DES M130: Design I

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DES M130: DESIGN I

Originator

skasalovic

Co-Contributor(s)

Name(s)

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College

Moorpark College

Attach Support Documentation (as needed)

DRAFT DMGR-110X.docx

DES M130_ GE_Addendum_for_AreaC1.pdf

Discipline (CB01A)

DES - Design

Course Number (CB01B)

M130

Course Title (CB02)

Design I

Banner/Short Title

Design I

Credit Type

Credit

Start Term

Fall 2022

Formerly

GR M30 - Design I

Catalog Course Description

Provides a solid foundation in the use of the elements and principles of visual design, concept development, the creative design process, production, presentation techniques, and visual storytelling. Requires hands-on experience in visual problem solving through a variety of media.

Taxonomy of Programs (TOP) Code (CB03)

1030.00 - *Graphic Art and Design

Course Credit Status (CB04)

D (Credit - Degree Applicable)

Course Transfer Status (CB05) (select one only)

B (Transferable to CSU only)

Course Basic Skills Status (CB08)

N - The Course is Not a Basic Skills Course

SAM Priority Code (CB09)

C - Clearly Occupational

Course Cooperative Work Experience Education Status (CB10)

N - Is Not Part of a Cooperative Work Experience Education Program

Course Classification Status (CB11)

Y - Credit Course

Educational Assistance Class Instruction (Approved Special Class) (CB13)

N - The Course is Not an Approved Special Class

Course Prior to Transfer Level (CB21)

Y - Not Applicable

Course Noncredit Category (CB22)

Y - Credit Course

Funding Agency Category (CB23)

Y - Not Applicable (Funding Not Used)

Course Program Status (CB24)

1 - Program Applicable

General Education Status (CB25)

Y - Not Applicable

Support Course Status (CB26)

N - Course is not a support course

Field trips

Will not be required

Grading method

(L) Letter Graded

Alternate grading methods

- (0) Student Option-Letter/Pass
- (E) Credit by exam, license, etc.
- (P) Pass/No Pass Grading

Does this course require an instructional materials fee?

No

Repeatable for Credit

No

Is this course part of a family?

No

Units and Hours

Carnegie Unit Override

Nο

In-Class

Lecture

Minimum Contact/In-Class Lecture Hours

35

Maximum Contact/In-Class Lecture Hours

35

Activity

Laboratory

Minimum Contact/In-Class Laboratory Hours

52.5

Maximum Contact/In-Class Laboratory Hours

52.5

Total in-Class

Total in-Class

Total Minimum Contact/In-Class Hours

87.5

Total Maximum Contact/In-Class Hours

87.5

Outside-of-Class

Internship/Cooperative Work Experience

Paid

Unpaid

Total Outside-of-Class

Total Outside-of-Class

Minimum Outside-of-Class Hours

70

Maximum Outside-of-Class Hours

70

Total Student Learning

Total Student Learning

Total Minimum Student Learning Hours

157.5

Total Maximum Student Learning Hours

157.5

Minimum Units (CB07)

3

Maximum Units (CB06)

3

Advisories on Recommended Preparation

Basic knowledge of computer operating systems, saving files, and image file types.

Requisite Justification

Requisite Type

Recommended Preparation

Requisite

Basic knowledge of computer operating systems, saving files, and image file types.

Requisite Description

Other (specify)

Specify Other Requisite Description

This course uses computers so this basic knowledge in using computers is recommended.

Level of Scrutiny/Justification

Other (specify)

Specify Other Level of Scrutiny/Justification

This knowledge will help with students' success in the course and quicker comprehension of course material.

Student Learning Outcomes (CSLOs)				
	Upon satisfactory completion of the course, students will be able to:			
1	demonstrate knowledge of the basic elements and principles of design.			
2	analyze the effectiveness of visual communication through the critique of the concepts, themes, aesthetic concerns and processes.			
3	demonstrate original concept development, design and composition using type and image, production and presentation skills.			
Course Objectives				
	Upon satisfactory completion of the course, students will be able to:			
1	define and employ the basic elements of point, line and plane, and the gestalt principles in design.			
2	discuss color theory and apply the principles of color theory as a fundamental building block to control visual contrast and rhythm, and create the pattern in design			
3	discuss and apply the organizing principles of scale, weight, direction, texture, and space in a composition, and demonstrate how to compose work that ranges from the minimal to the complex.			
4	demonstrate the proper use of digital and traditional tools and techniques for design and production.			
5	critique own and other students' solutions to specific projects and offer creative suggestions.			
6	explore a range of image making techniques and create a series of images using photography, illustration, and type- as-image across analog and digital media.			
7	demonstrate your skills in typographic practice using text type and display type in both a functional and expressive manner.			
8	use storytelling in the process of creating digital media solutions.			

Course Content

Lecture/Course Content

(15%) 1. Fundamentals of Imagemaking

- Imagemaking Techniques
- Sampling
- Tracing
- Synthesizing

(15%) 2. Fundamentals of Shape and Color

- Graphic Shapes
- Visual Contrast
- Marks, Icons, and Symbols
- Negative, Positive, Figure/Ground
- Working with Color
- The Color Wheel
- Color Modes for Print and Screen
- Texture and Pattern

(15%) 3. Fundamentals of Typography

- The Anatomy of Letters
- Words and Spacing
- Type Size The Point System
- Typesetting Text
- Typefaces, Fonts, and Type Families
- Typeface Categories
- Typographic Hierarchy

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(20%) 4. Fundamentals of Composition

- Principles of Composition
- Form, contrast, rhythm, and progression
- Single Contrast
- Unity/Framal reference
- Scale and visual hierarchy
- Gestalt principles
- Symmetry and asymmetry
- Grid

(15%) 5. Design Process

- Design Research
- Previsualization
- Design Brief
- Conceptual Design
- Visual Storytelling

(20%) 6. Storytelling

- Narrative
- Visual Storytelling

Laboratory or Activity Content

- (50%) 1. Practice visual problem solving through the exploration of design elements and principles
- (35%) 2. Practice production techniques based on the professional standards
- (15%) 3. Conduct project critiques based on standard rubric

Methods of Evaluation

Which of these methods will students use to demonstrate proficiency in the subject matter of this course? (Check all that apply):

Written expression

Skills demonstrations

Methods of Evaluation may include, but are not limited to, the following typical classroom assessment techniques/required assignments (check as many as are deemed appropriate):

Graphic/architectural designs

Group projects

Individual projects

Laboratory activities

Oral presentations

Portfolios

Skills demonstrations

Classroom Discussion

Proiects

Participation

Instructional Methodology

Specify the methods of instruction that may be employed in this course

Audio-visual presentations

Case studies

Class activities

Class discussions

Collaborative group work

Computer-aided presentations

Demonstrations

Distance Education

Group discussions

Instructor-guided interpretation and analysis

Instructor-guided use of technology

Internet research

Lecture

Describe specific examples of the methods the instructor will use:

- · Computer-aided presentation and lecture about image-making through progressive abstraction
- · Case study and class discussion about the historical and contemporary examples of color harmonies in design

- · Demonstration on typesetting text in Illustrator
- · Practice creating non-destructive images in Photoshop

Representative Course Assignments

Writing Assignments

- 1. Compose a written critique of peers' projects with a focus on the effectiveness of applied elements and principles of design.
- 2. Explain in writing how the student's design project will capture the essence of the meaning and the message that needs to be conveyed.
- 3. Find an example of connotative image-making that you like. Describe what the piece is, who created it, how is the message conveyed, and why you like it.

Critical Thinking Assignments

- 1. Compare and contrast student's design work with the design influence of a professional designer.
- 2. Analyze examples of contemporary graphic design work in the context of societal and cultural concerns.
- 3. Identify and discuss the effectiveness of the color harmonies used by your peers.

Reading Assignments

- 1. Read Ellen Lupton and Jennifer Cole Phillips (2015). Graphic Design: The New Basics. in preparation for the class discussions about the elements and principles of design.
- 2. Read selected magazine articles, such as Brianna Flavin (2019) What I Wish Someone Told Me Before Becoming a Graphic Designer. Rasmussen College. in preparation for the class discussions about becoming a graphic designer.

Skills Demonstrations

- 1. Export an image from RAW format to PSD, JPG, and PNG in the accurate file size and image resolution.
- 2. Create precise vector-based illustrations using the guides, grid, and snapping.
- 3. Create a new document in Illustrator and save it as a pdf with trim marks and bleeds.

Outside Assignments

Representative Outside Assignments

- 1. Research and create a presentation on a minimalist designer who visually communicates through the use of basic shapes and forms.
- 2. Explore your environment with a camera searching for examples of a point, line, and plane in nature.
- 3. Produce one new design project toward a portfolio every month for critique.

Articulation

C-ID Descriptor Number

DMGR-110X

Status

Conditionally approved

Equivalent Courses at 4 year institutions

University	Course ID	Course Title	Units
CSU Northridge	ART 244	Graphic Design I	3
CSU Chico	MADT 284	Basic Graphic Design	3
CSU Channel Islands	ART 204	Graphic Design	3

District General Education

- A. Natural Sciences
- B. Social and Behavioral Sciences
- C. Humanities
- C2. Humanities

Proposed

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Approved

Effective term:

Fall 2022

D. Language and Rationality

E. Health and Physical Education/Kinesiology

F. Ethnic Studies/Gender Studies

Course is CSU transferable

Yes

CSU Baccalaureate List effective term:

F1998

CSU GE-Breadth

Area A: English Language Communication and Critical Thinking

Area B: Scientific Inquiry and Quantitative Reasoning

Area C: Arts and Humanities

Area D: Social Sciences

Area E: Lifelong Learning and Self-Development

Area F: Ethnic Studies

CSU Graduation Requirement in U.S. History, Constitution and American Ideals:

IGETC

Area 1: English Communication

Area 2A: Mathematical Concepts & Quantitative Reasoning

Area 3: Arts and Humanities

Area 4: Social and Behavioral Sciences

Area 5: Physical and Biological Sciences

Area 6: Languages Other than English (LOTE)

Textbooks and Lab Manuals

Resource Type

Textbook

Description

Lupton, Ellen, and Jennifer Cole Phillips. Graphic Design: The New Basics. 2nd ed., Princeton Architectural Press, 2015.

Resource Type

Textbook

Description

Pentak, Stephen, and David A. Lauer. Design Basics. 9th ed., Cengage, 2016.

Resource Type

Textbook

Description

Adams, Sean. How Design Makes Us Think and Feel and Do Things. Princeton Architectural Press, 2021.

Library Resources

Assignments requiring library resources

Research using the Library's print and online resources.

Sufficient Library Resources exist

Yes

Example of Assignments Requiring Library Resources

Utilize library resources to research and create a presentation on visual symbols in logo design.

Distance Education Addendum

Definitions

Distance Education Modalities

Hybrid (1%-50% online) Hybrid (51%-99% online) 100% online

Faculty Certifications

Faculty assigned to teach Hybrid or Fully Online sections of this course will receive training in how to satisfy the Federal and state regulations governing regular effective/substantive contact for distance education. The training will include common elements in the district-supported learning management system (LMS), online teaching methods, regular effective/substantive contact, and best practices.

Yes

Faculty assigned to teach Hybrid or Fully Online sections of this course will meet with the EAC Alternate Media Specialist to ensure that the course content meets the required Federal and state accessibility standards for access by students with disabilities. Common areas for discussion include accessibility of PDF files, images, captioning of videos, Power Point presentations, math and scientific notation, and ensuring the use of style mark-up in Word documents.

Yes

Regular Effective/Substantive Contact

Hybrid (1%-50% online) Modality:

Method of Instruction	Document typical activities or assignments for each method of instruction		
Asynchronous Dialog (e.g., discussion board)	Discussion Forums will be used to disseminate course-wide information and facilitate ongoing collaborative course work. Students may also use the Discussion Forums to solicit help from the instructor and other students. Discussions may also be graded encouraging students to participate in the class.		
E-mail	Email is a tool primarily used for course-wide updates and individual student contact. Students and the instructor can privately contact each other with questions, concerns.		
Other DE (e.g., recorded lectures)	The instructor can provide text, presentation slides, audio/visual material, assignment examples, tutorials (which may be live or recorded), and links to supplemental publications, articles, and websites.		

Method of Instruction	Document typical activities or assignments for each method of instruction	
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Other DE (e.g., recorded lectures)	The instructor can provide text, presentation slides, audio/visual material, assignment examples, tutorials (which may be live or recorded), and links to supplemental publications, articles, and websites.	
100% online Modality:		
Method of Instruction	Document typical activities or assignments for each method of instruction	
Asynchronous Dialog (e.g., discussion board)	Discussion Forums will be used to disseminate course-wide information and facilitate ongoing collaborative course work. Students may also use the Discussion Forums to solicit help from the instructor and other students. Discussions may also be graded encouraging students to participate in the class.	
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Other DE (e.g., recorded lectures)	The instructor can provide text, presentation slides, audio/visual material, assignment examples, tutorials (which may be live or recorded), and links to supplemental publications, articles, and websites.	
Examinations		
Hybrid (1%-50% online) Modality Online		
Hybrid (51%–99% online) Modality Online		

Primary Minimum Qualification

GRAPHIC ARTS

Review and Approval Dates

Department Chair

05/05/2021

Dean

05/07/2021

Technical Review

09/16/2021

Curriculum Committee

10/19/2021

DTRW-I

MM/DD/YYYY

Curriculum Committee

MM/DD/YYYY

Board

MM/DD/YYYY

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MM/DD/YYYY

Control Number

CCC000429603

DOE/accreditation approval date

MM/DD/YYYY