



MASTER COURSE OUTLINE

Prepared By: Rie Palkovic

Date: Feb. 27, 2017

COURSE TITLE

Design I

GENERAL COURSE INFORMATION

Dept.: ART

Course Num: 101

(Formerly:)

CIP Code: 50.0401

Intent Code: 11

Program Code: N/A

Credits: 5

Total Contact Hrs Per Qtr.: 66

Lecture Hrs: 44

Lab Hrs: 22

Other Hrs: 0

Distribution Designation: Humanities Performance/Skill HP

COURSE DESCRIPTION *(as it will appear in the catalog)*

Design I is an introduction to the study of the elements and principles of art that will be explored through various media in two dimensional problems. There will be projects addressing the specific elements of art: **line, shape/form, perspective, texture, value**. Using these elements, the projects will also demonstrate the principles of organization: **rhythm and repetition, balance, harmony-unity, movement, proportion, space, dominance**. Design I, II, and III can be taken in any order.

PREREQUISITES

None

TEXTBOOK GUIDELINES

Determined by department and instructor, if desired

COURSE LEARNING OUTCOMES

Upon successful completion of the course, students should be able to demonstrate the following knowledge or skills:

1. The successful student will visually present and communicate understanding of the visual elements of design utilizing the skills of composition.
2. The successful student will effectively use techniques and assigned materials in two-dimensional compositions with emphasis placed on proper presentation and craftsmanship.
3. The successful student will be able to demonstrate critical analysis applied to their own work and the work of other students in the class.

INSTITUTIONAL OUTCOMES

None

COURSE CONTENT OUTLINE

- I. Introduction to the course
 - A. Materials required
 - B. Demonstration of design materials

- C. Grading procedure
- II. Principles of Organization
 - A. Rhythm and repetition
 - B. Balance
 - C. Harmony-unity
 - D. Movement
 - E. Proportion
 - F. Space
 - G. Dominance
- III. Design exercises
 - A. Line in composition
 - B. Design emphasizing shapes (form)
 - C. Linear perspective
 - D. Texture design
 - E. value project

DEPARTMENTAL GUIDELINES (*optional*)

All art work will be evaluated using the objectives of the course. Consideration will be given to individual differences in talent and abilities.

A= Excellent work, unique ideas and idea development, excellent craftsmanship, outstanding effort and involvement.

B= Above average work, good idea development and craftsmanship, extra time and effort.

C= Average work, average ideas and/or craftsmanship, minimal time and effort (just getting by).

D= Below average work, poor ideas, little involvement.

F= Any project not turned in will receive an F and no hope of a final semester grade higher than a C.

PO5 should be assessed: Students will be able to solve problems by gathering, interpreting, combining and/or applying information from multiple sources.

DIVISION CHAIR APPROVAL

DATE