

Introduction to Design

SYLLABUS

INSTRUCTOR

Kira Street

Adjunct Professor

PHONE

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OFFICE LOCATION

Bldg DES 1.103

OFFICE HOURS

T/Th 11-2

Or, by appointment

COURSE OVERVIEW

What is design? How do designers work? This class gives an introduction to the design process, including research, ideation, prototyping, iteration, and critique. Projects and assignments will introduce a variety of vocabulary, techniques, and conventions used by professionals in the design community. In addition to teaching concepts, lectures will give a broad history of design. This class will also offer a critical look in order to inform our design practice, context, and implementation.

This class meets MW for lectures with F labs.

COURSE GOALS

To understand and apply the design process, including research, iteration, and critical reflection

To understand design in its context, from user to secondary stakeholders to a greater community

To learn key design skills, including but not limited to prototyping, sketching, wire framing, and documentation

COURSE MATERIALS AND RESOURCES

- Adobe Creative Cloud - sign up using student account
- Invision – sign up for free account
- Rhino – download 90-day trial, feel free to purchase with student discount
- Sketchbook – for your personal design growth, ideas, and iterations

COURSE SCHEDULE

Week	Monday lectures	Wednesdays lectures	Friday labs
Week 1	Course introduction: What is design? Design basics part 1 HW: Make a self portrait in Illustrator. Personal design narrative.	Design basics part 2 HW: Submit one example showing 3 basic design principles with short paragraph.	Intro to Adobe Illustrator HW (opt): Watch Illustrator tutorials
Week 2	Design history lecture HW: Short writing assignment	Tours of labs, letterpress, other design places	Download Rhino or AutoCAD HW: Design a simple 3D object with one Boolean command
Week 3	Project 1 Kickoff – Design for Print Designing for print, CMYK HW: 20 idea sketches + readings	Design process + readings/discussion	Studio + desk crits
Week 4	Design history lecture HW: Short writing assignment	Studio + desk crits	Project 1 presentation and critique HW: Project reflection
Week 5	Project 2 Kickoff – Design for Web User-centric design lecture, designing for the web, RGB HW: 3 personas + readings	Design history lecture HW: Short writing assignment	One-page website research, Studio + desk crits
Week 6	Studio + desk crits	Studio + desk crits	Studio + desk crits
Week 7	Studio + desk crits	Studio + desk crits	Project 2 presentation and critique HW: Project reflection
Week 8	Project 3 Kickoff – Design for Use Intro to product design, in-class exercise HW: sketch 10 ideas	Design history lecture HW: Short writing assignment	3D modelling help + desk crits

Week	Monday lectures	Wednesdays lectures	Friday labs
Week 9	NO CLASS		
Week 10	Studio + desk crits	Studio + desk crits	Project 3 presentation and critique HW: Project reflection
Week 11	Final project Kickoff – Design in context In-class exercises on brainstorming and finding passions HW: Project brief	Design history lecture HW: Short writing assignment	Studio + desk crits on Project brief
Week 12	Studio + desk crits	Studio + desk crits	Pecha Kucha
Week 13	Studio + desk crits	Studio + desk crits	Studio + desk crits
Week 14	Studio + desk crits	Studio + desk crits	Final project presentation and critique HW: Project reflection
Week 15	Final discussion and evaluations. Optional portfolio building time.	NO CLASS	NO CLASS

HOMEWORK POLICY

Want to add more tables to your document that look like the Course Schedule and Exam Schedule? No problem. On the Insert tab, click Table and create a table in any size you want. It will automatically get inserted in the same style as the ones in the rest of this syllabus.

ADDITIONAL INFORMATION

Select “Semester and Year” in the footer, update the text and it will automatically change on all following pages.