



GRAPHIC DESIGN FUNDAMENTALS — GRDT 1030

A. Course Description

- **Credits:** 3.00
- **Lecture Hours/Week:** 2.00
- **Lab Hours/Week:** 1.00
- **OJT Hours/Week:** 0
- **Prerequisites:** None
- **Corequisites:** None
- **MnTC Goals:** None

In this course, the principles and elements of design will be studied and applied to various design projects. Methods of solving creative problems will be explored and developing creativity and overcoming creative blocks will be emphasized. Those methods will include the application of the creative process and metaphorical thinking. Additional emphasis is placed on evaluating solutions and effective presentation of those solutions. Professionalism and professional attitude will be practiced.

B. Course Effective Dates: 1/12/15 – Present

C. Outline of Major Content Areas

As noted on course syllabus

D. Learning Outcomes

1. Analyze and apply: design criteria, design and creative process, design principles and elements, form and function in design, figure and ground principles, paper properties, color and tone in design, color schemes, and visual analogy and metaphor.
2. Design and construct: thumbnail drawings, symbols and logos, poster design, sequential design, and dimensional design.
3. Develop: design appreciation, visual thinking, professional presentations, creative problem solving techniques, visual associations, collaboration in work groups, and professionalism.
4. Evaluate design solutions.
5. Identify: creative blocks, design emphasis, design unity, design balance, design rhythm, design proportion, and design scale.

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

F. Learner Outcomes Assessment

As noted on course syllabus

G. Special Information

None noted