

Bemidji State University

TADD 3420: Introduction to Exhibit Design

A. COURSE DESCRIPTION

Credits: 4

Lecture Hours/Week: *.*

Lab Hours/Week: *.*

OJT Hours/Week: *.*

Prerequisites: None

Corequisites: None

MnTC Goals: None

This course is an introduction to exhibit design. Emphasis is on the inventiveness of creating immersive experiences. Students will gain experience in the ideation, creativity, and critical thinking process. This course will apply the design process, color, lighting, space planning, materials, furnishings, details, computer software, and other technologies specific to the field of exhibit design.

B. COURSE EFFECTIVE DATES: 08/22/2016 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. Become aware of the career possibilities in exhibit design.

D. LEARNING OUTCOMES (General)

1. . become aware of career possibilities in exhibit design.
2. . effectively manipulate the elements of two-dimensional and three-dimensional design to create basic exhibits.
3. . apply inventive design concepts using various problem-solving strategies, such as convergent thinking, divergent thinking, collaboration, brainstorming, and idea maps.
4. . speak and write critically about personal and peer designs and propose imaginative alternatives. Effectively manipulate the elements of two-dimensional and three-dimensional design to create basic exhibits with basic materials. Problem-solving strategies, such as convergent thinking, divergent thinking, collaboration, brainstorming, and idea maps.
5. . effectively brainstorm ideas to design attendee-centered exhibits.
6. . explore the structural, compositional implications of materials.

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted