COURSE OUTLINE

Arch 2104: Computer Application - I

Part A

1	**Course Code**	**Arch 2104**
2	**Course Title**	**Computer Application - I**
3	**Course Type (GEd/Core Course/Electives/…..)**	**Core Course**
4	**Year/Semester**	**2nd/Odd**
5	**Academic Session**	
6	**Course Instructor**	**Nazia Afrin Trina**
7	**Prerequisite (If any)**	**None**
8	**Credit Value**	**1.50**
9	**Contact Hours**	**3.00**
10	**Total Marks**	**100**
11	**Rationale of the Course**	The Computer Application course equips students with essential computer skills and practical knowledge. Students will gain proficiency in utilizing popular software packages for word processing, spreadsheets, and presentations, as well as the ability to analyze, conceptualize, and communicate design intent in 2D. This course prepares students for the digital-centric world by developing their technical skills, critical thinking abilities, and effective communication. With this foundation, students will be well-prepared to adapt to evolving technologies, excel in their academic pursuits, and contribute effectively in professional environments.
12	**Course Objectives**	1. Gain a fundamental understanding of computer applications and their relevance in various fields.

		2. Develop proficiency in using popular software packages for word processing, spreadsheet management, and presentation creation. 3. Acquire a solid foundation in digital design principles and techniques. 4. Explore and evaluate software packages used for analysis, conceptualization, and communication of design intent in a 2D format.
13	**Course Learning Outcomes (CLOs)**	After completing this course students will be able to 1. Develop proficiency in using computer applications and popular software packages for word processing, spreadsheet management, and creating presentations. 2. Apply digital design principles and techniques effectively to create visually appealing and functional designs. 3. Evaluate and select appropriate software packages for analyzing, conceptualizing, and communicating design intent in a 2D format. 4. Demonstrate critical thinking, problem-solving skills, and ethical awareness in the use of computer applications and digital design.

Mapping/Alignment of CLO with Program Learning Outcomes (PLOs)

	PLO1	**PLO2**	**PLO3**	**PLO4**	**PLO5**	**PLO6**	**PLO7**	**PLO8**	**PLO9**	**PLO10**	**PLO 11**	**PLO 12**
	Knowledge	Critical awareness and analysis	Design synthesis and building integration	Technical aptitude	Presentation and communication	Advance technological skill	Society, environment and sustainability	Ethical principles and regulatory context	Higher education and scholarly qualities	Individual and team work	Management and project economics	Lifelong learning
CLO1	✓					✓						
CLO2		✓										
CLO3				✓		✓						
CLO4		✓	✓			✓		✓				

Part B

14. Course Plan specifying content, CLOs, co-curricular activities (if any), teaching learning and assessment strategy mapped with CLOs.

Introduction to computer applications. Digital design fundamentals. Overview of popular software packages for word processing, spreadsheet, and presentation. Exploration of software packages for analysis, conceptualization, and communication of design intent in 2D.

WEEK	**TOPIC**	**TEACHING LEARNING STRATEGY** (ID, VP, LDM, PD, WB, HD)[1]	**ASSESSMENT STRATEGY** (Preliminary, Test, Report, presentation, quizzes, Viva voce)	**CORRESPONDING CLOs**
1	Introduction to Computer Applications	ID, LDM, VP		CLO 1
2	Word Processing with MS Office	ID, LDM		CLO 1
3	Spreadsheet Management with MS Office	ID, LDM		CLO 1
4	Presentation Creation with MS Office	ID, LDM		CLO 1
5	Introduction to Digital Design Principles	ID, LDM	Test	CLO 2
6	Creating Visually Appealing Designs in Photoshop	ID, LDM		CLO 2
7	Vector Graphics and Design in Illustrator	ID, LDM		CLO 2

[1] Interactive discussion=ID, Video presentation=VP, Lecture discussion with multimedia=LDM, Panel discussion=PD, white board illustration=WB, Hands on demonstration=HD

WEEK	TOPIC	TEACHING LEARNING STRATEGY (ID, VP, LDM, PD, WB, HD)[1]	ASSESSMENT STRATEGY (Preliminary, Test, Report, presentation, quizzes, Viva voce)	CORRESPONDING CLOs
8	Analyzing Design Intent in 2D with AutoCAD	ID, LDM		CLO3
9	Conceptualizing Designs in 2D with AutoCAD	ID, LDM		CLO3
10	Communicating Design Intent with AutoCAD & Photoshop	ID, LDM	Test	CLO3
11	Critical Thinking and Problem-Solving in Computer Applications	ID, LDM	Poster Presentation	CLO 4
12	Ethical Considerations in Computer Applications and Digital Design	ID, LDM		CLO 4
13	Course Review, Final Project, and Presentation	ID, PD	Board Viva	CLO 4

Part C

15	**ASSESSMENT AND EVALUATION**	**ASSESSMENT STRATEGY** STUDIO PROJECTS The main medium of learning in studios is through studio projects. Any number of studio projects can be introduced by the studio facilitators. Students will be assessed continually and at the end of each project, students will have to submit their projects. STUDENT PRESENTATION

		Students can additionally be required to study a topic and present it to the entire class at various points during the semester. These presentations can be done in groups or individually, depending on the requirement of the assigned topic. The presentation may make use of audio-visual learning tools. Course teachers will accommodate the marks to be counted besides class test marks. JURY/BOARD VIVA After the completion of each project, students will have to explain and defend their projects in front of a jury board. Final Jury will take place at the end of the semester to assess the overall performance of the student for the semester.
		MARKS DISTRIBUTION The mark from class attendance, Continuous assessments, jury and board viva will be added to calculate the entire course marks for each student. The details of the strategy can be found in the syllabus provided to each student. Final Marks (100) = Class Participation and Attendance (10) + Quizzes/ viva voce (20) + Studio Performance/ reports/ presentations (45) + Jury/Board viva (25)
		MAKE-UP PROCEDURES Assignment

CIE- CONTINUOUS INTERNAL EVALUATION (40 MARKS)

BLOOM'S CATEGORY	CLASS TEST (20 MARKS)	ASSIGNMENT/ PROJECT/ VIVA-VOCE/ PRESENTATION/ OTHERS (10 MARKS)	CLASS PARTICIPATION AND ATTENDANCE (10 MARKS)
Remember			
Understand			
Apply			

BLOOM'S CATEGORY	CLASS TEST (20 MARKS)	ASSIGNMENT/ PROJECT/ VIVA-VOCE/ PRESENTATION/ OTHERS (10 MARKS)	CLASS PARTICIPATION AND ATTENDANCE (10 MARKS)
Analyze			
Evaluate			
Create			

SMEE-SEMESTER/YEAR MID & END EXAMINATION (60 MARKS)

BLOOM'S CATEGORY	TEST MARK
Remember	
Understand	
Apply	
Analyze	
Evaluate	
Create	

Part D

16	**LEARNING MATERIALS**	**RECOMMENDED READINGS** Michael Secrist, Sarah Jones (2018). Architectural Visualization: Its Relevance to the Unbuilt World. Bogdan Sasu (2019). Great Talks about Photo Realism
		SUPPLEMENTARY READINGS *N/A*

		OTHERS *N/A*