

LABETTE COMMUNITY COLLEGE BRIEF SYLLABUS

SPECIAL NOTE:

This brief syllabus is not intended to be a legal contract. A full syllabus will be distributed to students at the first class session.

TEXT AND SUPPLEMENTARY MATERIALS USED IN THE COURSE (if any):

Please check with the LCC bookstore, <http://www.labette.edu/bookstore>, for the required texts for this class.

<u>COURSE NUMBER:</u>	GRAP 103
<u>COURSE TITLE:</u>	INTRODUCTION TO GRAPHIC DESIGN
<u>SEMESTER CREDIT HOURS:</u>	3 Credit Hours
<u>DEPARTMENT:</u>	Graphic Design
<u>DIVISION:</u>	CTE Division
<u>PREREQUISITE:</u>	None
<u>REVISION DATE:</u>	January 30, 2017

COURSE DESCRIPTION:

An introductory course dealing with the elements and principles of design, perception, and spatial organization. Design concepts, materials, media, and graphic design processes are explored using traditional and digital methods.

COURSE OUTCOMES AND COMPETENCIES:

Students who successfully complete this class will be able to:

1. Be familiar with design terminology as it applies to the field of graphic communication.

- Recall and use specific terminology as taught in class.

2. Apply the elements and principles of design to two-dimensional formats.

- Know appropriate ways to instill design principles and elements to assignments.
- Know specific ways to use color, typography and image in design.
- Be able to effectively organize positive and negative space.

3. Be familiar with using basic design media, tools, materials, and techniques necessary to visual design.

- Develop and improve their hand skills.
- Know how to use file management systems in a networked computer lab.
- Know how to use scanning software.
- Know how to use graphic design software.

4. Demonstrate problem-solving skills.

- Create original designs for project solutions.
- Recognize good solutions from other students.
- Develop criticism skills for group critique sessions.

5. Document the design process from concept to digital production.

- Document ideas in a notebook.
- File their thumbnail sketches and keep them.

6. Apply visual elements of design, perception, structure, and compositional organization to graphic design.

- Verbalize and defend their design in critiques.
- Study and use current trends as learned from publications.
- Utilize ideas suggested from the instructor and fellow students.

7. Apply a variety of presentation techniques to two-dimensional design formats.

- Mat and/or mount samples of their work.