

Ministry of Higher Education and Scientific Research

Supervision and Scientific Evaluation Body

Quality Assurance and Academic Accreditation Office

Course Description Sample

Subject: Computer graphics and image processing

This course description provides a brief survey of the most important characteristics, expected learning output, showing whether students have made full use of the learning opportunities. These characteristics have to be matched with the description of the program.

1. Educational Institution	Shatt Al-Arab University College
2. Department / Center	Computer science
3. Course Title /Code	Computer graphics and image processing
4. Lecturer Name	Nafea ali majeed alhammadi
5. Type of Teaching	Attendance
6. Academic Year /Term	2022-2023
7. Total No. of Teaching Hours	90 hours
8. Date of Preparing this Course Description	29/9/2022

9. Course Objectives

a. Providing students with the most important principles and basics of Computer graphics
b. Teaching students how to apply Computer graphics
c. Providing graduates with the necessary knowledge Computer graphics job in organizations.
d. Improving the administrative skills in the field of Computer graphics
e. Providing graduates with the skills of education and creative learning.

10. Course Output, Methodology and Evaluation

(A) Cognitive Objectives

a. Enabling students to acquire knowledge and the art of Computer graphics
b. Acquainting students with how to promote their personal knowledge.
c. Helping students to acquire knowledge in the art of Computer graphics
d. Enabling students to sharpen their skills in the dynamic work environment.
e. Enabling students to invest their scientific abilities in their working place in the scope of Computer graphics
f. Helping students to get the necessary knowledge to solve problems Computer graphics

(B) Skill Objectives Related to the Program:

a. Scientific Skills
b. Leadership Skills
c. Skills Related to Administrative Work Challenges

Methods of Teaching and Learning

a. Using already- prepared lectures.
b. Using up-to-date data shows.
c. Homework
d. Adopting group discussions.

Methods of Evaluation

a. Oral tests
b. Monthly tests
c. Daily quizzes
d. Students' Regular Attendance

(C) Sentimental and Value Objectives

a. Realizing ethical objectives.
b. Commitment to university traditions.
c. Compliance with the University Instructions and the Ministry Regulations.
d. Promoting students' personal abilities in educational scopes and how to behave well with others.

Methods of Teaching and Learning

a. Lectures on university instructions.
b. Educational guidance lectures.
c. Continuous directing.
d. Visiting State and private institutions.
e. Showing practical cases.

Methods of Evaluation

a. Daily quizzes.
b. Classroom discussions and commitment to ethics and sublime values.
c. Special marks for class activities.
d. Monthly and quarterly evaluation.

D) General and Qualitative Skills (other skills related to the ability of employment and personal development)

a. Enabling students to acquire the skill and art of Computer graphics
b. Enabling students to apply creative thinking in Computer graphics
c. Enabling students to use modern methods of analysis and conclusions.
d. Enabling students to Computer graphics

11. Course Structure

Week	No of Hours	Required Learning Output	Title of Subject	Teaching Method	Evaluation
1	2	understanding the material	introduction	- lectures - case study -discussions	- oral tests -questions
2	2	understanding the material	Display devices E.G	- lectures - case study -discussions	- oral tests -questions
3	2	understanding the material	raster	- lectures - case study -discussions	- oral tests -questions
4	2	understanding the material	vector	- lectures - case study -discussions	- lectures - case study -discussions
5	2	understanding the material	Elementary graphics figures	- lectures - case study -discussions	- lectures - case study -discussions
6	2	understanding the material	Line algorithms	- lectures - case study -discussions	- lectures - case study -discussions
7	2	understanding the material	Circle algorithms	- lectures - case study -discussions	- lectures - case study -discussions
8	2	understanding the material	Storing pictures and 2D transformation: and pictures scaling	- lectures - case study -discussions	- lectures - case study -discussions
9	2	understanding the material	The ibm computers	- lectures - case study -discussions	- lectures - case study -discussions
10	2	understanding the material	lbn pc xt	- lectures - case study -discussions	- lectures - case study -discussions

11	2	understanding the material	AT system graphics	- lectures - case study -discussions	- lectures - case study -discussions
12	2	understanding the material	IBM graphics modes	- lectures - case study -discussions	- lectures - case study -discussions
13	2	understanding the material	Turbo pascal	- lectures - case study -discussions	- lectures - case study -discussions
14	2	understanding the material	Graphics subprograms	- lectures - case study -discussions	- lectures - case study -discussions
15	2	understanding the material	review	- lectures - case study -discussions	- lectures - case study -discussions

12. Infrastructure

a. Textbooks	Computer graphics
b. References	
c. Recommended books and periodicals (journals, reports, etc.)	
d. Electronic references, internet websites, etc	

13. The Plan of Improving the Course

a. Studying labor market needs.
b. Be informed of the experiences of other countries in the field of Computer graphics
c. Be informed of research work published in national and international journals in the field of Computer graphics