

# IDEA258D

EXPLORATIONS IN DESIGN

FALL 2019 | WED 12:30 - 1:45 PM | ESJ 2101 THE LOFT | 1 CREDIT

## CONTACT

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## COURSE DESCRIPTION

“Explorations in Design” gives students the opportunity to apply their unique backgrounds to the realm of design. Students will engage in hands-on learning with real world applications to incorporate design thinking into everyday life. We will explore how good and bad design plays a role in the mundane, from the way we order coffee to the logos you see to the signs that help you navigate (or get lost) on the metro.

## COURSE OBJECTIVES

By the end of this course, students will be able to...

1. Understand the roles and relationships of user, brand, and designer
2. Demonstrate the behaviors and mindsets aligned with critical design thinking
3. Relate their own respective fields to niche types of design
4. Recognize the impact of their unique background on their growth as designers
5. Master the essentials of productive critique and collaborative brainstorming
6. Execute basic tasks in the Adobe Creative Suite
7. Learn the foundational principles of design such as Human-Centered Design, Branding, Defensive Design, Biomimicry, etc.

## INSTRUCTION METHOD

This course emphasizes experiential learning. Students will be introduced to a range of design principles and practice them hands-on. We want to foster an open and friendly introductory environment for people of all skillsets!

## GRADING

We get it. There are days you don't want to go to class. Or there are classes you can't seem to wake up for. But we'll try our hardest to make this class something you look forward to! All in all, participation is key to enjoying and learning about the design process. Grades are entirely dependent on active participation in weekly classes, documentation of design thinking in assignments, and an interest driven final project at the end of the semester.

60%

in-class participation

30%

out-of-class activities

10%

free-form final project

## EXPECTATIONS

Assignments are crucial to the productivity of in-class discussions, in which your participation is heavily graded. All assignments are due on the scheduled dates and times as directed on ELMs. Despite the collaborative nature of the course, all assignments are submitted individually. Unless instructed, laptops and smartphones are strongly discouraged in class, disruptive violations will result in significant deduction in participation grades. Because of the open space in the loft, we will have a separate area to place coats and bags.

## EXCUSED ABSENCE AND ACADEMIC ACCOMODATIONS

See the section titled "Attendance, Absences, or Missed Assignments" available at Course Related Policies via <http://www.ugst.umd.edu/courserelatedpolicies.html>

## DISABILITY SUPPORT ACCOMODATIONS

See the section titled "Accessibility" available at Course Related Policies via <http://www.ugst.umd.edu/courserelatedpolicies.html>

## ACADEMIC INTEGRITY

To learn as a designer means giving credit where it's due and never taking someone else's work as your own. Be honest. Outright dishonesty will be graded as such. Cases of academic dishonesty will be pursued to the fullest extent possible as stipulated by the Office of Student Conduct. Learn more about the Code of Academic Integrity and the Student Honor Council via <http://www.shc.umd.edu>

## COURSE SCHEDULE

This is a tentative schedule. If there are any updates or changes, we will let you know in advanced! Assignments will be due before the next class time.

Week	Topic	Assignment
1	Introduction: What is good design?	Introduce yourself
2	The Iterative Design Process: Research	Discussion Notes
3	The Iterative Design Process: Interface	- Prep for Photoshop Class - Introduction Post
4	Adobe Photoshop: Learning the Basics	Prep for Illustrator Class
5	Adobe Illustrator: Learning the Basics	Design a Logo for IDEA258D
6	Critique: Giving and Receiving	Revise your logo for IDEA258D
7	Branding: What is a Brand?	Brand Yourself
8	Design in Action: Presentation Design	Revise a Powerpoint
9	Design in Action: Biomimicry	Submit discussion notes
10	Design in Action: Defensive Design	Submit discussion notes

Week	Topic	Assignment
11	Design in Action: Inclusive Design	Finding on campus
12	Design in Action: Sound Design	- 10 second jingle OR - Playlist
13	Final Project Checkpoint	Submit final project checkpoint
14	Thanksgiving Break	
15	Final Project Day	Submit final project
<b>NO FINAL EXAM</b> - Final project due on midnight of Tuesday, December 17th, 2019		