Introduction of Graphics Design for Online Instruction:
New Era of Online Engagement

Do you know a nice graphics promote learning behaviour?
Do you know the application in graphic improve engagement in learning behaviour?

Introduction

In our visual world, graphic design is an increasingly important skill for all kinds of creatives to have. For the online instructor, knowing the basics of Photoshop and the principles of graphic design is crucial for giving your work that professional edge. For online instructor educator, graphic design is a fundamental part of the job—all the more reason to keep expanding your design skills and knowledge. This graphic design course helps you budding designers and other interesting creative brush up on the foundations of typography, colour, essential graphic design software, and lots more. Start to apply the design skills to optimise engagement with your online learners now!

Program Objectives

This program aims to
- Train participants on the methodology of online engagement
- Provide skills and knowledge in term of graphic design to produce online engagement materials.

Learning Outcomes

After completing this program, participants should be able to
- Apply various methodology to engage with students in the online platform
- Apply graphic design skills to create a learning environment
- Produce materials for online instructors to engage with the candidates.

Who Should Attend?

Junior and senior academicians and anyone who wish to enhance their teaching skills

Methodology

Case studies, forum discussion, role-play, presentations, gamification

Program Outline

Time	Day One
9:00 am – 10:30pm	**Fundamental of Online Learning Environment** In this module, the participant would learn the common learning management system available in the market and how does it work.
10:30 am– 11:00 am	**Break and Networking**
11:00 am– 1:00pm	**Fundamental of Online Learning Behaviour** Online learning behaviour is different than conventional ways of learning. This module focus methodology on how to instructor can start changing their conventional teaching to online learning.
1:00pm – 2:00pm	**Lunch Break and Networking**
2:00pm – 3:30pm	**Instruction to Equipment** Students use multimedia elements to create projects with graphic design software. The introduction of each piece of equipment would be tied to a relevant graphics project. This module covers the fundamental such as a computer, scanner, camera and also a digital tablet.
3:30pm – 4:00pm	**Break and Networking**
4:00pm – 5:00pm	**Element of Design** Participants would learn about design elements through projects such as; creating examples of colour schemes using graphics software and creating an original alphabet based on a theme. Each project includes self-reflection and a peer review — the focus of this topic on the colour, line, shape, texture and value.

Time	Day Two
9:00 am – 10:30pm	**Principles of Design** Participants learn the principles of design through projects such as; posters, creating original designs that reflect an emotion, magazine covers, product ads, online activities and others. The participant would be able to apply balance, contrast, emphasis/dominance, harmony, movement/rhythm, proportion, repetition/pattern, unity and variety.
10:30 am– 11:00 am	**Break and Networking**
11:00 am– 1:00pm	**Typography** Participants would learn how to create the online learning materials according to the following areas such as typefaces, typographic measurement, typographic standards and typographic guidelines
1:00pm – 2:00pm	**Lunch Break and Networking**
2:00pm – 3:30pm	**Creating Images for Web** Participants would learn how to create an image for web learning. The concept such as formats, resolution, raster and vector would be shared.
3:30pm – 4:00pm	**Break and Networking**
4:00pm – 5:00pm	**Editing Image** The use images scanned and from the internet to create projects while learning to cite sources and understand whether or not they can legally use the image. This module would share with participants based on copyright issues in term of usage of the image in the online learning environment.