

Syllabus

104

DSGD 104 section 4 (20968)

Introduction to Graphic Design

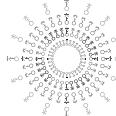
Professor Chang Kim

Spring 2022

MON/WED 08:00AM-10:50AM

Art 216

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Instructor
Chang Kim
Professor
Graphic Design

Office Location
San Jose State University
School of Art & Design
229 Art Building
408.924.4382
Chang.kim@sjsu.edu

Office Hours:
(Zoom meeting by appointment only)
Mondays and Wednesdays
3:00PM~4:00PM

<https://sjsu.zoom.us/j/82757975540?pwd=M3JNcFVYbjkzYVdXbWNTOTBQeXc1dz09> Password: 111883

You are responsible for regularly checking with the messaging system through email and Google Drive class folder (or other communication system as indicated by the instructor.)

DSGD 104 Introduction to Graphic Design

This class is restricted to students who have declared majors: Art, Design Studies, Graphic Design, Interior Design, Industrial Design, Fine Arts, Advertising. Students must complete DSGD-99 and DSGD-100 to be eligible for this course.

Students must show proof of completed prerequisites (major form signed by a design advisor, grade report, transcript, or an advisor memo) to the instructor by the second class meeting. This course is 3 semester units and graded

Faculty Web Page and Messaging System

Copies of the course materials such as the syllabus, major assignment handouts, etc. may be found on my faculty web page at http://www.sjsu.edu/design/design_programs/graphic_design_program/gd_faculty/chang_kim/ or via email communication. You are responsible for regularly checking with my email notification, Google Drive class folder, and other messaging system that are given.

Important Notice: This class uses only Google Drive clas folder (Not using Canvas) as the one designated storage for providing all the course related reference data and homework. You will be getting the permission to access below class folder before the first day of the instruction. <https://drive.google.com/drive/folders/1dPGbz4Xbh0uAiiCk5UJJGYzpZqt1-B1W?usp=sharing>

Course Description

Familiarization to form and message development. Emphasis on visual concepts and fundamental design theory (From the course catalog.) This is a studio-intensive course where a series of 5 projects and 1 project archive address San José State Graphic Design program learning objectives. (Program learning objectives can be referenced on the department's website: http://www.sjsu.edu/design/design_programs/graphic_design_program/gd_learning_objectives/.)

Modes of learning will include: making in & outside of class time (drawing, sketching, photographing, and designing on the computer); short lectures, demonstrations, and presentations; research; individual and group critiques, work-in-progress discussions; homework assignments, and reflective writing. During critique, you will be encouraged—and expected—to develop evaluative positions on work presented in class, and to articulate those positions in group discussions. Your participation in class activities is essential for your learning and growth.

Course Goals and Student Learning Objectives

The goal of this course is to contribute to students' ability to develop an integrated visual system—or in other words—to communicate a design idea across multiple outputs & formats. The goal of this course is to further develop your understanding of the basic objectives, principles, and methods used in graphic design. The projects you'll be assigned in this class are designed to provide a range of opportunities for creative problem solving within practical constraints.

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Course Content Learning Outcomes

Upon successful completion of this course, students will be able to:

- 1 - identify design elements and techniques used in visual compositions;
- 2 - use interrelated design principles to build and work with design elements;
- 3 - apply design theories as a foundation for the design decisions you make;
- 4 - build various visual elements (diagramming, story boarding, key framing, etc.);
- 5 - demonstrate care and attention to detail while crafting prototypes and final design outcomes;
- 6 - develop an effective design process for solving visual problems, which will allow you to develop, iterate, refine, and ultimately transmit an idea through visual form;
- 7 - engage in thoughtful discussion, critique, and debate about visual communication;
- 8 - think critically about the relationship between form and content, methods and tools;
- 9 - use the library, the internet, and other research methods (observational, experiential) to search for information relevant to your topic, and to support your design outcomes.

Recommended Texts/Readings

- Graphic Design: The New Basics by Ellen Lupton & Jennifer Cole Phillips
- Thinking With Type by Ellen Lupton ISBN-10: 1568989695
- Problem Solved, Michael Johnson, 2002, 2004
- Visual Intelligence, Donald D. Hoffman, 2000
- Perception, Irvin Rock, 1985, 1995

Library Resources (liaison)

The San Jose State University Library supports student access to information with in-person reference at the King Library Reference Desk and specialized support for Design online at <http://libguides.sjsu.edu/design/GraphicDesign>. If you need access to a book, chapter, journal article, catalog, performance, video installation, primary source, art reproduction, please email to Aliza Elkin at aliza.elkin@sjsu.edu or call 408-808-2043. You may also use my library profile to schedule in-person and telephone appointments. She can often be found in the Administration offices on the 4th floor of the King Library.

Canvas - New Library Tools

There are two new library tools that let you quickly and easily embed library subject guides directly into your Canvas course. Video and PDF instructions are included below.

• Library Subject Guides

This option allows you choose from any library subject guide and embed it in a module. You can select an entire guide, just a page, or only a single box. When students click on the link, the resource will open within Canvas. Here is how to do it:

PDF: https://libguides.sjsu.edu/lid.php?content_id=38150038

Video: <https://youtu.be/JW298-oVWxc>

• Your Research Resources

This option adds a link to your course's left-hand navigation called Your Research Resources. On this page, students will find links to pre-selected guides that are best for your subject area as well as widgets that allow them to book a study room, check library

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hours, and access the library's chat service and FAQs. When students click on a guide, it will open within Canvas. Here are the directions:

PDF: https://libguides.sjsu.edu/lb.php?content_id=38150093

Video: <https://youtu.be/YURf9tg6Xt8>

If you have questions about the new Canvas tools, please contact me at aliza.elkin@sjsu.edu or Ann Agee at ann.agee@sjsu.edu or 408-808-2033.

Computer/Software Requirements:

- Laptop computer with Adobe Creative Cloud
(Photoshop, Illustrator, InDesign, and After Effect installed)
- Adobe Typekit "Portfolio Collection" (included with Creative Cloud subscription).
(Link to SJSU eCampus website for information about subscribing: <http://www.sjsu.edu/ecampus/teaching-tools/adobe/index.html>)
- Reliable data backup (See 'A Note About Backups')
- WIFI Access (Link to SJSU IT: <http://its.sjsu.edu/services/sjsuone/>)
- Flash drive or external hard drive (Link to Wirecutter article The Best Portable Hard Drive for 2019: <https://thewirecutter.com/reviews/best-portable-hard-drive/>)

Equipment:

- Reliable access to a high quality digital camera and tripod
- Reliable access to a scanner
- Reliable access to laser & inkjet printers

Material Requirements

- Wireless laptop computer with software (Adobe Creative Suite)
- Appropriate type fonts
- Always have your working digital files, and research reference materials
- Reliable data backup (Portable HD drive and other cloud based backup system)
- Wireless network access: www.sjsu.edu/sjsuone/
- Drawing implements and papers as in project description
- Pencil, kneaded eraser, ruler
- Black, gray, and color markers, extra fine to wide
- 9x12 marker pads and tracing pads
- Clear push pins
- Metal non-slip cutting rule (Schaedler precision rules also recommended)
- X-acto knife and #11 blades in dispenser/disposal unit
- Portable cutting surface (required for cutting in classrooms)
- Graphic arts adhesive (no spraying allowed in building)

Expenses (this is not a course fee):

The estimated cost for semester supplies/materials will vary according to the individual depending on your design outcomes. There is no course fee for this course. All BA students who registered this course are allowed to access free of charge software licensing, printing consumables, and related infrastructure through BA printing lab. However, due to the pandemic caused by COVID-19 Omicron recently, all campus course-related facilities are closed until Feb 13th, 2022.

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Semester grade will be weighted according to the following percentages:

Proportion of each grading segment

25%	Project 1
25%	Project 2
25%	Project 3
25%	Project 4
100%	Total

Grading Scale

A+	95% and above
A	94% - 92%
A-	91% - 90%
B+	89% - 85%
B	84% - 82%
B-	81% - 80%
C+	79% - 75%
C	74% - 72%
C-	71% - 70%
D+	69% - 65%
D	64% - 62%
D-	61% - 60%
F	below 60%

Thus, we could not access the GD print lab at this moment. However, you will be permitted to access printing lab as soon as the class mode resume back to "in-person mode" and the assignment will be required printing on papers as the final outcome to submit.

Course printing allowance:

There is no course fee for this course. All BA Graphic Design major students who registered this course are allowed to access free of charge software licensing, printing consumables, and related infrastructure through BA print lab.

Students may access the graphic design program's in-house printing facility during the class session's open lab hours, all users must respect print lab policy's, as well as wireless printing procedures; the printing allowance includes course related materials only, 50 Black and White (8.5 x 11) or (11 x 17) and 30 color (8.5 x 11) or (11 x 17) prints.

However, during the online only class mode sessions, our course-related facilities are not accessible. You may only access our BA GD print lab during the class in session on the assigned dates only due to the safty control. You will be notified when you can access the print lab and require to submit the printed outcomes.

Administrative Policies:

This course is an essential component of your curriculum at SJSU. We have a good amount of work to complete this term, so in order professionally and effectively deliver the curriculum it is necessary to establish some ground rules. Students are expected to read this syllabus thoroughly and to observe all of the regulations laid out.

Course Tool and Faculty Communication

Given the transition to remote learning for some portion of the sessions through out this Spring semester, I will be using the following platforms to distribute course materials and conduct course activities when we are online class mode. Otherwise, we will meet in A216 classroom and access to the output lab (print lap in Art Building):

- Zoom: Our class meetings will be held via Zoom. Unless otherwise noted, we will meet at our regularly-scheduled class time. This is also where you will communicate with me and your classmates, give and receive feedback about work during the class in session. You also check in with your groups during the breakout session as well. Here is the link for our Zoom call registration in advance for the class meeting:
<https://sjsu.zoom.us/j/87311883212?pwd=Nm1sbzNjSVB5ZWEzNTBKMXY1YndwUT09>
 Password: 998014

- Google Drive: I will also be posting all of our class materials (including Lectures, Demos, Handouts,) to a folder on Google Drive. This will be our primary means for communication, download lecture reference, and assignment materials, as well as submission of your homework files. You are responsible for regularly checking the notification and agenda here to learn of any class updates. Make your homework file should be named as "LastName_FirstName_DsGD 104_Project#" when submitting. Here

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is a link to view our shared folder: https://drive.google.com/drive/folders/1qxGwfmpa4X_Qm_6TCaxyhW3R-IAssIAC?usp=sharing

- Email (chang.kim@sjsu.edu): This is the primary communication tool in general during the weekday only (MON through FRI) from 9am to 5pm (No weekend.)
- Office hours: My office hours will be held on MON & WED from 3pm to 4pm through Zoom meeting only. You can email me for an appointment at chang.kim@sjsu.edu

Studio Expectations

This course is an essential, foundational, component of your design curriculum at SJSU, and in order for each student to have a meaningful experience in this class, it is critical that we establish an atmosphere of mutual commitment and respect.

Success in this course is based on the expectation that students will spend, for each unit of credit, a minimum of 45 hours over the length of the course (normally three hours per unit per week) for instruction, preparation/studying, or course related activities, including but not limited to internships, labs, and clinical practice. Other course structures will have equivalent workload expectations as described in the syllabus. A safe and respectful community is everyone's responsibility: faculty and students alike. I encourage you to make friends in class and look out for each other. If you notice someone who might be in trouble or in need of assistance, don't hesitate to ask them if they need support, or let me know so I can help.

It is my intent that students from all backgrounds be well-served by this course, and that the experiences and perspectives each of you brings to this studio be viewed as a resource, strength and benefit. As a members of this class, we agree to do everything we can to contribute to a supportive, productive, and collaborative learning environment:

- Take every step necessary to minimize distractions during class.
- Come to class prepared with the necessary tools, materials, working digital files, and/or research and reference materials. (Please make sure to have a charger handy, and make sure to implement a backup strategy.)
- Sign-in to our meetings on time and to remain until the class is over or excused. If you must leave before the end of class, please inform me before class and try your best not to disturb other students when you leave. If you get disconnected, simply rejoin the call using the same link.
- If you are absent, find out what you missed from a classmate, and come to the next class prepared, as if you did not miss a class. If you have specific questions that cannot be answered by your classmates, you may email me. (Please do not email me asking, "What did I miss?")
- Be respectful during lectures and when other students are presenting. Keep your attention on the presenter, take notes, and ask for clarification when it's needed.

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On-line class protocol

We are involved in a mutually beneficial communal learning experience, one that requires full attention and respectful behavior toward all members of the class. In order to maximize the learning experience, students are requested to observe the following etiquette guidelines:

- Students must take every step necessary to minimize distractions during class.
- Students are expected to arrive on time and to remain in class until the class is over, or excused. Be ready in the waiting room 10 minutes before the class starting time until allowing to be accessed in the main room in ZOOM on-line class meeting. If you have a prior engagement that requires you to leave before the end of class, please inform the instructor before class and take pains not to disturb other students when you leave.
- Announcements, handouts, and assignments are issued at the beginning of class. All critiques begin 10 minutes after official class start time; no work is to be added to the wall after a critique begins. It is your responsibility to inform yourself of any announcements or requirements that you miss due to late arrivals. Please do not interrupt class to ask about these. Remain after class if you have questions.
- Electronic devices not directly pertaining to your participation in this class must be turned off and put away before class starts. This means you may not place or receive calls, messages, play games, check e-mails, surf the web, pop into Facebook, etc.
- Laptops are to be used for course-related purposes only.
- Please do not eat during class, but drinking is allowed.
- Socializing during lectures or when other students are presenting material for the benefit of the class is counterproductive and inconsiderate.
- Turn on the video feature on ZOOM when checking attendance.
- Turn off the microphone feature on ZOOM during the lecture and tutorial session.
- You may ask any time if you have questions during the lecture or discussion.
- You are required to participate fully 3-hour session including, lecture, tutorial, small group discussion (breakout room), and in-class exercise practice, etc.
- The homework must be uploaded onto the designated folder in the Google drive class folder 1 hour before the class starts. Incomplete submission will be considered missing homework and be resulted in a grade reduction.
- 5 minutes-long Individual critique will be assigned to each student based on a specific time frame. While conducting individual critique, the rest of the students should be in place to breakout rooms for the small group discussions.
- It is expected that there will be about 2 hours of homework for each hour of class. Thus, there will be minimum of totally 12 hours per week for your homework.

Dropping and Adding:

Students are responsible for understanding the policies and procedures about add/drop, grade forgiveness, etc. Refer to the current semester's Catalog Policies section at <http://info.sjsu.edu/static/catalog/policies.html>. Add/drop deadlines can be found on the current academic calendar web page located at http://www.sjsu.edu/academic_programs/calendars/academic_calendar/. The Late Drop Policy is available at <http://www.sjsu.edu/aars/policies/latedrops/policy/>. Students should be aware of the current deadlines and penalties for dropping classes. Information about the latest changes and news is available at the Advising Hub at <http://www.sjsu.edu/advising/>.

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Grading Policy:

The project and course performance will be evaluated according to the following components. Each project (2 or more) will be graded upon completion and assigned a letter grade according to the University policy—A through F. An incomplete will be granted to students with documented extenuating circumstances e.g. debilitating illness, family emergency etc. Bases for the grading are below:

Problem solving skills

Planning, organizing, research and content gathering (message development), analysis, sketching and content integration.

Formgiving skills

Design exploration, development, and refinement. The synthesis of the elements, principles, and attributes of form into an effective, evocative product. The verbal/visual investigation of form and function.

Presentation skills

The skill, dexterity, and attention to detail exhibited in presentation. The quality of line and form necessary for effective visual communication.

Participation and Preparation

Producing appropriate solutions to all required phases of development on projects both in quality and quantity. Engaged in class critiques and activities.

Grading Scale:

A-, A, A+ = Excellence (3.7–4.0)

Student consistently delivers creative and high quality work and demonstrates the ability to explore a wide range of alternative options as well as the ability to make intelligent and informed decisions on the final solution. Student is able to refine final solutions to instructor feedback. Student shows the ability to communicate ideas clearly and completely, both visually and verbally. Well-crafted and informed arguments support any and all design decisions. All projects are complete and on time. Student demonstrates a strong, engaged effort in work and in class. Student maintains at all times a positive attitude and commitment towards the profession, classmates, the instructor and their own development. Student participates in all regularly scheduled classes. Overall, student meets and exceeds the requirements of the course.

B-, B, B+ = Very good work (2.7–3.6)

Student demonstrates an above average effort in all areas. Work is complete and demonstrates no craft or technical problem areas. Student shows the ability to communicate decent rationale for design decisions and demonstrates improvement in all areas of professional development as a designer. Student maintains a positive attitude and involvement in all coursework and class activities.

C-, C, C+ = Adequate, average work (1.7–2.6)

Student produces the minimum work required at an average quality level and provides

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basic explanations for design decisions. Student demonstrates a basic understanding of the principles presented in class and may have some craft and technical problem areas. Student demonstrates average participation in all regularly scheduled classes.

D-, D, D+ = Poor work and lack of effort (0.7–1.6)

Student produces the minimum work required at below average quality and demonstrates little understanding of the principles

F = Failure to meet the course requirements (0.0–0.6)

Student demonstrates a lack of understanding of the basic principles discussed in class and is unable to convey creative and craft and technical ability as required. Student has little or no involvement in class discussions, repeatedly misses deadlines or critiques, and demonstrates little commitment to learning and their own development. Student shows little participation and/or is consistently late for class.

Important Notes about Grading All assignment are graded, therefore you should do your best on them or your course grade will be adversely affected.

It is very important to complete all of them because:

- each develops a skill necessary for successful completion of assignments
- missing a portion of these assignments can lower your course grade substantially

Assignment Submission

Specifics for each printed project will be described in class. Besides, you will also turn in digital files as follows for some projects & assignments: At each due date of the assignments, students are required to submit the assignment with a PDF and high-res image(s) of the final assignment. Upload your homework to Google Drive or Dropbox (You will receive email invitation to shared folder). All files must be labeled with your full name and assignment number (LastName_FirstName_DsGD 104_Project#). Submit the files via Google Drive Class folder to "DSGD 104 Class Folder_S2022". More specific format and guideline will be provided later during the regular class meetings.

Deadlines:

On the regularly scheduled Final Exam day and time is when you will submit the last project. No extensions will be given except in cases of documented emergencies, serious illness. If such a circumstance should arise, please contact the instructor as early as possible and be ready to provide documentation.

Extra Credit:

Out of general fairness to all students, there will be no opportunities for extra credit assignments given in this class in general. However, making revisions to the projects is highly recommended to improve better quality of the final portfolio.

University Policies:

Academic Integrity

Your commitment as a student to learning is evidenced by your enrollment at San Jose State University. The University's Academic Integrity policy, located at <http://www.sjsu.edu>.

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edu/senate/S07-2.htm, requires you to be honest in all your academic course work. Faculty members are required to report all infractions to the office of Student Conduct and Ethical Development. The Student Conduct and Ethical Development website is available at http://www.sa.sjsu.edu/judicial_affairs/index.html.

Instances of academic dishonesty will not be tolerated. Cheating on exams or plagiarism (presenting the work of another as your own, or the use of another person's ideas without giving proper credit) will result in a failing grade and sanctions by the University. For this class, all assignments are to be completed by the individual student unless otherwise specified. If you would like to include your assignment or any material you have submitted, or plan to submit for another class, please note that SJSU's Academic Policy S07-2 requires approval of instructors.

Campus Policy in Compliance with the American Disabilities Act:

If you need course adaptations or accommodations because of a disability, or if you need to make special arrangements in case the building must be evacuated, please make an appointment with me as soon as possible, or see me during office hours. Presidential Directive 97-03 requires that students with disabilities requesting accommodations must register with the Disability Resource Center (DRC) at <http://www.drc.sjsu.edu/> to establish a record of their disability.

Student Technology Resources:

Computer labs for student use are available in the Academic Success Center located on the 1st floor of Clark Hall and on the 2nd floor of the Student Union. Additional computers are also available in the Martin Luther King Library. A wide variety of audiovisual equipment is available for student checkout from Media Services located in IRC 112. These items include digital and VHS camcorders, VHS and Beta video players, 16 mm, slide, overhead, DVD, CD, and audiotape players, sound systems, wireless microphones, projection screens and monitors.

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Student affairs:

The Division of Student Affairs provides a wide variety of services – career development, health and wellness, campus life, leadership development, cross cultural experiences, disability resources, psychological counseling, student housing, recreation, and cocurricular events. If you are interested in learning more about the departments and opportunities and services, please visit <http://www.sjsu.edu/studentaffairs/>.

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Campus Emergency and Other Aid:

Emergency call: Call to the police office at 911 or pick up a Blue light phones. Escort Service: 4-2222. "Individuals with disabilities may contact the Disability Resource center on campus, 924-6000, Administration building 110, for a variety of formats such as Braille, large print, sign interpreters, assistive listening devices, audio tape, and accommodations for physical.

Learning Assistance Resource Center:

The Learning Assistance Resource Center (LARC) is located in Room 600 in the Student Services Center. It is designed to assist students in the development of their full academic potential and to inspire them to become independent learners. The Center's tutors are trained and nationally certified by the College Reading and Learning Association (CRLA). They provide content-based tutoring in many lower division courses (some upper division) as well as writing and study skills assistance. Small group, individual, and drop-in tutoring are available. Please visit the LARC website for more information at <http://www.sjsu.edu/larc/>.

SJSU Writing Center:

The SJSU Writing Center is located in Room 126 in Clark Hall. It is staffed by professional instructors and upper-division or graduate-level writing specialists from each of the seven SJSU colleges. Our writing specialists have met a rigorous GPA requirement, and they are well trained to assist all students at all levels within all disciplines to become better writers. The Writing Center website is located at <http://www.sjsu.edu/writingcenter/about/staff/>.

Peer Mentor Center:

The Peer Mentor Center is located on the 1st floor of Clark Hall in the Academic Success Center. The Peer Mentor Center is staffed with Peer Mentors who excel in helping students manage university life, tackling problems that range from academic challenges to interpersonal struggles. On the road to graduation, Peer Mentors are navigators, offering "roadside assistance" to peers who feel a bit lost or simply need help mapping out the locations of campus resources. Peer Mentor services are free and available on a drop -in basis, no reservation required. The Peer Mentor Center website is located at <http://www.sjsu.edu/muse/peermentor/>

Campus Emergency Numbers:

Police 911 Escort Service 4-2222

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Timeline (Course Schedule):

This schedule is used as a guideline and subject to change with fair notice.

There will be some online only sessions depending on the circumstance and situation.

Week 1	01/26 WED	On-line mode	Project 1: Content Map Course overview and project introduction and lecture
	01/31 MON	On-line mode	Phase 1: Discovery and Analysis Research Content gathering, project definition, strategy and recommendations.
Week 2	02/02 WED	On-line mode	Phase 2: Concept Development and Design (Group critique) Sketching and content integration, exploration, development.
	02/07 MON	On-line mode	Phase 3: Experimentation and Implementation (Individual critique) Design development and exploration
Week 3	02/09 WED	On-line mode	Phase 4: Implementation and Refinement (Group critique) Design development and exploration
	02/14 MON	In-person mode	Phase 5: Finalization of the design Revising and alternating design focusing on details and production specification
Week 4	02/16 WED	In-person mode	Project due: Presentation and submission
	02/21 MON	In-person mode	Project 2: Social Media Campaign Project introduction and lecture
Week 5	02/23 WED	In-person mode	Phase 1: Discovery and Analysis Research Content gathering, project definition, strategy and recommendations.
	02/28 MON	In-person mode	Phase 2: Concept Development and Design (Group critique) Sketching and content integration, exploration, development.
Week 6	03/02 WED	In-person mode	Phase 3: Experimentation and Implementation (Individual critique) Design development and exploration
	03/07 MON	In-person mode	Phase 4: Implementation and Refinement (Group critique) Design development and exploration
Week 7	03/09 WED	On-line mode	Phase 5: Finalization of the design Revising and alternating design focusing on details and production specification
	03/14 MON	On-line mode	Project due: Presentation and submission
			Project 3: Brochure Design Project introduction and lecture

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Week 8	03/16 WED	On-line mode	Phase 1: Discovery and Analysis Research Content gathering, project definition, strategy and recommendations.
	03/21 MON	On-line mode	Phase 2: Concept Development and Design (Group critique) Sketching and content integration, exploration, development.
Week 9	03/23 WED	On-line mode	Phase 3: Experimentation and Implementation (Individual critique) Design development and exploration
	03/28~ 04/03	No Class	Spring Break
Week 10	04/04 MON	In-person mode	Phase 4: Implementation and Refinement (Group critique) Design development and exploration
	04/06 WED	In-person mode	Phase 5: Finalization of the design Revising and alternating design focusing on details and production specification
Week 11	04/11 MON	In-person mode	Project due: Presentation and submission
	04/13 WED	In-person mode	Project 4: Animated Graphic Project introduction and lecture
Week 12	04/18 MON	In-person mode	Phase 1: Discovery and Analysis Research Content gathering, project definition, strategy and recommendations.
	04/20 WED	In-person mode	Phase 2: Animation tool demo 1 and lecture Adobe After Effect
Week 13	04/25 MON	In-person mode	Phase 3: Animation tool demo 2 and storybording lecture Adobe After Effect and storybord development technique
	04/27 WED	In-person mode	Phase 4: Concept Development and Design (Group critique) Sketching and content integration, exploration, development.
Week 14	05/02 MON	In-person mode	Phase 5: Experimentation and Implementation (Individual critique) Design development and exploration
	05/04 WED	In-person mode	Phase 6: Implementation and Refinement (Group critique) Design development and exploration
Week 15	05/09 MON	On-line mode	Phase 7: Finalization of the design Revising and alternating design focusing on details and production specification
	05/11 WED	On-line mode	Project due: Final presentation and submission
Week 16	05/16 MON	On-line mode	Project archive and portfolio submission