

## **Week 1: Foundational Principles Revisited**

- **Learning Objective:** Rebuild user's understanding of fundamental graphic design concepts, focusing on composition, visual organization, and basic software proficiency.
- **Key Topics:**
  - + Reviewing the principles of composition (read foundational concepts)
  - + Understanding the role of visual hierarchy in effective design (watch a visual explanation)
  - + Familiarizing oneself with basic software tools and interface (practice navigating software, creating a simple document)
  - + Introduction to typography basics (review prior knowledge)
- **Practical Tasks:**
  - + Create a series of compositions using everyday objects to demonstrate understanding of composition principles.
  - + Rearrange a pre-existing design to better showcase visual hierarchy.
  - + Complete a basic tutorial on software interface and create a simple graphic.
  - + Implement the correct use of typography in a mock design.

## **Week 2: Color Theory and Software Proficiency**

- **Learning Objective:** Develop user's knowledge of color theory and enhance their proficiency with design software, focusing on color selection and application.
- **Key Topics:**
  - + Understanding color theory basics (read foundational concepts)
  - + Exploring the use of color in graphic design (watch a visual explanation)
  - + Mastering basic software tools for color manipulation (practice using software to apply colors)
  - + Introduction to designing with grids (review prior knowledge)
- **Practical Tasks:**

- + Design a mood board that showcases effective use of color theory.
- + Solve problems involving color contrast and harmony in pre-existing designs.
- + Implement color correction techniques on an image using design software.
- + Create a simple icon that demonstrates understanding of grid usage.

### **Week 3: Visual Interest and Texture**

- **\*\*Learning Objective:\*\*** Enhance user's ability to create visually appealing designs by introducing texture, pattern, and shape elements effectively.
- **\*\*Key Topics:\*\***
  - + Understanding the role of texture in visual interest (read foundational concepts)
  - + Using patterns effectively in design (watch a visual explanation)
  - + Applying shapes and forms for emphasis (practice using software to apply shapes)
  - + Reviewing color theory application with new tools learned
- **\*\*Practical Tasks:\*\***
  - + Design an image that incorporates at least three types of textures.
  - + Implement the use of shape and pattern in a way that guides the viewer's attention.
  - + Solve problems involving balancing texture, pattern, and negative space in designs.
  - + Experiment with creating unique shapes using software tools.

### **Week 4: Digital Formats and Advanced Concepts**

- **\*\*Learning Objective:\*\*** Develop user's ability to optimize designs for digital formats and apply more advanced concepts such as visual hierarchy and typography.
- **\*\*Key Topics:\*\***
  - + Understanding design considerations for digital formats (read foundational concepts)
  - + Creating and applying mood boards effectively (watch a visual explanation)

- + Reviewing and enhancing understanding of typography and its application
- + Introduction to designing responsive layouts (review prior knowledge)
- **\*\*Practical Tasks:\*\***
- + Design a piece that adapts well across different digital formats.
- + Create a comprehensive mood board for an upcoming project.
- + Implement advanced typography techniques in a mock design.
- + Solve problems involving balancing visual hierarchy, color theory, and texture in designs.

This structured plan aims to build upon the user's existing knowledge while addressing gaps in their understanding. It progresses from foundational principles through more complex topics, ensuring gradual skill development and practical application of learned concepts throughout.