

Master Syllabus

VIS 1100 - Design Basics

Division: Liberal Arts, Communication and Social Sciences

Department: Design

Credit Hour Total: 4.0

Lecture Hrs: 2.0 **Lab Hrs:** 4.0

Date Revised: February 2014

Course Description:

Introduction to the fundamentals of two-dimensional and three-dimensional design. Students will apply critical and creative thinking techniques to applied projects that will explore the use of conceptualization, color, typography, image, modeling and applying the fundamentals of design. Two classroom, four lab hours per week.

General Education Outcomes:

- ▣ Oral Communication Competency
- ▣ Written Communication Competency
- ▣ Critical Thinking/Problem Solving Competency
- ▣ Values/Citizenship/Community Competency
- ▣ Computer Literacy Competency
- ▣ Information Literacy Competency

Course Outcomes:

Two-dimensional design

Analyze, evaluate and create two-dimensional design projects.

Assessment Method: Performance appraisals

Performance Criteria: Score at least 70% in all areas of the rubric.

Assessment Method: Portfolios

Performance Criteria: Score at least 70% in all areas of the rubric.

Three-dimensional design

Analyze, evaluate and create three-dimensional design projects.

Assessment Method: Performance appraisals

Performance Criteria: Score at least 70% in all areas of the rubric.

Assessment Method: Portfolios

Performance Criteria: Score at least 70% in all areas of the rubric.

Critical and creative thinking

Apply critical and creative thinking techniques to applied projects.

Assessment Method: Portfolios

Performance Criteria: Score at least 70% in all areas of the rubric.

Outline:

Two-dimensional design
Three-dimensional design
Written and oral communication presentation/skills
Design process
Color theory
Fabrication skills and techniques
Design analysis/intrepretation of human behavior
Computer applications