



COURSE OUTLINE

GRD205

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Prepared: Terry Hill and Jessica Glemnitz Approved: Sherri Smith

Course Code: Title	GRD205: DESIGN HISTORY
Program Number: Name	1094: DIGITAL MEDIA
Department:	GRAPHIC DESIGN
Semester/Term:	18W
Course Description:	A solid background and understanding of historical design trends will provide the future graphic designer information and understanding to develop creative approaches to future design challenges. A study of major recent design movements will be studied in this active and interactive course. The course will be centered around researching and developing solutions to visual problems while exploring historical trends. New ideas and new approaches to current projects will be developed while reflecting on previous masters of design.
Total Credits:	3
Hours/Week:	3
Total Hours:	63
Substitutes:	ADV228
Vocational Learning Outcomes (VLO's): Please refer to program web page for a complete listing of program outcomes where applicable.	#3. Plan, create and use photography, illustration and typography in design layouts to meet the requirements of the creative brief. #5. Communicate ideas, design concepts and opinions clearly and persuasively to others. #6. Use recognized industry practices throughout the design process and related business tasks. #8. Complete all work in a professional and ethical manner and in accordance with all applicable legislation and regulations.
Essential Employability Skills (EES):	#1. Communicate clearly, concisely and correctly in the written, spoken, and visual form that fulfills the purpose and meets the needs of the audience. #2. Respond to written, spoken, or visual messages in a manner that ensures effective communication. #5. Use a variety of thinking skills to anticipate and solve problems. #6. Locate, select, organize, and document information using appropriate technology and information systems. #7. Analyze, evaluate, and apply relevant information from a variety of sources. #8. Show respect for the diverse opinions, values, belief systems, and contributions of others. #9. Interact with others in groups or teams that contribute to effective working relationships and



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	<p>the achievement of goals.</p> <p>#10. Manage the use of time and other resources to complete projects.</p> <p>#11. Take responsibility for ones own actions, decisions, and consequences.</p>								
Course Evaluation:	Passing Grade: 50%, D								
Other Course Evaluation & Assessment Requirements:	<p>Lates:</p> <p>An assignment is considered late if it is not submitted at the time and date specified by the instructor. Maximum grade for a late assignment is “C”.</p> <p>Fail:</p> <p>A fail grade (F) is assessed to an assignment which has not been executed to a minimum satisfactory “D” grade level or in which the directions have not been followed correctly.</p> <p>A failed assignment must be entirely re-done or corrected according to the instructor’s specific instructions and resubmitted within a timeframe specified through immediate discussion with the professor.</p> <p>Maximum grade for a failed assignment is “C”.</p> <p>Attendance:</p> <p>Significant learning takes place in the classroom setting through an interactive learning approach, therefore students are expected to attend all classes and inform the instructor of an anticipated absence. Attendance is mandatory for this course to ensure the course requirements and objectives are met. A total absence of 3 classes for the semester will be tolerated. After 3 absences penalties will take effect, an additional 10% will be deducted from the final grade for this course per class missed.</p> <p>i.e. 4 classes missed = 10% deduction from final grade</p> <p>5 classes missed = 20% deduction from final grade</p>								
Evaluation Process and Grading System:	<table><tr><th>Evaluation Type</th><th>Evaluation Weight</th></tr><tr><td>Assignments and Projects</td><td>50%</td></tr><tr><td>In-Class Assignments</td><td>10%</td></tr><tr><td>Tests</td><td>40%</td></tr></table>	Evaluation Type	Evaluation Weight	Assignments and Projects	50%	In-Class Assignments	10%	Tests	40%
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Books and Required Resources:	<p>A History of Graphic Design by Philip B. Meggs</p> <p>Publisher: Wiley</p> <p>ISBN: 978 - 1 - 118 - 01718 - 0</p> <p>Most recent</p>								



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Course Outcomes and Learning Objectives:

Course Outcome 1.

Recognize and describe historical development of design.

Learning Objectives 1.

- Demonstrate an ability to identify hallmark characteristics if stylistic trends both verbally and visually.
- Demonstrate an ability to link design styles and trends to a historical timeline.
- Make comparisons between contemporary design and historical trends to identify influences.

Course Outcome 2.

Acquire a broad historical knowledge of design.

Learning Objectives 2.

- Demonstrate an ability to link stylistic trends in various design disciplines and fine arts.
- Develop and demonstrate that design is a multi-disciplined profession.
- Develop an understanding of how design links to fine arts.

Course Outcome 3.

Demonstrate an understanding of change in regards to the relationship of stylistic trends and technology.

Learning Objectives 3.

- Demonstrate an ability to link stylistic trends in various design disciplines with technological advancements of the time.
- Demonstrate an ability to identify hallmark characteristics if stylistic trends both verbally and visually.



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Course Outcome 4.

Practice oral presentation skills.

Learning Objectives 4.

- Demonstrate an ability to research a topic, write notes and cite resources.
- Demonstrate an ability to deliver an oral presentation to a group on the topic of study.
- Demonstrate an ability to research a topic, develop visual aids to oral presentation.

Course Outcome 5.

Practice visual presentation skills.

Learning Objectives 5.

- Demonstrate the ability to design a presentation to an audience to communicate design and design history related concepts in a visually exciting manner.

Date:

Thursday, August 31, 2017

Please refer to the course outline addendum on the Learning Management System for further information.