I. Catalogue Description and Credit Hours

Studio course introducing basic design methods and creativity through 2-D and 3-D projects using a multi-disciplinary approach to creative problem solving. (3)

II. Prerequisite(s)

None

III. Purposes or Objectives of Course

A. Develop creative potential and work habits essential to growth as a design professional.
B. Demonstrate an appreciation and understanding of the creative problem solving process.
C. Recognize effective compositional design elements and principles.
D. Demonstrate an understanding of color theory and application.
E. Demonstrate vocabulary and literacy in design concepts and basic design philosophies.

IV. Expectations of Students

A. Actively participate in class discussions, activities, and critiques.
B. Demonstrate an understanding of design and observation of the designed world through drawing.
C. Understand and use a design vocabulary through assigned 2-D and 3-D projects.
D. Satisfactorily complete a comprehensive final design project.

V. Course Outline or Content

A. The Creative Process

1. Creativity and Thinking
   a. Design Definitions, History of Creativity
   b. Strategies and Tactics
   c. Right-brain and Left-brain Problem Solving
   d. Tools for Creative Thought

2. The Design Process and Models
   a. Linear vs. Recursive Models
   b. Heuristic Devices
   c. Analysis and Synthesis
   d. The Vitruvian Triad
   e. Design Liberty vs. Design Clarity
   f. Design Conversation and Perception
   g. Measurement, Criteria, and Judgment
   h. Designing with Others

B. Elements and Principles of Design
1. **Design Elements and Principles**
   a. Line, Shape, Values, Textures, and Color
   b. Variety, Balance, Movement, Proportion, Dominance, Platonic Shapes

2. **Spatial (3-D) Definition:**
   a. Types and Degrees of Interior and Exterior Enclosure
   b. Volumetric Accommodation of Activities and Functions
   c. Spatial Massing and Scale
   d. Volumes and Masses

C. **Design Concepts and Precedents**

1. **Developing a Design Concept**
   a. Sketching, Diagramming
   b. The Parti

2. **Historical Examples of Design Concepts**
   a. Ergonomics
   b. Anthropomorphism
   c. Modernism
   d. Functionalism, Neo-isms, Organic

3. **Contemporary Trends**
   a. Neo-isms and Historicism
   b. Post-Modernism and Deconstructivism
   c. Contextualism
   d. Green

* Total laboratory hours = 90

VI. **Textbook(s) and/or Other Required Materials or Equipment**


Students are responsible for supplying drafting and project materials, and purchasing illustration media.

VII. **Basis for Student Evaluation**

| A. Weekly Design Exercises and Sketch Journal | 10% |
| B. 2-D Design Project | 20% |
| C. 3-D Design Project | 30% |
| D. Comprehensive final project | 40% |

**Note:** The weight of the evaluation criteria may vary according to each instructor and will be communicated at the beginning of the course.

VIII. **Academic Policy Statement**

Students will be expected to abide by the University Policy for Academic Honesty regarding plagiarism and academic honesty. Refer to:

[http://www6.semo.edu/judaffairs/code.html](http://www6.semo.edu/judaffairs/code.html)

IX. **Student with Disabilities Statement**

If a student has a special need addressed by the Americans with Disabilities Act (ADA) and requires materials in an alternative format, please notify the instructor at the beginning of the course. Reasonable efforts will be made to accommodate special needs.