Intro to Graphic Design I

Interactive Media: Graphics I

Course Syllabus

Instructor Information
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Course Description

γραφή *graphe* = inscription; writing; visual representation or image; drawing [from whence the English "graphic" originates]

The ancient Greeks would do what every child did - draw in the dirt trying to express visually a thought or idea. The term they used has become part of our language - *GRAPHICS*. Truly Graphic Design is nothing more than a re-development of the same concept with one goal; financial success.

This course will explain the very basics of Graphic Design and what it entails. Basic skills and concepts will be provided. It is not exhaustive, to say the least - but it will provide a taste for senior high students to entice them to consider further study.

Curricular Information

State Standards: **GraphicDesign-Program-Standards**
Required Textbook: No book required
Online Resources: Google Classroom will be used in this class
Additional Resources: Art supplies will be required:

- Drawing pencil set (including at least 1 of each: 2B, 4B and 6B pencils)
  DO ***NOT*** BRING STANDARD SCHOOL PENCILS - make sure you have *DRAWING* pencils
- 1 kneaded eraser
- 1 drawing sketch book (Please do not bring anything but an artist sketchbook - no notebooks)
- Something to keep all tools together (a shoebox, an old fishing box, a pencil box...anything cheap)

For affordable supplies, check out these sources (Michael's and Hobby Lobby are fine, but a bit more expensive):

Meininger's - Meininger Art Supply
Journey Art Stuff (formerly known as *Cheap Joes*) - Journey Art Stuff
Art Supply Warehouse - https://www.artsupplywarehouse.com/pages/startg.html

Daily Time and Effort Expectations:

This overview course is one quarter in length. Students are expected to engage in daily drawing graphic exercises as well as weekly sketching. There will be one test over Graphic Concepts; the remainder of the class will be devoted to exercises and hands-on learning. The class will have some computer graphic exposure.

Sketchbook Checks:

Weekly assignments with specific focus exercises will be provided and checked.

Google Classroom:

Since this class works with hands-on projects, Google Classroom is more of a depository for handouts, information and assignment scheduling. Assignments will not be handed in on the Google Classroom platform.

Course Schedule:

Topics	Major Assignments	Timeframe
Foundations of Graphic Design and Concepts	Logo development and marketing materials	1 week
	Thank You Card for local Guest Speaker	2 weeks
	Final Design Project (this project varies with each quarter - based on local company needs and desires)	4-5 weeks
Drawing 101	Drawing exercises and sketching basics used by any professional Graphic Designer. Various exercises are assigned.	Ongoing throughout the quarter

Course Evaluation:

The percentage breakdown for semester grade calculation will be as follows:

Skills Practice.....**35%**

Ongoing, daily assignments, exercises and practice will be provided for skills practice to teach fundamentals of Graphic Design.

Assessments.....**50%**

One overview test is provided at the beginning of the quarter, then repeated (the best of both exams will be awarded); weekly observations will also be administered to determine skill proficiency.

Final Exam or Project.....**15%**

For this class, a final illustration project is the final exam - the project should show the student's ability to present all Elements and Principles of Design.

Grading Scale:

Grade	Percentage	Proficiency descriptors
A+	**97-100**	*Assignments are fully completed in a timely manner and of excellent quality; the student shows superior level of initiative and seeks to go beyond the minimum requirements. Errors are rare or nonexistent.*
A	**93-96**	
A-	**90-92**	
B+	**87-89**	*Assignments are fully completed in a timely manner and typically of above average quality; the student is conscientious and meets all requirements with few errors.*
B	**83-86**	
B-	**80-82**	

C+	**77-79**	*Assignments are generally complete (met minimum requirements) and of good quality; assigned tasks have occasional errors.*
C	**73-76**	
C-	**70-72**	
D+	**67-69**	*Assignments are generally incomplete or of poor quality; the student makes frequent errors in work.*
D	**63-66**	
D-	**60-62**	
F	**0-59**	*Work is poorly done, if at all. Overall performance is inadequate to pass the course.* **Note:** *No name = No credit* *Illegible = No credit* *Late = No credit (There is an expectation that the work will* ***STILL*** *be completed and submitted without credit, but for corrections)*

Classroom Policies and Expectations:

Students are expected to adhere to the classroom rules set by the teacher in their assigned classroom, and in accordance with expectations found in the Student Handbook and Technology Policy.

PLEASE NOTE: More than six days of absenteeism per semester may result in loss of credit and may negatively impact the path to graduation.

Academic Honesty Code of Conduct:

"On my honor, I will maintain the highest possible standards of honesty, integrity, and personal responsibility. This means I will not lie, cheat, or steal, and as a member of this academic community, I am committed to creating an environment of respect and mutual trust."

Violations of this code include, but are not limited to:

- Copying another person's work or allowing your work to be copied (plagiarism)
- Allowing someone other than yourself to complete work in your name
- Using unauthorized assistance on an assessment or assignment
- Falsifying or manipulating data
- Submitting the same work for multiple courses without the instructor's permission
- Giving answers to other students
- Lying to an instructor
- Tampering with or destroying the work of another student
- Using responses found on the internet, or created with the use of technological means (ex. artificial intelligence, and/or any other non-student generated technology, application or tool)

Any outside sources used on an assignment should be referenced and cited appropriately.

Artificial Intelligence:

Note: Positive uses of Artificial Intelligence (AI) include brainstorming ideas, creating outlines, and using AI to check student work for clarity. Students should not use AI to write work, revise work, or format work, as this would constitute plagiarism. Additionally, in specific classes, teachers may give differing permissions for the use of AI as it relates to their courses. Students must abide by the instructor's given guidelines.

Consequences for Academic Dishonesty:

At the instructor's discretion, the student **will** lose partial or full credit for the assignment. The student will be on notice that the incident will be recorded in the gradebook and his/her parent(s) will be informed. Future academic dishonesty incidents will result in a grade of zero for the assignment, a meeting with the principal, and possible loss of credit, suspension, or expulsion. Direct copying is plagiarism. Only original work may be submitted for this (and any other) academic course at North Idaho STEM Charter Academy.

If you have any questions about avoiding plagiarism, please visit the **OWL at Purdue's "Avoiding Plagiarism" web page.**

True creativity demands honesty and producing one's own work always!