

Minnesota State University Moorhead

GDES 203: Introduction to Graphic Design

A. COURSE DESCRIPTION

Credits: 4

Lecture Hours/Week: 4

Lab Hours/Week: *.*

OJT Hours/Week: *.*

Prerequisites:
None

Corequisites: None

MnTC Goals: None

Studio inquiry into the nature of graphic design. Including: Visual problem-solving, introduction to typography, symbols, lettermarks, logotypes, publication design, information design, three-dimensional design, as well as client/designer relations, studio operations and production procedures.

B. COURSE EFFECTIVE DATES: 02/27/2014 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

D. LEARNING OUTCOMES (General)

1. Used effectively and ethically graphic design is a powerful visual tool
2. Develop critical thinking
3. Understand clients/audience/society needs
4. Ability to solve visual problems through the knowledge of design principals, typography, visual concepts, composition, and theories
5. Develop the ability to compose successful design solutions

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

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted