Course Syllabus

ID 3103 Syllabus

Introduction to Computing I, Sections QUL/QUP, 3 Credits, Summer 2026

Course Location & Time: On-line Only, see **Course Modality Information** section below for more information

Instructor Information

Instructor	Email	Office Hours & Links
Tim Purdy	tim.purdy@design.gatech.edu (mailto:tim.purdy@design.gatech.edu)	Tuesday 8 - 9 pm Thursday 11 - noon Email me to meet at other ti
Adamya Sharma	asharma3062@gatech.edu (mailto:asharma3062@gatech.edu) +1 (404) 668-6050	**Office Hours** To be announced Email me to meet at other ti

General Information

Five programs in five weeks!

Description

This will be a fast paced, engaging course that explores the connection between the design process used by industrial designers and how software applications are used to help communicate a product's form, function and use. These tools have made the process of creating a product easier, allowing for exploration of design alternatives. Through hands-on exercises, students will learn how to illustrate and render a product, create an interactive prototype for testing, and document their design with a video and interactive booklet for marketing or instructional purposes.

We will cover a different program each week during the shortened summer sessions. Four of these programs will come from the Adobe Creative Suite: Illustrator, Photoshop, AfterEffects and InDesign, the mainstay software applications within the graphics and design industries. The fifth program, ProtoPie, will be used to create an interface prototype. Grading will include homework along with an assignment each week. The assignments will focus on one program per week but show how content is created and moved between programs.

Pre- &/or Co-Requisites

None

Course Goals and Learning Outcomes

Upon completion of the course students are expected to demonstrate knowledge, skill and abilities in the following areas:

- Learn how to illustrate a product form using an existing product
- Create 2D renderings from the product illustration that make it appear to be 3D rendering
- Develop an interface prototype of the product using the 3D renderings as background elements
- Capture animations from the interface prototype and develop a video of the product being used
- Document your work through an interactive PDF

Course Modality Information

Introduction to Computing I will be delivered in a remote, asynchronous mode. All course lectures are pre-recorded so students can move through the material at their own pace during the shorten summer session. The course syllabus, assignments, support files, etc will be available through Canvas.

I will be available during the shorten summer session to answer questions, help students with individual instructions, etc. I will have extended office hours (including evenings) to meet with students at their convenience. Our summer TA will also have office hours and can setup meetings to help go over assignments. I have found that this format works well for summer courses since students tend to have other commitments (jobs, internships, vacations, etc) during the summer sessions.

Programs in the Adobe Creative Suite (Illustrator, Photoshop, After Effects and InDesign) along with ProtoPie will be used during the course. These are available through the College of Design's vLab (**mycloud.gatech.edu (http://mycloud.gatech.edu)**). If a student wants to have the programs on

their own computer, they would have to purchase an educational subscription for the Adobe Creative Suite ($19.99 monthly, **https://www.adobe.com/creativecloud/buy/students.html (https://www.adobe.com/creativecloud/buy/students.html)**). Both Mac and Window versions are available for all the software used in the course.

Course Requirements & Grading

Assignments	Date	Weight (Percentage, points, etc)
Assignments (5 total)	**Weekly**	**80%**
Homework (5 total, top 4 count)	Weekly	20%
Total		100%

Schedule

Since this is a remote, asynchronous course, I believe you will set your own schedule. It is the summer so work, travel, vacation, etc. will be taking place, and I want to give you the opportunity to make the most out of the summer. However, I want to provide you with a good learning environment that includes feedback or additional instruction from me. Therefore, due dates for Assignments and Homework are flexible. Please see the next section for specifics.

Late & Re-Grade Assignments

Please make sure to submit all the required files and that all files are properly upload. Assignments will be graded and returned to you within a week. Assignments can be turned in after the due date. There is not a plenty for turning in assignments late. However, all assignments must be submitted by Thursday, July 2.

NOTE: *Any assignments submitted by June 22, will be graded and returned by Friday, June 26. You will have until Thursday, July 2 to resubmit one assignment for a regrade.*

Extra Credit and Grade Dispute Policies and Procedures

Extra credit is not given during the semester. However, students do have the ability to resubmit an assignment for a re-grade and drop the lowest Homework grade.

Description of Graded Components

In Canvas, each assignment has its own description and rubrics. Submission will be through Canvas, and the material to submit will vary for each assignment. An assignment will be due each week for a total of 5 assignments and are worth 100 points. *One Assignment can be re-submitted for a regrade.*

A total of 5 homework will be assigned. The top 4 homework grades will count towards your final grade. Homework will each count for 5 points and has its own rubrics. If a Homework is missed, it cannot be made up or resubmitted for a higher grade.

Submission Requirements

All assignment files are to be turned in electronically through the Canvas system. File and folders can be comprised and submitted in a zip format for easier submissions. If a PDF is required for submission, submit it separately in Canvas so it can easily be reviewed.

Grading Scale

Your final grade will be assigned as a letter grade according to the following scale:

A 90-100%

B 80-89%

C 70-79%

D 60-69%

F 0-59%

Course Materials

Course Text

There is not a required text for the course.

Additional Materials/Resources

Other learning tutorials are available from several sources:

- Canvas Media Gallery - Extra Videos
- School of Industrial Design video library:

https://mediaspace.gatech.edu/category/SoID+Videos/164319331 (https://mediaspace.gatech.edu/category/SoID+Videos/164319331)

- LinkedIn Learning (Free resource for GT students: https://linkedinlearning.gatech.edu (https://linkedinlearning.gatech.edu)
- My GT website: http://purdy.gatech.edu (http://purdy.gatech.edu)

Artificial Intelligence (AI) Policy

Please review the Georgia Tech's AI Standards and Guidance (https://oit.gatech.edu/ai/guidance) page for important information about the proper use of AI tools. Please note that some AI tools such as "DeepSeek should not be used for Institute-related work, research, or any activities involving Georgia Tech data."
The policy for the use of artificial intelligence (AI) tools, programs, techniques, etc. in this course is the following. All work for assignments must be your own, and AI is not allowed for any part of the assignments. This includes general AI tools as well specific tools within each program. The same is true for homework unless especially allowed.

Course Website and Other Classroom Management Tools

Canvas will be used throughout the semester as a way to communicate the syllabus, assignments, homework, grading, course resources, etc. and as a way to turn in assignment and homework files electronically. Students are expected to check their email daily for any class announcements.

Attendance and/or Participation

No class attendance is taken since this is a remote, asynchronous course. You can move through the material at your pace.

Collaboration & Group Work

All work is to be student's own work. No group work is allowed for any assignments or in-class assignments. However, asking for help from other students is encourage since it is a great way for both students to learn.
In addition, students are to create their own content for assignments unless otherwise noted. Students are not allowed to use content from in-class demo files unless specific permission is given.

Course Expectations & Guidelines

Academic Integrity

Georgia Tech aims to cultivate a community based on trust, academic integrity, and honor. Students are expected to act according to the highest ethical standards. For information on Georgia Tech's Academic Honor Code, please visit **http://www.catalog.gatech.edu/policies/honor-code/** **(http://www.catalog.gatech.edu/policies/honor-code/)** or **http://www.catalog.gatech.edu/rules/18/** **(http://www.catalog.gatech.edu/rules/18/)** .

Any student suspected of cheating or plagiarizing on a quiz, exam, or assignment will be reported to the Office of Student Integrity, who will investigate the incident and identify the appropriate penalty for violations.

Accommodations for Individuals with Disabilities

If you are a student with learning needs that require special accommodation, contact the Office of Disability Services at (404) 894-2563 or **http://disabilityservices.gatech.edu/** **(http://disabilityservices.gatech.edu/)** , as soon as possible, to make an appointment to discuss your special needs and to obtain an accommodations letter. Please also e-mail me as soon as possible in order to set up a time to discuss your learning needs.

Student-Faculty Expectations Agreement

At Georgia Tech we believe that it is important to continually strive for an atmosphere of mutual respect, acknowledgement, and responsibility between faculty members and the student body. See **http://www.catalog.gatech.edu/rules/22** **(https://catalog.gatech.edu/rules/22/)** for an articulation of some basic expectations – that you can have of me, and that I have of you. In the end, simple respect for knowledge, hard work, and cordial interactions will help build the environment we seek. Therefore, I encourage you to remain committed to the ideals of Georgia Tech, while in this class.

Additional Course Policies

Got a question? Ask it! I believe it helps make the class more engaging and easier to pay attention. Questions also help me understand if I did not present the material properly or maybe need to go into something deeper.

Rationale for Teaching Techniques

I believe that ever time a course is taught, it should evolve. I evaluate the material that I have video taped and make sure that the material, techniques and software is still relevant. Therefore, the videos used in this course maybe a combination from this semester and prior semesters.

Teaching Philosophy

I have a philosophy that even in failing, you are learning. Students will bring in a lump of plastic because the 3d printer failed. Just because the 3d printer failed, it does not mean you did not learn about the process. Or, your interface prototype works great when testing and developing it, but start acting up during the testing phase. Maybe the user does something unexpected and causes the interface prototype to mess up. That is why you create an interface prototype. You are learning what the user really does, not what you want them to do. I can sum up this course with this phrase “Failing to Learn.”

Software

Please see the **Software (https://gatech.instructure.com/courses/553750/pages/software)** page under the Module > Introduction for the software used in this course and how to get access it.

Course Schedule

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Course Summary:

Date	Details	Due
Wed May 20, 2026	**Homework 1 (https://gatech.instructure.com/courses/553750/assignments/2434414)**	due by 11:59pm
Tue May 26, 2026	**Assignment 1 - Product Illustration (https://gatech.instructure.com/courses/553750/assignments/2434402)**	due by 11:59pm
Fri May 29, 2026	**Homework 2 (https://gatech.instructure.com/courses/553750/assignments/2434416)**	due by 11:59pm
Mon Jun 1, 2026	**Assignment 2 - Product Rendering (https://gatech.instructure.com/courses/553750/assignments/2434404)**	due by 11:59pm

Thu Jun 4, 2026	**Homework 3** (https://gatech.instructure.com/courses/553750/assignments/2434418)	due by 11:59pm
Mon Jun 8, 2026	**Assignment 3 - Product Interface** (https://gatech.instructure.com/courses/553750/assignments/2434406)	due by 11:59pm
Thu Jun 11, 2026	**Homework 4** (https://gatech.instructure.com/courses/553750/assignments/2434420)	due by 11:59pm
Mon Jun 15, 2026	**Assignment 4 - Product Video** (https://gatech.instructure.com/courses/553750/assignments/2434410)	due by 11:59pm
Thu Jun 18, 2026	**Homework 5** (https://gatech.instructure.com/courses/553750/assignments/2434422)	due by 11:59pm
Mon Jun 22, 2026	**Assignment 5 - Product Brooklet** (https://gatech.instructure.com/courses/553750/assignments/2434412)	due by 11:59pm
Mon Jul 6, 2026	**Help Session - TA Arjun** (https://gatech.instructure.com/calendar?event_id=5113069&include_contexts=course_553750)	9:30am to 11:30am

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