

# **COURSE SYLLABUS**

# Fundamentals of Graphic Design, 7.5 credits

Grundläggande grafisk design, 7,5 högskolepoäng

 Course Code:
 TGGG18
 Education Cycle:
 First-cycle level

 Confirmed by:
 Dean Apr 6, 2018
 Disciplinary domain:
 Technology

 Revised by:
 Dean Oct 29, 2019
 Subject group:
 TE9

 Valid From:
 Aug 1, 2020
 Specialised in:
 G1N

Version: 2 Specialised III. GIN Main field of study: Informatics

# **Intended Learning Outcomes (ILO)**

After a successful course, the student shall

## Knowledge and understanding

- display knowledge of basic principles and theories of graphic design and typography
- display knowledge of methods, techniques and software within computer based production of graphic design
- show familiarity with important movements and key figures within the history of graphic design
- show familiarity with different types of workplaces, agencies and professions within the graphic design industry
- show familiarity with important aspects in the creation of brands, logotypes and graphic identities

## Skills and abilities

- demonstrate the ability to present finished design solutions and to document the design process  $% \left( 1\right) =\left( 1\right) \left( 1\right) +\left( 1\right) \left( 1\right) +\left( 1\right) \left( 1\right) +\left( 1\right) \left( 1\right) +\left( 1\right) +\left( 1\right) \left( 1\right) +\left( 1\right) +\left($ 

### Judgement and approach

- demonstrate the ability to analyse and reflect on their own as well as others artwork with regards taken to relevant design principles and typographic concepts

#### **Contents**

The course gives basic knowledge in graphic design, typography and the production of digital artwork. It also gives a basic orientation of the design industry and the history of graphic design. The course includes the following parts:

- Principles of design and layout
- Typography
- Colour theory
- Design history
- Graphic design as a profession

- Composition and gestalt principles
- Brands, logotypes and graphic identities
- Presentation skills
- Lab sessions using software for digital artwork production

## Type of instruction

Lectures, workshops, tutorials and assignments.

The teaching is conducted in English.

# **Prerequisites**

General entry requirements and Matematics 2a or 2b or 2c or Matematics B. Proof of English proficiency is required (or the equivalent).

## **Examination and grades**

The course is graded 5,4,3 or Fail.

The final grade for the course is based on a balanced set of assessments. The final grade will only be issued after satisfactory completion of all assessments.

## Registration of examination:

Name of the Test	Value	Grading
Written Examination	2.5 credits	5/4/3/U
Assignments	5 credits	5/4/3/U

#### Course literature

Literature

The litterature list for the course will be provided one month before the course starts.

Title: Graphic Design School, 6th edn.

Author: David D, Stewart S, Zempol E and Vickress A

Publisher: Thames Hudson Ltd.

ISBN: 9780500292853

Title: Thinking with Type, 2nd edn.

Author: Ellen Lupton

Publisher: Princeton Architectural Press

ISBN: 9781568989693