

**Ministry of Higher Education and Scientific Research
Scientific Supervision and Scientific Evaluation Apparatus
Directorate of Quality Assurance and Academic Accreditation
Accreditation Department**



Academic Program and Course Description Guide

2024

Introduction:

The educational program is a well-planned set of courses that include procedures and experiences arranged in the form of an academic syllabus. Its main goal is to improve and build graduates' skills so they are ready for the job market. The program is reviewed and evaluated every year through internal or external audit procedures and programs like the External Examiner Program.

The academic program description is a short summary of the main features of the program and its courses. It shows what skills students are working to develop based on the program's goals. This description is very important because it is the main part of getting the program accredited, and it is written by the teaching staff together under the supervision of scientific committees in the scientific departments.

This guide, in its second version, includes a description of the academic program after updating the subjects and paragraphs of the previous guide in light of the updates and developments of the educational system in Iraq, which included the description of the academic program in its traditional form (annual, quarterly), as well as the adoption of the academic program description circulated according to the letter of the Department of Studies T 3/2906 on 3/5/2023 regarding the programs that adopt the Bologna Process as the basis for their work.

In this regard, we can only emphasize the importance of writing an academic programs and course description to ensure the proper functioning of the educational process.

Concepts and terminology:

Academic Program Description: The academic program description provides a brief summary of its vision, mission and objectives, including an accurate description of the targeted learning outcomes according to specific learning strategies.

Course Description: Provides a brief summary of the most important characteristics of the course and the learning outcomes expected of the students to achieve, proving whether they have made the most of the available learning opportunities. It is derived from the program description.

Program Vision: An ambitious picture for the future of the academic program to be sophisticated, inspiring, stimulating, realistic and applicable.

Program Mission: Briefly outlines the objectives and activities necessary to achieve them and defines the program's development paths and directions.

Program Objectives: They are statements that describe what the academic program intends to achieve within a specific period of time and are measurable and observable.

Curriculum Structure: All courses / subjects included in the academic program according to the approved learning system (quarterly, annual, Bologna Process) whether it is a requirement (ministry, university, college and scientific department) with the number of credit hours.

Learning Outcomes: A compatible set of knowledge, skills and values acquired by students after the successful completion of the academic program and must determine the learning outcomes of each course in a way that achieves the objectives of the program.

Teaching and learning strategies: They are the strategies used by the faculty members to develop students' teaching and learning, and they are plans that are followed to reach the learning goals. They describe all classroom and extra-curricular activities to achieve the learning outcomes of the program.

Academic Program Description Form

University Name: Baghdad

Faculty/Institute: Fine Arts

Scientific Department: Plastic Arts

Academic or Professional Program Name: B.Sc. Of Fine Arts

Final Certificate Name: B.Sc. Of Plastic Arts

Academic System: Annual

Description Preparation Date:

File Completion Date:

Signature:

Head of Department Name:

Prof. Dr. Mohammed Challob Jebur
Date: 26/3/2024

Signature:

Scientific Associate Name:

Prof. Dr. Rajaa Saadi Lafta
Date: ~~Rajaa~~
26/3/2024

The file is checked by:


Department of Quality Assurance and University Performance

Director of the Quality Assurance and University Performance

Department:

Date:

Signature:


Approval of the Dean

1. Program Vision

Pioneering in higher education through community service at the local, Arab and international levels and providing the community with scientific and technical products.

2. Program Mission

1-Develop the polarized human resources and increase their efficiency through the provision of continuous education and training programs for all community institutions and the dissemination of scientific and human culture.
2-Preparing and qualifying graduates to be distinguished in their fields of specialization as leaders and producers in their societies to meet the needs of the labor market with a distinct professionalism.
3-Meeting the needs of the Iraqi ministries and other sectors with technical and teaching staff for the various disciplines of fine arts, including:
a-Preparing university professors and the thinking scholars of arts fields.
b- Preparing teachers of art education for secondary stages.
c- Preparing technical staff specialized in the fields of drawing, sculpture, pottery, interior design, print design, industrial design, fabric design, radio and television, cinematic arts, Arabic fonts and decoration, music arts, performing arts, represented by theatrical representation, theatrical directing and theatrical techniques.

3. Program Objectives

The College of Fine Arts at the University of Baghdad is committed to raising the level of quality in education by providing high-quality scientific programs in the primary and postgraduate stages. Also providing consultations to attend the community that meet the needs of the labor market, which works to supply the local artists and teachers with teaching qualifications in the fields of teaching design arts, , theater, Fine, painting and decoration, cinema and television, music and art education for those who possess knowledge, skill and cultural abilities with the aim of raising the level of artistic field and aesthetic awareness and informing the community of the importance of art civilly, educationally, morally and culturally to achieve comprehensive quality and access to national accreditation.

4. Program Accreditation

Does the program have program accreditation? And from which agency?

5. Other external influences

Is there a sponsor for the program?

6. Program Structure

Program Structure	Number of Courses	Credit hours	Percentage	Reviews*
Institution Requirements				
College Requirements	yes			
Department Requirements	yes			
Summer Training	no			
Other				

* This can include notes whether the course is basic or optional.

7. Program Description

Year/Level	Course Code	Course Name	Credit Hours	
			theoretical	practical
2023-2024				

8. Expected learning outcomes of the program

Knowledge

Learning Outcomes 1	Learning Outcomes Statement 1
Skills	
Learning Outcomes 2	Learning Outcomes Statement 2
Learning Outcomes 3	Learning Outcomes Statement 3
Ethics	
Learning Outcomes 4	Learning Outcomes Statement 4
Learning Outcomes 5	Learning Outcomes Statement 5

9. Teaching and Learning Strategies
Teaching and learning strategies and methods adopted in the implementation of the program in general.

10. Evaluation methods
Implemented at all stages of the program in general.

11. Faculty						
Faculty Members						
Academic Rank	Specialization		Special Requirements/Skills (if applicable)		Number of the teaching staff	
	General	Special			Staff	Lecturer
Instructor	Plastic arts	painting	Experience in computer and digital art		yes	

Professional Development
Mentoring new faculty members

Briefly describes the process used to mentor new, visiting, full-time, and part-time faculty at the institution and department level.

Professional development of faculty members

Briefly describe the academic and professional development plan and arrangements for faculty such as teaching and learning strategies, assessment of learning outcomes, professional development, etc.

12. Acceptance Criterion

(Setting regulations related to enrollment in the college or institute, whether central admission or others)

13. The most important sources of information about the program

State briefly the sources of information about the program.

14. Program Development Plan

Course Description Form

1. Course Name:	
Computer Graphic – vector art	
2. Course Code:	
3. Semester / Year:	
year	
4. Description Preparation Date:	
2024	
5. Available Attendance Forms:	
Attendance	
6. Number of Credit Hours (Total) / Number of Units (Total)	
3	
7. Course administrator's name (mention all, if more than one name)	
Name: ODAY FADHIL ABDULKAREEM Email: oday.fadhil@cofarts.uobaghdad.edu.iq	
8. Course Objectives	
Course Objectives	<ul style="list-style-type: none">• Digital art or computer graphics helps students discover their creative abilities more effectively, due to the tools and effects that its techniques and programs have, in addition to equipping the student with technology that allows him to draw up plans and create artistic structures and formats to manipulate the artistic surfaces and vocabulary in his graphic artistic works in the rest of the lessons. process, as well as his future artistic projects.• Enables students to process their work and improve their talents and innovative ability by employing new materials, media and technologies. Digital art techniques and possibilities are constantly being renewed through augmented reality exhibitions, virtual reality installations, and others.• ..• ...

9. Teaching and Learning Strategies

Strategy	
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10. Course Structure

Week	Hours	Required Learning Outcomes	Unit or subject name	Learning method	Evaluation method
1.	3	Introducing the type of images and digital graphics (directional - Vector), explaining their characteristics and the difference between them and Bitmap graphics, introducing the CorelDraw program after it as an example of programs specialized in	Computer Graphic – vector art	Applied	Professor

		vector digital graphics and images and processing them, explaining the program's welcome interface and its components welcome screen, preparing a new blank document, and the components And the program's interface bars, defining the components of the menu bar and the Tools bar, and adjusting the drawing page and layers, to prepare the program to produce works of art, by dealing with files (opening, preparing, arranging windows, saving).			
2.	3	Identifying color patterns, guide lines, the pick tool, the shape tool, and	Computer Graphic – vector art	Applied	Professor

		their role in modifying each of the basic shapes, and the tools for drawing basic shapes: the rectangle tool, the ellipse tool, the polygon tool, and basic ready-made shapes. shapes tool, using the color palette tape to color the shapes, and assigning students to prepare artistic works in which these shapes are used according to the pixel art style.			
3.	3	Training on applying drawing using ready-made shape tools, in a pixel art style.	Computer Graphic – vector art	Applied	Professor
4.	3	=	Computer Graphic – vector art	Applied	Professor
5.	3	=	Computer Graphic – vector art	Applied	Professor

6.	3	Learn about freehand drawing tools: freehand tool, 2-point line, Bezier, artistic media tool, pen tool, b-spline tool, polyline tool, 3-point curve tool. Assigning students to prepare artistic works in which these tools are used to create an artistic work according to the style of illustrative art.	Computer Graphic – vector art	Applied	Professor
7.	3	Training on applying drawing using freehand drawing tools, in the style of illustrative art.	Computer Graphic – vector art	Applied	Professor
8.	3	=	Computer Graphic – vector art	Applied	Professor
9.	3	=	Computer Graphic – vector art	Applied	Professor
10.	3	Learn about out line pen formation patterns and options, learn	Computer Graphic – vector art	Applied	Professor

		about the fill tool and options for coloring shapes with different styles: gradient, patterns, texture, images, and others. Assigning students to prepare models of wall sculptures from Iraqi civilization, and to redraw and color them in different coloring patterns.			
11.	3	Training on applying coloring with gradients and patterns, in a style similar to pop art.	Computer Graphic – vector art	Applied	Professor
12.	3	=	Computer Graphic – vector art	Applied	Professor
13.	3	=	Computer Graphic – vector art	Applied	Professor

14.	3	The theoretical exam at the end of the first semester	Computer Graphic – vector art	Applied	Professor
15.	3	Evaluation of applied works	Computer Graphic – vector art	Applied	Professor
Mid Break					
16.	3	Identify the instructions for arranging elements, the instructions for alignment and distance, the instructions for grouping and ungrouping, and the instructions for combining and breaking apart.	Computer Graphic – vector art	Applied	Professor
17.	3	Getting to know the text tool, options for modifying letters and texts, and ways to form them, and assigning students to prepare calligraphic artistic works that employ letters and their effects, as well as getting	Computer Graphic – vector art	Applied	Professor

		to know the instructions for forming elements: weld, trim, intersect, and others.			
18.	3	Training on applying calligraphy formations in artistic works, in the style of calligraphy and graffiti art.	Computer Graphic – vector art	Applied	Professor
19.	3	=	Computer Graphic – vector art	Applied	Professor
20.	3	=	Computer Graphic – vector art	Applied	Professor
21.	3	Learn about transformation instructions, perspective, and effects for shapes or elements: blind, contour, distortion, envelope, extrude, shadow, transparency, and interactive fill and mash fill tools. Students are assigned to prepare	Computer Graphic – vector art	Applied	Professor

		artistic works that employ the previous tools and instructions			
22.	3	Training on applying effects and interactive coloring methods to artworks, in a realistic directional art style.	Computer Graphic – vector art	Applied	Professor
23.	3	=	Computer Graphic – vector art	Applied	Professor
24.	3	=	Computer Graphic – vector art	Applied	Professor
25.	3	Getting to know the power clip instruction, the effects of the lens instruction, and the instruction to import bitmap images, and adding color, lighting, contrast, and effects adjustments to them from the bitmaps list. Assigning	Computer Graphic – vector art	Applied	Professor

		students to prepare artistic topics in which bitmap photographs will be used, in addition to everything the student has learned from previous lessons.			
26.	3	Training on using raster photographs in addition to everything the student has learned from previous lessons	Computer Graphic – vector art	Applied	Professor
27.	3	=	Computer Graphic – vector art	Applied	Professor
28.	3	=	Computer Graphic – vector art	Applied	Professor
29.	3	The theoretical exam at the end of the second semester	Computer Graphic – vector art	Applied	Professor
30.	3	Applied business evaluation	Computer Graphic – vector art	Applied	Professor

11. Course Evaluation

Distributing the score out of 100 according to the tasks assigned to the student such as daily preparation, daily oral, monthly, or written exams, reports etc

12. Learning and Teaching Resources

Required textbooks (curricular books, if any)	
Main references (sources)	
Recommended books and references (scientific journals, reports...)	
Electronic References, Websites	