

Training Content Framework

03 Techniques for Image Creating

Description of the Training Module 03



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03 Techniques for Image Creating

Module title	Techniques for Image Creating
Notional Learning time	<i>Approx. 6 hours</i>
Description of the module	<p>The module is built linear. The sequences are</p> <ol style="list-style-type: none"> 1. Overview image sources (Camera, Smartphone, Scanner, Computer program) 2. Camera (CCD, raster image format, Types of digital cameras) 3. Smartphone (Differences & similarities to camera) 4. Scanner (CCD, line-based image creation, scanner alternatives as smartphone apps), OCR 5. Computer Programs <ol style="list-style-type: none"> a. „Draw“ an image with an image editing program b. Image and graphic creation with PowerPoint c. Raster image creation vs vector based graphics (powerpoint) 6. Examples of image creating software (freeware)
Learning objectives	<p>Know about various methods to create images</p> <p>Be able to select the best fitting way to create a needed image</p> <p>Be able to create simple images using the presented options and programs</p>
Steps	<ol style="list-style-type: none"> 1. Introduction 2. Presentation of the various devices of creating images 3. First self-evaluation 4. Hands-on work 5. Second self-evaluation
Material	
Learning content	<ol style="list-style-type: none"> 1. Overview image sources (Camera, Smartphone, Scanner, Computer program) 2. Camera (CCD, raster image format, Types of digital cameras) 3. Smartphone (Differences & similarities to camera) 4. Scanner (CCD, line-based image creation, scanner alternatives as smartphone apps), OCR 5. Computer Programs <ol style="list-style-type: none"> a. „Draw“ an image with an image editing program b. Image and graphic creation with PowerPoint c. Raster image creation vs vector based graphics (powerpoint) 6. Examples of image creating software (freeware)

Learning content type in moodle	<ol style="list-style-type: none"> 1. Interactive map (Overview image sources) with terms and short descriptions 2. Written summary to 1) (assignment, uploaded) 3. Registered/Tabbed page (Camera, Smartphone, Scanner) with interactive multimedia-based material 4. Case Study about various image creating situations Assignment: Solve the case study questions & upload to Moodle 5. Book: Computer programs (reading) 6. Practical assignments <ol style="list-style-type: none"> a. „Draw“ an image with an image editing program (paint.net) b. Image and graphic creation with PowerPoint (or LibreOffice Draw) c. Raster image creation vs vector based graphics (PantNet ↔ PowerPoint / LibreOffice Draw) 7. Examples of image creating software (freeware) Gimp, PaintNet, LibreOffice suite, ScanApp (Android & IOs) 8. Final Self-evaluation 		
Activity/Task	Assignments <ul style="list-style-type: none"> • Summary to Overview image sources • Assignment: Solve the case study questions • Practical assignments <ul style="list-style-type: none"> ○ Design a Logo (paint.net, Libre office Draw) ○ Create a timeline (LibreOffice Draw) 		
External resources	Software downloads Videos (YouTube) → problem: translation (must be done with subtitles)		
Evaluation			
Learning outcomes in terms of competence	Knowledge	Skills	Attitudes
	<i>Reference to competence map</i>	<i>Reference to competence map</i>	<i>Reference to competence map</i>
	Know various ways to create an image Know various ways to scan an image	Be able to draw an image Be able to create a (vector) graphics	Use the best tool in dependency of the expected result
Evaluation content	Two self-evaluations and a final self-evaluation Three assignments (continuous formative evaluation)		

