital design. Integrates concepts regarding the production process including pre-press, printing, other production techniques and distribution. Lecture: 3.0 credits (45 contact hours).

Components: Lecture
Attributes: Technical

IMD 117(3) Course ID: 004767

Keyboarding and Basic Word Processing

Students use a microcomputer and software to develop proper techniques of touch keyboarding. Basic word processing skills are integrated with a thorough study of form, style, and arrangement of business documents. Speed, accuracy and control are emphasized. Lecture: 3 credits (45 contact hours).

Components: Lecture
Attributes: Computer Literacy, Technical

IMD 124(3) Course ID: 016264

Introduction to Game Development

Presents an overview of the game development process including game development history, platforms, goals, genres, players, story and character development, gameplay, levels, interfaces, audio, development processes, development team roles, marketing, and maintenance. Provides opportunities to play and analyze games and to complete portions of game designs. Pre-requisite: CIT105 OR IMD100 OR Consent of Instructor. Lecture: 3.0 credits (45 contact hours).

Components: Lecture
Course Equivalents: CIT 124
Attributes: Technical

IMD 126(3) Course ID: 004781

Introduction to Desktop Publishing

The use of microcomputers for designing and producing various publications is introduced. Hands-on experience is provided in using desktop publishing software and a laser printer to produce high-resolution publications, such as flyers, brochures, business forms, and newsletters. Students are also introduced to basic design techniques, type and graphics layout, and the related terminology. Prerequisite: IMD 100 or equivalent skills. Lecture: 3 credits (45 contact hours).

Components: Lecture
Attributes: Technical

IMD 127(3) Course ID: 005044

Vector Design with Adobe Illustrator

In this course, students will be introduced to and develop vector (line-based) graphics using industry-standard application(s). Topics covered will include examining the theory behind vector graphics, investigating the advertising and print industry's use of this type of graphic, creation of graphics from simple to increasingly complex, as well as development of a portfolio of vector art. Prerequisite: IMD 115 or concurrent or consent of instructor. Lecture: 3 credits (45 contact hours).

Components: Lecture
Attributes: Technical

IMD 128(3) Course ID: 005045

Raster Design with Adobe PhotoShop

Introduces raster (photo or pixel-based) graphics using industry standard application(s). Covers the theory behind raster graphics, investigating the advertising and print industries' use of this type of graphic, creation and manipulation of raster-based graphics from simple to increasingly complex, the use of Photoshop in web design, video editing and compositing with Photoshop, as well as development of a portfolio of raster art and photo editing and manipulation samples. Prerequisite: IMD 100 or consent of instructor. Lecture: 3.0 credits (45 contact hours).

Components: Lecture
Attributes: Technical

IMD 133(3) Course ID: 005046

Beginning Web Design

Introduces the creation and publication of a web site and covers extensible hypertext markup language (XHTML) and introductory cascading style sheets (CSS). Covers hand-coding for web design, along with the incorporation of graphics into web sites and publishing. Lecture: 3.0 credits (45 contact hours).

Components: Lecture
Attributes: Technical

IMD 180(3) Course ID: 004786

Intermediate Web Design

Utilizes content management systems (CMS) for web design with an emphasis on custom theme development. Instructs students in basic CMS setup, administration, and theme design. Utilizes HTML, CSS, and photo-editing software within a CMS. Identifies fundamentals including website layout, navigation, font usage, color schemes, site architecture, with emphasis on creating websites that effectively communicate the desired content for employers and clients. Pre-requisite: IMD 133 OR Consent of Instructor. Lecture: 3.0 credits (45 contact hours).

Components: Lecture
Attributes: Technical

IMD 210(3) Course ID: 004787

Microsoft Office Applications

Presents advanced skills utilizing Microsoft Office applications for the creation, manipulation, and integration of information. Examines applications including word processing, spreadsheet, database management, and presentation. Prerequisite: IMD 100 OR Digital Literacy Course OR Instructor Consent. Lecture: 3.0 credits (45 contact hours).

Components: Lecture
Attributes: Technical

IMD 221(3) Course ID: 016265

Computer Graphics

Introduces basic computer graphics with an emphasis on graphics for game design. Instructs students in practical aspects of graphics such as color, ray tracing, rasterization, shading, mapping, light, and shadow. Pre-requisite: CIT105 OR IMD100 OR Consent of Instructor. Lecture: 3.0 credits (45 contact hours).

Components: Lecture
Course Equivalents: CIT 221
Attributes: Technical

IMD 222(3) Course ID: 016266

3D Modeling for Video Games

ver.): Instructs students in the use of industry-standard 3D modeling software specific to the video-game industry. Emphasizes both architectural and character modeling. Familiarizes the student with key 3D modeling concepts and methods, workflow, and the creation and preparation of 3D assets for use specifically in a video-game application. Pre-requisite: CIT 221 OR IMD 221 OR Consent of Instructor. Lecture: 3.0 credits (45 contact hours).

Components: Lecture
Course Equivalents: CIT 222
Attributes: Technical

IMD 223(3) Course ID: 016267

3D Animation for Video Games

Exposes students to the specialized process of animating 3D assets for gaming applications. Familiarizes students with animating both organic and inorganic assets, lighting scenes, rendering and producing cut-scenes, and preparing character assets for in-game motion. Allows students to acquire the necessary skills and techniques to integrate audio with their animations using basic sound-engineering software and processes.

Components: Lecture
Course Equivalents: CIT 223
Attributes: Technical

IMD 226(3) Course ID: 004791

Advanced Desktop Publishing

Requires the demonstration of vital pre-press and print production knowledge necessary for successful output of commercial graphic design projects. Emphasizes raster image creation, editing, and preparation for output, offset printing processes, color separations, spot color usage and preparation, vector graphic usage, font usages and standards, PDF document creation and preparation, and advanced desktop publishing techniques. Prerequisite: IMD 126 and IMD 127 and IMD 128. Lecture: 3.0 credits (45 contact hours).

Components: Lecture
Attributes: Technical

IMD 228(3) Course ID: 006833

Advanced Photoshop

Introduces advanced techniques for manipulating and editing raster (photo or pixel-based) graphics using industry-standard application(s). Examines new software features, advanced methods for file optimization and color correction, making complex selections and combining multiple images to create works of art, as well as development of a professional portfolio of raster art and photo editing and manipulation samples. Pre-requisite: IMD 115 and IMD 128. Lecture: 3.0 credits (45 contact hours).

Components: Lecture
Attributes: Technical

IMD 229(3) Course ID: 006886

Advanced Illustrator

Introduces advanced techniques for the creation of vector-based (Bezier-geometry-based) artwork, including techniques for high-end illustrative and artistic projects. Emphasizes working with painterly and naturalistic brushes, photo-realistic vector-based image creation, advanced gradient mesh usage, advanced 3D techniques, integration with Adobe Flash, advanced workflow procedures, and other techniques intended for intermediate to advanced Adobe Illustrator users. Pre-requisite: IMD 127. Lecture: 3.0 credits (45 contact hours).

Components: Lecture
Attributes: Technical

IMD 230(3) Course ID: 004793**Advanced Web Design**

Explores existing and emerging web technologies through the role of web designers. Covers HTML, CSS and content management systems (CMS) for responsive web design. Instructs students in responsive website development using HTML, CSS and photo-editing software. Students will conclude the course via the creation of a comprehensive, dynamic, responsive website utilizing current technologies. Pre-requisite: IMD 180 or consent of instructor. Lecture: 3 credits (45 contact hours).

Components: Lecture
Attributes: Technical

IMD 232(3) Course ID: 004794**Web Design with Adobe Dreamweaver**

Utilizes an advanced web authoring software application for design and development. Uses a professional WYSIWYG (what-you-see-is-what-you-get) editor to develop and create web pages, automate production, and manage and maintain entire websites. Builds XHTML, CSS, and web development knowledge to customize features and integrate applications. Prerequisite: IMD 133 or consent of instructor. Lecture: 3 credits (45 contact hours).

Components: Lecture
Attributes: Technical

IMD 235(3) Course ID: 004795**Advanced Word Processing**

Students will learn current word processing software from intermediate skills through advanced utilities. Topics include producing customized documents, enhancing the visual display of documents, creating customized desktop publishing documents, organizing text in documents using advanced features, and integrating data utilizing various applications. Emphasis will be on mastering the software for optimal use. Prerequisite: IMD 210 or CIT 130, or equivalent skills. Lecture: 3 credits (45 contact hours).

Components: Lecture
Attributes: Technical

IMD 240(3) Course ID: 004796**Multimedia Development for the Web**

Introduces students to the design and delivery of interactive and media-rich websites using professional, industry-standard software and web development technologies. Covers creating and integrating animation into web design, along with developing increasing interactivity and adding audio and video into a website. Covers publishing and integration with other web development applications. Prerequisite: IMD 133 or consent of instructor. Lecture: 3.0 credits (45 contact hours).

Components: Lecture
Attributes: Technical

IMD 250(3) Course ID: 005050**Digital Video Editing I**

Covers the essentials of digital video within cinematic arts, including logging, capturing, editing, and basic compositing. Students will capture and edit digital video using industry-standard desktop video software and export to DVD and the Internet for use in entertainment, documentary films, commercials, and newscasts. Students will learn to storyboard, plan, and produce a digital video project from conception to final packaging. Prerequisite: IMD 100 or consent of instructor. Lecture: 3.0 credits (45 contact hours).

Components: Lecture
Attributes: Technical

IMD 255(3) Course ID: 007327**Digital Video Editing II**

Covers advanced techniques within cinematic arts and editing such as multi-cam editing, color correction, advanced compositing, basic audio editing and production, alpha channels, and special effects. Building on Digital Video Editing I, students will also focus on creating storyboards, quicker workflows, and trim editing using an industry-standard software program. Increased levels of pacing, timing, continuity, and visual aesthetics are emphasized. Students will shoot and edit their own video

footage in this course. Cameras will be provided. Pre-requisite: IMD 250 or consent of instructor. Lecture: 3.0 credits (45 contact hours).

Components: Lecture
Attributes: Technical

IMD 258(3) Course ID: 007328**Visual Effects for Video**

Covers the creation of visual effects in cinematic arts including basic animation with text and 2D objects and 3D object creation and animation using an industry-standard visual effects software program. Students will focus on animating layers and working with masks, distortion, color correction, motion stabilizing, and particle simulation. Projects will be exported and packaged for the web and DVD. Pre-requisite: IMD 250 or consent of instructor. Lecture: 3.0 credits (45 contact hours).

Components: Lecture

IMD 270(3) Course ID: 005214**Professional Practices**

Designed to assist students develop strategies for entering the Information Management & Design profession by editing and refining portfolios and creating correspondence to meet professional standards, designing resumes and other self-promotional materials, developing a job search strategy, practicing interview techniques, and professional presentations. Prerequisite: sophomore status & preparing for job search. Lecture: 3.0 credits (45 contact hours).

Components: Lecture
Attributes: Technical

IMD 271(1 - 3) Course ID: 004797**Instructor Consent Required Internship**

Requires a minimum of 40 clock hours per credit hour of on-the-job experience to include a learning plan agreed upon by the student, instructor, and site supervisor. Prerequisite: Consent of Instructor, 2.0 GPA, IMD 270 and the completion of 9 additional credit hours of IMD course work. Practicum: 1.0 -3.0 credits (40-120 contact hours).

Components: Practicum
Attributes: Technical

IMD 272(3) Course ID: 016268**Game Design Theory**

Introduces students to the experience-oriented standards and techniques of gaming on a digital platform. Includes hands-on conceptualization and writing of a game created by the student. Emphasizes creativity, player experiences and motivations, styles of play, types of games, character creation, world creation, and story-driven narrative within a video game. Requires students to write a complete and industry-quality Game Design Document as a final project in this course which can serve as the basis for a fully-produced, playable video game in CIT/IMD273. Pre-requisite: CIT124 OR IMD 124 OR Consent of Instructor. Lecture: 3.0 (45 contact hours).

Components: Lecture
Course Equivalents: CIT 272
Attributes: Technical

IMD 273(3) Course ID: 016269**Game Production**

Provides students with the opportunity to produce a fully playable 3D video game using assets and materials created in previous courses; employs an industry-standard game engine to meld 3D content, audio, narrative, character, and environment into a professional and enjoyable video game experience. Pre-requisite: ((CIT 222 OR IMD 222) AND (CIT 272 OR IMD 272)) OR Consent of Instructor. Lecture: 3.0 credits (45 contact hours).

Components: Lecture
Course Equivalents: CIT 273
Attributes: Technical

IMD 274(3) Course ID: 016270**Seminar in Game Development**

Encompasses the three phases of game design and development: conception, creation, and marketing in this project-oriented seminar. Requires participation in class presentations, individual and group projects, development of a game, and a portfolio. Pre-requisite: ((CIT 223 OR

IMD 223) AND (CIT 273 OR IMD 273)) OR Consent of Instructor. Lecture: 3.0 credits (45 contact hours).

Components: Lecture
Course Equivalents: CIT 274
Attributes: Technical

IMD 275(3) Course ID: 004798**Information Management and Communications**

Introduces management principles and techniques as they apply to various types of businesses. Includes research emphasis on information management, team concepts, personnel management, communications and business plans. Explores concepts within freelance, small business, and corporate entities. Lecture: 3.0 credits (45 contact hours).

Components: Lecture
Attributes: Technical

IMD 277(3) Course ID: 006837**Typography**

Explores the use of typography in the context of graphic design and discover the importance of type as a tool for visual problem solving and communication. Explores origins of typography, font usage, the anatomy and different kinds of type, software used for type manipulation, and how basic principles and elements of design (color, hierarchy, form, rhythm, etc.) are applied to typography. Requires the development of portfolio of individual typography-based designs. Pre-requisite: (IMD 115 and IMD 126 and IMD 127 and IMD 128) or consent of instructor. Lecture: 3.0 credits (45 contact hours).

Components: Lecture
Attributes: Technical

IMD 280(3) Course ID: 004799**Portfolio Practicum: Graphic Design**

Provides an opportunity to assemble a comprehensive graphic design portfolio using skills learned within the IMD Graphic Design core courses, which will assess students overall graphic design skills. Provides IMD students with a professional design portfolio to aid in the search for employment. Provides the capstone for students choosing the graphics option. Uses presentation, vector, raster, and desktop publishing software to create design-intensive portfolio pieces. Prerequisite: (IMD 127 and IMD 128 and IMD 185 and IMD 226) or Consent of Instructor. Lecture: 3 credits (45 contact hours).

Components: Lecture
Attributes: Technical

IMD 290(3) Course ID: 005779**Photography**

Teaches students basic photography principles and skills to compose technically proficient photographs. Emphasis is on basic camera operations, with exploration of film speeds, apertures, and shutter speeds. Explores composition and elements of lighting. Uses slide lectures, a brief overview of contemporary photography to acquaint students with past and current photography. Lecture: 3 Credits (45 contact hours).

Components: Lecture
Attributes: Technical

IMD 292(3) Course ID: 005215**Portfolio Practicum: Web Design**

Requires a comprehensive web site design portfolio using skills learned in the IMD Web Design core courses to assess students' overall skills learned in the web design option. Provides IMD students with a professional design portfolio to aid in the search for employment. Uses industry-standard design software programs and dynamic scripting languages to assemble the comprehensive design portfolio. Pre-requisite: IMD 133, 180 OR Consent of Instructor. Lecture: 3.0 credits (45 contact hours).

Components: Lecture

IMD 294(3) Course ID: 005799**Seminar IMD Technologies**

Includes research, study, and discussion of a current or emerging topic, issue, or trend in information management and design technologies. May be repeated with different topic for a maximum of 6 credit hours. Prerequisite: IMD 100 or consent of instructor. Lecture: 3 credits (45 contact hours).

Components: Lecture
Attributes: Technical

LIT Library Information Technology

LIT 115(3) Course ID: 004801

Introduction to Reference Services

Introduces library reference sources and services. Includes reference interview techniques, print and digital information sources, bibliographic and full text databases, and digital access and retrieval skills. Lecture: 3.0 credits (45 contact hours).

Components: Lecture

Attributes: Technical

LIT 120(3) Course ID: 007416

Readers' Advisory Services

Examines library readers' advisory services. Includes readers' advisory resources, library programming, book discussion groups, collection development, formats for books, ebooks and audio books, online applications, and marketing. Pre-requisite: LIT 115 or permission of instructor. Lecture: 3.0 credits (45 contact hours).

Components: Lecture

Attributes: Technical

LIT 124(3) Course ID: 004802

Library Administration

Introduces basic principles of library organization and management. Includes the planning process, policies, ethical and legal issues, budgeting, and human resources. Lecture: 3.0 credits (45 contact hours).

Components: Lecture

Attributes: Technical

LIT 132(3) Course ID: 004803

Library Technical Services

Provides an overview of library technical services, including acquisitions, processing, cataloging and classification. Lecture: 3.0 credits (45 contact hours).

Components: Lecture

Attributes: Technical

LIT 200(3) Course ID: 005218

Seminar in Kentucky Literature

This is an online or computer-assisted seminar course in Kentucky literature recognizing, examining, and studying distinct regional differences and similarities with concentration on major contemporary and traditional Kentucky writers and their texts. Topics will vary, from a group of authors, and historical period or aesthetic movement, to a genre, a theme, or an aspect of literary theory. Lecture: 3 credits (45 contact hours).

Components: Lecture

Course Equivalents: HUM 245

Attributes: Technical

LIT 230(3) Course ID: 004804

Web Publishing for Libraries

This is a course in web publishing for library web sites, including HTML code, web page authoring software, web page and web site design, and trends in library web sites. This is a distance education course with a service learning component. Prerequisite: LIT 115 or consent of instructor. Lecture: 3 credits (45 contact hours).

Components: Lecture

Attributes: Technical

LIT 240(3) Course ID: 004805

Literature of Appalachian Kentucky

This is an online or computer-assisted introductory survey course in the Appalachian literature of Kentucky concentrating on the major contemporary and traditional writers who are distinctly identified with that region. Approaches may include a group of authors, an historical period or aesthetic movement, a genre, a theme, or an aspect of literary theory. Lecture: 3 credits (45 contact hours).

Components: Lecture

Attributes: Technical

LIT 242(3) Course ID: 004806

Literature of Western Kentucky

This is an online or computer-assisted introductory survey course in the literature of Western Kentucky which concentrating on the major contemporary and traditional writers who are distinctly identified with that region. Approaches may include a group of authors, an historical

period, or aesthetic movement, a genre, a theme or an aspect of literary theory. Lecture: 3 credits (45 contact hours).

Components: Lecture

Attributes: Technical

LIT 243(3) Course ID: 004807

Library Services for Children

Introduces library services for children grades K - 6 and their caregivers. Includes surveys of child development, library programming, children's literature, collection development, and legal issues. Lecture: 3.0 credits (45 contact hours).

Components: Lecture

Attributes: Technical

LIT 245(3) Course ID: 005083

Library Services for Young Adults

Introduces library services for young adults from 6th to 12th grades. Includes programming, collection development, young adult literature, the use of the Internet, and ethical and legal issues. Emphasizes the development and promotion of young adult library services. Lecture: 3.0 credits (45 contact hours).

Components: Lecture

Attributes: Technical

LIT 247(3) Course ID: 004808

Library Services for Adults

Introduces library services for adults. Includes adult literature, collection development, programming, circulation services, reference services, and customer relations. Lecture: 3.0 credits (45 contact hours).

Components: Lecture

Attributes: Technical

LIT 248(3) Course ID: 004809

Library Services for Preschool Children

Introduces library services for preschool children, age infant to 5 years. Includes library programming development and production, preschool children's literature, services for parents and for child care services, collection development, and legal issues. Lecture: 3.0 credits (45 contact hours).

Components: Lecture

Attributes: Technical

LIT 280(3) Course ID: 004810

Genealogy Services in Libraries

Introduces genealogy services in libraries. Surveys genealogy data sources, research methods, collection development, patron referrals, legal and ethical issues, library programming, and marketing. Lecture: 3.0 credits (45 contact hours).

Components: Lecture

Attributes: Technical

LIT 285(3) Course ID: 005051

History of Libraries

This course is a survey of the development of libraries from ancient times to the present, with emphasis on academic and public libraries in the United States. Attention is given to the interaction of libraries with economic, social and political trends in the larger society. Prerequisite: LIT 115 or consent of instructor. Lecture: 3 credit (45 contact hours).

Components: Lecture

LIT 299(1 - 3) Course ID: 004811

Selected Topics in Library Information Technology

Expands library course offerings as new technologies develop and/or as new issues evolve. Lecture: 1.0 - 3.0 credits (15-45 contact hours).

Components: Lecture

Attributes: Technical

LIN 175(3)

Course ID: 015987

Information Literacy

A foundational course that introduces students to the cross-disciplinary skills needed to assess information needs, and access and evaluate information sources. Lecture: 3.0 credits (45 contact hours).

Components: Lecture

Attributes: SB - Social Behavior Science, University Course (Northern Kentucky University)