

Course Information

Graphic Design 3

ARTG 3316, CRN 21425, Section 003, Spring 2023

Class Hours: 9:00 am - 11:50 am, TTR, Rooms FFA 353 (studio) & FFA 349 (computer lab)

Instructor Contact Information

Instructor: Nabil Gonzalez

E-mail: nggonzalez@utep.edu

Office: A261 Fox Fine Art Bldg.

Office Hours: Mon/Wed 12:00 pm - 1:00 pm (Best by appointment)

Instructor Information

Nabil Gonzalez is your instructor for this course. She holds an Associate of Arts degree from El Paso Community College, a double BFA degree in Graphic Design and Printmaking from the University of Texas at El Paso and an MFA degree in Printmaking from the Rhode Island School of Design. As a studio artist, Nabil's work has been focused on social and political views affecting the borderland as well as the exploration of identity, repetition and erasure. Her work has been shown throughout the United State, Mexico, Colombia and China. Her artist books and prints are included in museum collections in the United States.

Course Description

ARTG 3316 Graphic Design 3 This course is an exploration of effective visual communication with emphasis on problem solving and conceptual development, such as typography/letter form, symbol design, setting bodycopies, and headline types; combining type with symbol and layout of the page. Course style can be described as a "hands on" studio/lab with demonstrations, lectures and in-class work-time. This course will require significant additional work-time outside of class. Students should anticipate spending 6 hours in class per week and an additional 6 hours outside of class per week to satisfactorily complete this class. This course will utilize and reiterate concepts and terminology previously covered in ARTG 2306 Graphic Design 1 and Foundation Design course work.

Course Prerequisite Information

Students taking ARTG 3316 Graphic Design 3 are required to have a foundation understanding of the Elements of Design, the principles of composition, style, and content. Additionally, students must have developed fundamental drawing skills and a sur-vey base knowledge of art history. These skills and knowledge sets are provided through the Department of Art's foundation course sequence including: required prerequisites ARTG 2306, ARTG 2326, ART 1301, ART 1302, ART 1303, and suggested completion of ART 1304, ARTH 1305 and ARTH 1306. Student's seeking prerequisite waiver must contact the instructor.

Course Goals and Objectives

Goals and objectives targeted in ARTG 3316 Graphic Design 3 include:

- A practical and real world introductory experience in the development (research) and execution of a graphic design assignment with a specific audience in mind.
- Development of improved self expression, creative thinking and planning skills **(this last item will be extremely important for students to take into account).**

Course Outcomes

Students who complete this course will have:

- Experience and fundamental competency in planning and designing for a diverse group of clients.

Competency is defined, for this course, as a developed understanding and mastery of skills and knowledge needed to complete a task to a successful beginning level. Competency can be demonstrated while designing a project, researching, etc. Competency is a measure of how well you understand and use a process or skill.

Confidence is defined as a student's willingness and self-trust in their own abilities to use the skills and processes learned during this course. Confidence is the element of each student's progress that allows the student to know when help is needed and when it is not. Confidence is built throughout the semester and is demonstrated by the way that a student develops skills or competencies and their willingness to utilize these new skills. Once the student has worked with the process and starts to understand its abilities and procedures the timid feelings are replaced with a sense of control and excitement for the potential of the process as a path for creation.

Assignments

ARTG 3316 Graphic Design 3 is designed around 4 central projects that include:

- Assignment 1: Visual semantics exercise. The meaning and manipulation of words (letters) to illustrate an idea.
- Assignment 2: 16 icon designs for specific concepts.
- Assignment 3: Design of a logotype
- Assignment 4: Application of designed logotype to collateral items.

Each assignment will be introduced via a presentation by the instructor and a detailed assignment sheet. Each of the 4 assignments must be submitted in a completed condition at the time of the project grading critique. Grades established for these 4 primary project assignments will constitute 90% of the final course grade.

Grading Standards and Criteria

Definition of grades:

A represents outstanding work and is reflective of works and performance of exceptional ability and absolute quality.

B stands for above average performance, going beyond expectation.

C is for average and adequate work that fulfills requirements and expectations (the majority of students start at this level). This is the minimum grade required to continue on to the next graphic design level.

D represents less than average performance and is considered underachieved. Credit given.

F is for unacceptable performance. The student will receive no credit.

I will be considered for students completing satisfactory or better work and having serious legitimate situations beyond their control requiring additional time to complete the course requirements. All "I" grades are at the discretion of the instructor, with the approval of the department chair and the dean.

W the withdrawal option must be completed on or before the final drop date (OCTOBER 28). Students hold the full responsibility for withdrawing from this course if that procedure is elected. The instructor may recommend a student to withdraw but is not responsible to withdraw a student from the class.

The 4 primary project grades will be established using a full-class critique at the completion of each project. All students are required to fully participate in the critique discussion of their own projects as

well as the projects of other students. At the completion of each critique, I will evaluate the project success by assigning a rating of 0 to 12 for each of 3 criteria, namely Concept, Concern and Craftsmanship. Concept will evaluate the quality of the idea for the project. Concern will evaluate the dedication, diligence and effort with which the student designs and completes the project. Craftsmanship will evaluate the skill and quality of the material manipulation within the project. The resulting 3 criteria ratings will be averaged together to establish a project percentage grade for each major assignment. The 2 project grades will constitute 90% of the course final grade. The remaining 10% of the final grade will depend on your research for each project, participation in critiques, on time completion of assignments and attendance.

Standard of Evaluation:

1 Quality of work, defined as

- the aesthetic merits of the artwork
 - the way the particular problem is solved
 - the depth of research
 - student's willingness to experiment
 - quantity of preparatory works, sketches and thumbnails
- #### **2** Participation and involvement in class critiques and discussions (positive attitude)
- #### **3** Quality and quantity of visual journals kept in sketchbook

Other Criteria

Students are expected to finish projects by the deadlines set. Works turned in after class critiques are considered late and will be graded accordingly. A major part of a studio class is participation with energy, intellectual curiosity and enthusiasm. Non-participation in critique and discussion is considered poor classroom performance and will affect your final grade.

Technology Requirements

You will need to have access to a computer/laptop, scanner, a webcam, and a microphone. Mac computers are the industry standard computer systems in the field of Graphic Design, so I would recommend that if you were planning on buying your own computer that you invest on either the 13" or the 16" MacBook Pro. Make sure you get the Apple Education discount (<https://www.apple.com/us-hed/shop/back-to-school>).

**Adobe Creative Cloud: The Adobe Creative Cloud program collection will be available to students of this course provided by the University at no additional cost. If you have not already done so, please check your UTEP E-mail and look for an e-mail with the Subject Line "Get started with Creative Cloud All Apps Student License" If you have not received this e-mail, please contact UTEP Technology Support at helpdesk@utep.edu for further assistance.*

You will need to download or update the following software: Microsoft Office, Adobe Acrobat Reader, Windows Media Player, QuickTime, and Java. Check that your computer hardware and software are up-to-date and able to access all parts of the course.

IMPORTANT: If you encounter technical difficulties beyond your scope of troubleshooting, please contact the UTEP Help Desk as they are trained specifically in assisting with technological needs of students. Please do not contact me for this type of assistance. The Help Desk is much better equipped than I am to assist you!

Materials and Personal Equipment

***IF YOU HAVE SOME OF THESE MATERIALS ALREADY YOU DO NOT HAVE TO BUY THEM AGAIN!**

- A pad of Canson Tracing Paper 14" X 17" (get the most translucent kind, it has an illustration of a hot air balloon on the cover)
- X-Acto knife with extra #11 blades
- 3M 924 - 3M Scotch ATG Adhesive Transfer Tape, 1 or 2 rolls
- A self-healing cutting mat (for cushioned cutting). Drawing pad: Bienfang 360 layout pad 50-sheet 14" x17"
- Sketchbook: Hardbound, sturdy, good quality bond paper (size: 9"x12" suggested)
- USB flash memory or other digital storage devices

Attendance Policy

- Each student is permitted 3 absences during the semester without penalty. Students with more than 3 class absences should consider dropping this course and retaking it at a time when the student can commit the proper attention to the course.
- Each unexcused absence after 3 will result in the final course grade being lowered 1 full letter grade. Absences after the first 3 can be excused only if the first 3 absences are excused.
- Excused absences are defined as documented illness or serious illness or death in the immediate family.
- Coming to class late or leaving class early is regarded and graded as being absent. All students are required to attend class on-time and to remain in class the entire time. Entering class late and leaving early is disruptive to the learning environment.
- Coming to class unprepared or attending class and not working is regarded as absent.
- Information missed during an absence is the sole responsibility of the student.

Course Participation

- Participation in all discussions, critiques and class days is required for this course.
- All students are expected to attend critiques even if they don't turn work in, not attending a critique will result in a penalty,(final course grade being lowered 1 full letter grade).
- Development and execution of class projects must be done utilizing all class meetings. Projects executed solely out of class will not be accepted.
- Participation in the collaborative group environment of the studio is essential to the successful completion of this course.

Security

- Remember that your password is the only thing protecting you from pranks or more serious harm.
- Don't share your password with anyone
- Change your password if you think someone else might know it
- Always logout when you are finished using the system

General Guidelines

When communicating online, you should always:

- Treat instructor with respect, even in email or in any other online communication
- Always use your professors' proper title: Dr., Instructor, or Prof., or if you in doubt use Mr. or Ms.
- Unless specifically invited, don't refer to them by first name.
- Use clear and concise language

- Avoid slang terms such as “wassup?” and texting abbreviations such as “u” instead of “you”
- Avoid using the caps lock feature AS IT CAN BE INTERPRETED AS YELLING
- Limit and possibly avoid the use of emoticons
- Be careful with personal information (both yours and other’s)

Email Netiquette

When you send an email to your instructor, teaching assistant, or classmates, you should:

- Use a descriptive subject line unique to the subject. DO NOT just reply without changing the subject line, unless the subject had not changed.
- Be brief
- Avoid attachments unless you are sure your recipients can open them.
- Sign your message with your name
- Think before you send the e-mail to more than one person. Does everyone really need to see your message?
- Be sure you REALLY want everyone to receive your response when you click, “reply all”

COVID-19 Precautions

During the current pandemic situation, protective face coverings are strongly recommended. You are encouraged to wear a face covering at all times while on campus, especially indoors and during class. Masks should fit securely over the mouth and nose. You are also encouraged to wash your hands frequently, or use a hand sanitizer. Hand sanitizer stations are available throughout Fox Fine Arts, and sanitizer is always available in the Graphic Design Lab lobby. When using the computer lab, wipe down the keyboard before and after use. Cleaning materials will be available in the lab.

Do not come to class if you are sick. Seek medical attention and stay home. This policy applies to any contagious illness including COVID and seasonal flu. Be aware that Information missed during an absence is the sole responsibility of the student. It is the student’s responsibility to stay current with missed work and assignments, and to stay in contact with the instructor regarding health status, recovery, and anticipated return to class. Use your UTEP email account to stay in contact. For complete attendance policy, see Attendance Policy.

Cheating/Plagiarism

Cheating is unethical and not acceptable. Plagiarism is using information or original wording in a paper without giving credit to the source of that information or wording: it is also not acceptable. Do not submit work under your name that you did not do yourself. You may not submit work for this class that you did for another class. If you are found to be cheating or plagiarizing, you will be subject to disciplinary action, per UTEP catalog policy. Refer to <http://www.utep.edu/dos/acadintg.html> for further information.

Accommodations Policy

The University is committed to providing reasonable accommodations and auxiliary services to students, staff, faculty, job applicants for admissions, and other beneficiaries of University programs, services and activities with documented disabilities in order to provide them with equal opportunities to participate in programs, services, and activities in compliance with sections 503 and 504 of the Rehabilitation Act of 1973, as amended, and the Americans with Disabilities Act (ADA) of 1990 and the Americans with Disabilities Act Amendments Act (ADAAA) of 2008. Reasonable accommodations will be made unless it is determined that doing so would cause undue hardship on the University. Students requesting an

accommodation based on a disability must register with the UTEP Center for Accommodations and Support Services (CASS). Contact the Center for Accommodations and Support Services at 915-747-5148, or email them at cass@utep.edu, or apply for accommodations online via the CASS portal: <https://www.utep.edu/student-affairs/cass/>

ARTG 3316 Graphic Design 3 syllabus acknowledgement and course contract acceptance.

I have received and reviewed the attached syllabus. I have had the opportunity to ask questions for clarification and I understand and agree to the conditions of this syllabus.

Course # -ARTG 3316 CRN #- 21425 Semester Date - Spring 2023

Name (print) _____

Signature _____

UTEP Student ID # _____ - _____ - _____