ATTACHMENT 2 (g)

Course Report

Kingdom of Saudi Arabia

The National Commission for Academic Accreditation & Assessment

Course REPORT (CR)

Computer Graphics CIS414 MR. Issa Alsmadi

A separate Course Report (CR) should be submitted for every course and for each section or campus location where the course is taught, even if the course is taught by the same person. Each CR is to be completed by the course instructor at the end of each course and given to the program coordinator

A combined, comprehensive CR should be prepared by the course coordinator and the separate location reports are to be attached.

Course Report

For guidance on the completion of this template refer to the NCAAA handbooks or the NCAAA Accreditation System help buttons.

Institution	Almajmaah University	Date of Course Report 23/3/1436		
College/ Department College of Science / Department of Computer science and Information				

A. Course Identification and General Information

1. Course title Computer Graphics Code # (CIS414) Section # 112						
2. Name of cour	2. Name of course instructor MR. Issa Alsmadi Location Az Zulfi					
3. Year and sem	3. Year and semester to which this report applies. First Semester – 2015/2014					
4. Number of st	4. Number of students starting the course? 19 Students completing the course? 18					
5. Course comp	oonents (actua	l total contact	hours and credit	s per semester):		
	Lecture Tutorial Laboratory Practical Other: Total					
Contact Hours303060						
Credit	30	15	-	-	-	45

B. Course Delivery

1. Coverage of Planned Program				
Topics Covered	Planned Contact Hours	Actual Contact Hours	Reason for Variations if there is a difference of more than 25% of the hours planned	
1. A Survey of Computer Graphics Applications: CAD/CAM, Art, Entertainment, Education, Training, Visualization, GUI, Image Processing.	4	4		
 Overview of Computer Graphics& SystemsGraphics Primitives and Packages, The Graphical Pipeline, CRT, Raster-Scan and Random-Scan displays, Color CRT 	8	8		



	Monitors, Flat-Panel Displays, Video			
	Controller, Display Processor, CLUT			
	etc.			
2	Colors and Grayscales: Beam-			
5.	Penetration method	8	8	
	Shadow-mask method.	0	0	
4.	Output Primitives and Attributes:	•	0	
	Points, Lines, Circles, Ellipses.	8	8	
	Examples - Open GL.			
5.	2D and 3D Modeling			
	Types of Modeling, Types of	4	4	
	Geometric Models			
6.	2D Transformations and			
	Viewing:			
	Translation, Scaling,	8	8	
	Rotation, Shearing, reflection,			
	Examples - Open GL.			
7.	3D Transformation and Viewing:			
	3D Representation, Translation,			
	Scaling, Rotation, Examples - Open	4	4	
	GL			
8	2D Viewing and 3D Viewing:			
0.	Windows and Viewports, Window-			
	To-Viewport Coordinate			
	1	8	8	
	Transformation, Point clipping, line	ð	0	
	clipping, Cohen-Sutherland Line			
	Clipping, 3d Rendering Pipeline			
	,Examples - Open GL.			
9.	projection :Parallel and Perspective			
	Projection, Orthographic Parallel			
	Projection, Oblique Parallel			
	Projection, Oblique	8	8	
	Projection, Cavalier			
	Projections, Cabinet Projections,			
	Examples - Open GL.			
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2. Consequences of Non Coverage of Topics

For any topics where the topic was not taught or practically delivered, comment on how significant you believe the lack of coverage is for the course learning outcomes or for later courses in the program. Suggest possible compensating action.

Topics (if any) not Fully Covered	Effected Learning Outcomes	Possible Compensating Action
No topics		

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3. Course learning outcome assessment.

	List course learning outcomes	List methods of assessment	Summary analysis of assessment results
1	Students will have an appreciation of the history and evolution of computer graphics, both hardware and software.	Written Exam Homework assignments Class Activities Quizzes	
2	Students will have an understanding of 2D graphics and algorithms including: line drawing, polygon filling, clipping, and transformations. They will be able to implement these concepts.	Homework assignments Class Activities Projects	
3	Students will understand the concepts and techniques used in 3D computer graphics, including viewing transformations, hierarchicalmodeling, color, lighting and texture mapping.	Homework assignments Class Activities Projects	
4	Students will have an appreciation of the history and evolution of computer graphics, both hardware and software.	Homework assignments Class Activities Projects	
5	Use matrix algebra in computer graphics application.	Lectures. Lab demonstrations. Case studies. Individual presentations. Brainstorming.	
6	Draw the basic primitives (e.g., point, line, polygons) using OpenGL.	Lectures. Lab demonstrations. Case studies. Brainstorming.	
7	Apply the 2D transformations and 3D transformations	Lectures. Lab demonstrations. Case studies. Individual presentations	
8	Explain how simple line and polygon clipping algorithms work.	Lectures. Lab demonstrations. Individual presentations. Brainstorming.	
9	Adhere to professional, ethical, legal, security, and social issues and their responsibilities that related to information systems.	Written Exam Class Activities Quizzes	
10	Function effectively on teams to accomplish a common goal.	Class Activities Projects	
11	Communicate effectively with a range of audiences.	Class Activities Projects	

Summarize any actions you recommend for improving teaching strategies as a result of evaluations in table 3 above.

- Individual presentations
- Brainstorming
- Small group discussion
- Whole group

4. Effectiveness of Planned Teaching Strategies for Intended Learning Outcomes set out in the Course Specification. (Refer to planned teaching strategies in Course Specification and description of Domains of Learning Outcomes in the National Qualifications Framework)

List Teaching Methods set out in Course	Were these Effective?		Difficulties Experienced (if any) in Using the Strategy and Suggested Action to Deal
Specification	No	Yes	with Those Difficulties.
LecturesHomeworkConversation		\checkmark	
Conversation among students.Indirect questions.Work group for some cases.		\checkmark	
 Making groups and distributed tasks. Presentation skills. Skill constructive Monetary and dialogue and discussion with others The ability to clearly express an opinion, and accept the opinions of others 		V	
E-mailWeb sit		\checkmark	

Note: In order to analyze the assessment of student achievement for each course learning outcome, student performance results can be measured and assessed using a KPI, a rubric, or some grading system that aligns student work, exam scores, or other demonstration of successful learning.

C. Results



1. Distribution of Grades

Letter	Number of	Student	Explanation of Distribution of Grades
Grade	Students	Percentage	
А	0	0%	
В	3	17%	
С	7	39%	
D	4	22%	
F	4	22%	
Denied Entry	0	0%	
In Progress	18	100%	
Incomplete	0	0%	
Pass	14	78%	
Fail	4	22%	
Withdrawn	1	%	
alvze special	factors (if any)	affecting the resul	ts

3. Variations from planned student assessment processes (if any) (see Course Specifications).			
a. Variations (if any) from planned assessment schedule (see Course Specification)			
Variation	Reason		

b. Variations (if any) from planned assessment processes in Domains of Learning (see Course Specification)		
Variation Reason		

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4. Student Grade Achievement Verification (eg. cross-check of grade validity by independent evaluator).		
Method(s) of Verification	Conclusion	
Interview students, including answers and model answer sheet and learning resources for decision	Good results	

D. Resources and Facilities

1. Difficulties in access to resources or facilities (if any)	2. Consequences of any difficulties experienced for student learning in the course.

E. Administrative Issues

1. Organizational or administrative difficulties encountered (if any)	 Consequences of any difficulties experienced for student learning in the course.

F. Course Evaluation



1 Student evaluation of the course (Attach survey results report)

a. List the most important recommendations for improvement and strengths

b. Response of instructor or course team to this evaluation

2. Other Evaluation (e.g. by head of department, peer observations, accreditation review, other stakeholders)

a. List the most important recommendations for improvement and strengths

b. Response of instructor or course team to this evaluation

G. Planning for Improvement

1. Progress on actions proposed for improving the course in previous course reports (if any).			
Actions recommended from the most recent course report(s)	Actions Taken	Results	Analysis
a. Insufficient background in computer science	 More examples are added An extra exercises and solved problems are added. 	Reasonable results	

b. Some students attend late	 Explain the importance of attending a full lecture Give less important information at the beginning of each lecture 	Reasonable results	
с.			
d.			

2. List what actions have been taken to improve the course (based on previous CR, surveys, independent opinion, or course evaluation).

- The use of multimedia to enrich the students' information.
- Enable students to prepare and make presentations.
- Increase related scientific activities.

3. Action Plan for Improvement for Next Semester/Year				
Actions Recommended	Intended Action Points and Process	Start Date	Completion Date	Person Responsible
a. Bridge the gap between up- to-date information and reference text books	 Give students the formal and theoretical bases in computer graphics Give students more implementation exercises that cover their understanding of the course. 	2015	2016	Course coordinator



b. Overcome the problem of non-attendance of some students at the beginning of the lecture	 Explain the importance of attending a full lecture Give less important information at the beginning of each lecture 	2015	2016	Course coordinator
с.				
d.				
е.				

Name of Course Instructor:	Mr .Issa Alsmadi	
Signature:	Date Report Completed: 23/3/1436	
Program Coordinator:		
Signature:	Date Received:	