COURSE NUMBER: ART 210
COURSE TITLE: Basic Design

Faculty Name:
Contact Information:
Pre-Requisite: None
Text/Software: None
Credits: 3

40 Hours of Structured Learning Activities

COURSE DESCRIPTION: Everything society produces, from cell phones to video games, demonstrates a comprehension of the design process. In this course, you will explore a variety of media used to create hands-on studio projects that demonstrate unity, balance, color, and other key principles and elements of design.

Upon completion, students will be asked to evaluate this course based on the following objectives:

- Develop creative capacities (writing, inventing, designing, performing in art, music, drama, etc.)
- Gain a broader understanding and appreciation of intellectual/cultural activity (music, science, literature, etc.).

COURSE GOALS

GOAL A: Identify and evaluate examples of design.

Learning Objectives: The student will:
A – 1. Distinguish the elements of form and structure in two and three-dimensional design.
A – 2. Describe concepts and ideas communicated through design.
A – 3. Critique the aesthetics of design through analysis of works by Master Artists.

GOAL B: Apply the design process to solving visual problems.

Learning Objectives: The student will:
B – 1. Develop ideas through experimentation, imagination, and creativity.
B – 2. Refine skills for effectively applying a variety of media and materials.

GOAL C: Apply key principles and elements of design to assigned projects.

Learning Objectives: The student will:
C – 1. Demonstrate the use of design concepts such as unity, balance, emphasis, line, shape, texture, and color to assigned projects.
C – 2. Develop and utilize skills in self-critique and evaluation.

EVALUATION PROCEDURE AND GRADING POLICY:

LATE ASSIGNMENT POLICY:

CAS CLASSROOM STANDARDS: See Blackboard “Syllabus” area

COURSE SCHEDULE (all assignments/exams and due dates):