Digital technology has affected art instruction at all levels of education. Digital image creation becomes the main trend in computer art teaching. The most critical issue that has been reported recently by many researchers is that an overemphasis on technical training and insufficient understanding of pedagogy in computer art education challenges schools. Therefore, in terms of perspective of computer art educator, the purpose of this project is to study how to teach digital image creation without letting technical operations becoming the center of the course. The research methods including literature review and expert interviews will be conducted. The researcher also makes objectively evaluate the issues and problems of using computer to make art by non-art major college students. All interviews will be recorded for analysis using the NVivo qualitative analysis software program. Documents, such as class syllabi or computer art images, will also be collected from participants. Lastly, in the presentation of the research findings, these data combined with the analysis of literature sources will be analyzed to provide educators with effective teaching strategies for a less technically-oriented computer art curriculum.