COMPUTER GRAPHICS COURSE SPECIFICATION

HIGHER EDUCATION PERFORMANCE REVIEW: PROGRAMME REVIEW

COURSE SPECIFICATION

This Course Specification provides a concise summary of the main features of the course and the learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if he/she takes full advantage of the learning opportunities that are provided. It should be cross-referenced with the programme specification.

1. Teaching Institution	Baghdad University /Collage of science for women
2. University Department/Centre	Computer Science Department
3. Course title/code	Computer Graphics/207 CCG
4. Programme(s) to which it contributes	
5. Modes of Attendance offered	The presence of an actual study and there was no remote , according to the laws in force

6. Semester/Year	Second year / first semester
7. Number of hours tuition (total)	30 hours a theoretical, 30 hours practical
8. Date of production/revision of this specification	20/4/2016

9. Aims of the Course

This course aims to enable the student to study the concept of computer graphics and understand how to set up and deal with all images through the use of a computer , in addition to viewing and analyzing all the algorithms that deal with computer graphics and how to generate an image on the computer , starting from the generation of the line and the circle , and others. With a discussion of computer graphics applications and their impact on our applications process.

10· Learning Outcomes, Teaching ,Learning and Assessment Methode

T- Knowledge and Understanding

A1. Learning an overview of the applications of computer graphics and understanding

A2. Learning how to generate and display an image on the computer

A3. knowledge and understanding of all the algorithms can be applied to images

A4. knowledge and understanding of storage gauges pictures on the files, and then to deal with it.

A5. learning how to develop a plan for the project and other

B. Subject-specific skills

B 1. Learning how to build a project with as little cost as possible

B 2. Learning how to build a project with high completion

B 3.Learning how to build a project with high reliability

B4. Learning how to build a project with as little as possible cost for maintenance

Teaching and Learning Methods

Education: Provide printed lectures, and a variety of modern and rich sources of example.

Learning: asking questions and inquiries and make the student turns to teaching explanation.

Learning: direct questions for students to get them to pay attention and focus.

Assessment methods

Quizzes semi-weekly-

Ask questions sudden and interlaced with an explanation of lectures -

Monthly and quarterly tests-

C. Thinking Skills

C1-ask range solutions to the same problem and discussed both individually and determine the appropriate method of solution

C2- put forward solutions contain inaccuracies and identifying these mistakes After discussion and processed

C 3-asked questions that oral exceptional need exceptional answers as be of a specified weight of evaluation and grading hand, which is a strong incentive for the participation of students and rivalry

D. General and Transferable Skills (other skills relevant to employability and personal development)

D1-distribution specific topics for each group of students to prepare research reports on the World Wide Web, the sources or the library and drafted in accordance with the basis of the approved formulation research

D2-giving leadership debate administration, however, the group discussion and enable them to lead and manage the dialogue

D3-alert on errors in the oral answers students

D4- alert on errors in the answers written by students and pointing to her knowledge by the student.

11. Course Structure					
Week	Hours	ILOs	Unit/Module or Topic Title	Teaching Method	Assessment Method
1	٢ theoretical with 2 practical	Introduction to computer graphics	Introduction to computer graphics	According to point 10 above and as needed	According to point 10 above and as needed
2	2 theoretical with 2 practical	Knowing all the techniques display and store the image on the screen	Define technologies for store and display images	According to point 10 above and as needed	According to point 10 above and as needed
3	2 theoretical with 2 practical	DDA algorithm to draw a straight line	Draw a line, types and (DDA) to draw a line	According to point 10 above and as needed	According to point 10 above and as needed
4	2 theoretical with 2 practical	Bresenham algorithm with the amendment to the algorithm	General Bresenham algorithm with modify the algorithm,	According to point 10 above and as needed	According to point 10 above and as needed
5	2 theoretical with 2 practical	Bresenham1 algorithm to draw a circle	Bresenham circle algorithm 1	According to point 10 above and as needed	According to point 10 above and as needed
6	2 theoretical with 2 practical	Bresenham2 algorithm to draw a circle	Bresenham circle algorithm 2	According to point 10 above and as needed	According to point 10 above and as needed
7	2 theoretical with 2	File types for storing image	File types that used to store	According to point 10 above	According to point 10 above

	practical		image	and as needed	and as needed
8	2 theoretical with 2 practical	The first type of file	File type1 with its procedures	According to point 10 above and as needed	According to point 10 above and as needed
9	2 theoretical with 2 practical	The second type of file	File type2 with its procedures	According to point 10 above and as needed	According to point 10 above and as needed
10	2 theoretical with 2 practical	The third type of file	File type3 with its procedures	According to point 10 above and as needed	According to point 10 above and as needed
11	2 theoretical with 2 practical	All meta that are used with files	All instruction that deal with these file types	According to point 10 above and as needed	According to point 10 above and as needed
12	2 theoretical with 2 practical	images operations Mathematical formula	Picture operations in mathematics form	According to point 10 above and as needed	According to point 10 above and as needed
13	2 theoretical with 2 practical	Actions with the image operations	Procedures deals with picture operations	According to point 10 above and as needed	According to point 10 above and as needed
14	2 theoretical with 2 practical	Actions with the image operations	Procedures deals with picture operations	According to point 10 above and as needed	According to point 10 above and as needed
15	2 theoretical with 2	Actions with the image	Procedures deals with picture	According to point 10 above	According to point 10 above

	practical	operations	operations	and as needed	and as needed

12. Infrastructure	
Required reading: · Principle of interactive computer Graphics by William M New man Robert F. Sproull . Computer Graphics with Pascal by Marc Berger . Computer Graphics / internet	
Special requirements (include for example workshops, periodicals, IT software, websites)	
Community-based facilities (include for example, guest Lectures , internship , field studies)	

13. Admissions	
Pre-requisites	Objected Oriented Programming
Minimum number of students	Depending on the size of the hall, according to the division of the classes, 20
Maximum number of students	Depending on the size of the hall, according to the division of the classes, 30