

Design Studio 1 syllabus

31 August 2016

/dev/2016/08/31/ds1syllabus.html

Design Studio 1

Rhode Island School of Design

Graphic Design, GRAPH-3210 req

Fall 2016, Tuesdays, 1:10 – 6:10pm

Graphic design occupies an ever-expanding, ever-redefined territory at the intersection of verbal and visual languages. Its media spans everything from websites to postcards, film to signage, typefaces to billboards. Its methods make use of both sides of the brain: pairing logic, critical analysis, research, and planning with intuitive search, mark-making and visual expression. Graphic designers are inquirers, observers, poets, editors, curators, analysts, researchers, commentators, and critics.

Rather than attempt to codify this expansive landscape, or to delineate a sequential path through it, this course takes this ambiguity as license for experimentation, discovery, and play. You will encounter and engage the tools, materials, and processes of graphic design in functional context, as means to self-directed ends.

The emphasis will be on methodologies of making – observation, analysis, ideation, translation, curation, research – and on developing a personal voice and approach.

Design Studio will take the form of a series of question-based units, each initiated by a faculty member and contextualized by a presentation, event, or workshop. Units may span the entire term, a few weeks, or a single class period. Design Studio is a fast-paced course that necessitates a self-directed, open-ended, experimental and playful mindset. Units will not define outcomes or prescribe processes, but rather will aim to inspire lines of

enquiry, challenging students to explore unfamiliar subject matter, tools, media, and processes by their own initiative.

DS1 Overview

DS1 is fast-paced, giving students access to various tools, methods and content areas in the field. Two week units emphasize copious making in week one, with filtering/refinement during week two. Finished projects are not the goal.

DS1 Units

Unit 01: Keetra Dean Dixon

Question to come?

To come to come to come to come *** Unit 02: Tom Ockerse

Question to come?

To come to come to come to come

Unit 03 John Caserta

Question to come?

To come to come to come to come

Unit 04 Thomas Wedell

Question to come?

To come to come to come to come

Unit 05 James Goggin

Question to come?

To come to come to come to come

Sections

01 [John Caserta](http://johncaserta.com) [http://johncaserta.com](mailto:jcaserta@risd.edu) jcaserta@risd.edu

Room 210

02 [Tom Ockerse](http://www.risd.edu/academics/graphic-design/faculty/thomas-ockerse/tockerse@risd.edu) <http://www.risd.edu/academics/graphic-design/faculty/thomas-ockerse/tockerse@risd.edu>

Room 208

03 [James Goggin](http://practise.co.uk) <http://practise.co.uk> jgoggin@risd.edu

Room 211

03 [Keetra Dean Dixon](http://fromkeetra.com/) <http://fromkeetra.com/> kdixon01@risd.edu

Room 212

05 [Thomas Wedell](http://skolos-wedell.com) <http://skolos-wedell.com> twedell@risd.edu

Room 209

Objectives

1. Develop habits for self-directed research and inquiry
2. Develop critical thinking skills
3. Develop rhetorical, communication and presentation skills
4. Encourage a pluralistic approach to design problems
5. Encourage work with emerging media
6. Address and participate in contemporary social and cultural issues (in design)
7. Place present day challenges within historical context

Semester-long Deliverables

Sketchbook

Research/Inspiration Blog (i.e. tumblr) to communicate ongoing findings for projects.

Reflective Notes as insights or awareness on a curiosity, excitement, or experience.

Grading

Grades in D.S. do not emphasize end products, but the necessary work that leads to successful end products. Evidence of the below are visible in process blog, sketchbook, completion of units as directed by the faculty:

20%

Contribution

Attendance, participation, motivation and personal

commitment

20%

Inquiry

Research, research, study, and networking of knowledge and insights

20%

Breadth

Range of experience, willingness to experiment, take risks and broaden horizons

20%

Depth

Attention to the quality of ideas, critical thought and authenticity and voice

20%

Finish

Demonstration of skills in craft, visual design, presentation and communication

Attendance

Students should arrive on time and prepared for each class. Three unexcused absences will result in failure of the course.

Etiquette

Please turn off all cell phones – no txtng or emailing during class. Consider taking notes with pencil and paper, it has been shown to help you remember – and unexpected doodles may occur.

Schedule

Week	Date	
01	Sep 13	Course Overview Unit 1 Begins (Keetra)
02	Sep 20	Unit 1 continues

03	Sep 27	Unit 1 finish Unit 2 Begins (Tom O.)
04	Oct 04	Unit 2 continues
05	Oct 11	Unit 2 finish Unit 3 Begins (John)
06	Oct 18	Unit 3 continues
07	Oct 25	Unit 3 finish Unit 4 Begins (Tom W.)
08	Nov 01	Unit 4 continues
09	Nov 08	Unit 4 finish Unit 5 Begins (James)
10	Nov 15	Unit 5 continues
11	Nov 29	Unit 5 finish
12	Dec 06	TBD
13	Dec 13	Review Day

Course website <http://ds1618.risd.gd>