

Graphic Design (GD)

GD 201 Design, Context, and Experience (6 credit hours)

Introduction to analysis and form-making in graphic design through investigations of design artifacts as components of larger and physical, social, cultural, and technological systems. Appropriate student-owned technology and software required. Graphic Design Majors Only, except with Department Head permission

Prerequisite: GD 210 Co-requisite: GD 217

Typically offered in Fall only

GD 202 Designing for Settings, People, and Use (6 credit hours)

Relationships among audience/user interpretive behavior, attributes of physical and cultural settings, and objects with attention to different perspectives on the role of the designer. Graphic Design Majors Only, except with Department Head permission.

Prerequisite: GD 201, GD 217; Corequisite: GD 317

Typically offered in Spring only

GD 203 History of Graphic Design (3 credit hours)

Events, ideas, movements, designs and individuals that have historical significance and influence on contemporary graphic design and the graphic design profession. Concentration on graphic design of the last 100 years.

GEP Visual and Performing Arts

Typically offered in Spring only

GD 210 Image and Tech Tinkering (6 credit hours)

GD 210 is an introduction to exploration with imagery and technology. It introduces basic critical and interpretative ideas about images in context and with users in mind. This includes fundamentals of both the reproduction and experience of imagery that are particularly relevant to the Graphic Design curriculum. GD 210 also introduces students to technologies relevant to current and future design practice, and nurtures rapid ideation through prototyping techniques. Graphic Design majors only, except with Department Head permission.

Prerequisite: D 104

Typically offered in Spring only

GD 217 Typography and Technology (3 credit hours)

Introduction to typography with respect to four primary systems: reading, form, language, and technology. Appropriate student-owned technology and software required. Graphic Design majors only, except with Department Head permission.

Prerequisite: GD 210

Typically offered in Fall only

GD 301 Branding, Interaction, and Service Design (6 credit hours)

Investigations of branding, interaction, and service design in response to problems of complex systems and contexts. Graphic Design majors only, except with Department Head permission.

Prerequisite: GD 202. Corequisite: GD 417

Typically offered in Fall only

GD 303 Graphic Design Theory and Practice (3 credit hours)

An examination of theories and critical perspectives shaping graphic practice. The course includes a discussion of contemporary design strategy in business and the role of visual communication in the information age.

GEP Visual and Performing Arts

Typically offered in Fall only

GD 310 Visualization, Representation, and Display (3 credit hours)

Surveying, documenting, and interpreting sites and subjects; representing relationships among settings, people, and objects through image-making strategies, such as activity maps, interviews, panoramas, and visual essays. Graphic Design majors only, except with Department Head permission for other college of design majors.

Prerequisite: GD 210

Typically offered in Spring only

GD 317 Typographic Language, Writing, and Reading (3 credit hours)

Continuation of typography and technology with greater emphasis on the individual reading experience, including page sequencing, grids, and the relationship between historical conventions and new interpretive demands on readers. Graphic Design majors only, except with Department Head permission.

Prerequisite: GD 217

Typically offered in Spring only

GD 400 Advanced Graphic Design Studio (6 credit hours)

Topical and interdisciplinary studios addressing advanced visual communication problems. Graphic Design Majors only, except with Department Head permission.

Prerequisites: GD 301 and GD 203 and GD 303

Typically offered in Fall and Spring

GD 401 Graphic Design Practicum (3 credit hours)

Capstone experience focused on the transition from school to career. Individual capstone project and discussions of professional practice, guidelines, and ethics. Graphic Design majors only, seniors.

Prerequisite: GD 301 and GD 410 and GD 417

Typically offered in Fall only

GD 410 Online and Mobile Interaction Design Systems (3 credit hours)

Exploration of dynamic communication systems, including methods for visualizing user interaction, setting conditions for user experience, and managing collaborative work. Graphic Design majors only, except with Department Head permission for other College of Design majors.

Prerequisite: GD 310

Typically offered in Fall only

GD 417 Information and Publishing Design Systems (3 credit hours)

Continuation of typographic language, writing, and reading with attention to advanced grid, form, and font systems in the design of multi-page documents, as well as issues of production and printing. Graphic Design majors only, except with Department Head permission.

Prerequisite: GD 317

Typically offered in Fall only

GD 490 Graphic Design International Studio (6 credit hours)
Define visual communication design problems and develop design solutions in an international setting. Studio projects related to design, culture, and traditional and contemporary visual communication. Directed studies in history and culture, and in artifact making. Additional travel and trip costs are required beyond registration fees, as well as appropriate immunizations. Graphic Design majors and departmental approved Elective ("swing") Studio for all other College of Design Majors with Junior or Graduate Standing in Major.

Prerequisite: Junior standing in the major and Study Abroad Office approval
Typically offered in Summer only

GD 492 Special Topics in Graphic Design (3 credit hours)
Topics of current interest in Graphic Design. Normally used to develop new courses. Graphic Design Majors, and department approved elective for all other college of Design Majors with Junior or Graduate standing in major.

Prerequisite: Jr standing in Graphic Design major
Typically offered in Fall, Spring, and Summer

GD 494 Internship in Graphic Design (3 credit hours)
Supervised field experience in graphic design offices and organizations. Individualized/Independent Study and Research courses require a Course Agreement for Students Enrolled in Non-Standard Courses be completed by the student and faculty member prior to registration by the department.

Prerequisite: Junior standing in Graphic Design and 3.0 GPA or better
Typically offered in Fall, Spring, and Summer

GD 495 Independent Study in Graphic Design (1-3 credit hours)
Special projects in graphic design developed under the direction of a faculty member on a tutorial basis. Individualized/Independent Study and Research courses require a "Course Agreement for Students Enrolled in Non-Standard Courses" be completed by the student and faculty member prior to registration by the department.

Prerequisite: Junior standing in Graphic Design and 3.0 GPA or better
Typically offered in Fall, Spring, and Summer

GD 501 Graduate Graphic Design Studio (9 credit hours)
Student-defined graphic design projects in response to critical content framework presentation by GD 571 faculty. Center of framework on role of design objects as cognitive artifacts and extension, transformation or diminishment of human thought by their form and content. Interaction of potential audiences with designer-created artifacts. Graphic design majors only.

Corequisite: GD 571
Typically offered in Fall only

GD 502 Graduate Graphic Design Studio II (9 credit hours)
Student-defined graphic design projects in response to critical content framework presentation by GD 572 faculty. Center of framework on role of design objects as cultural artifacts and their reflection on social diversity of both designers and audiences. Creation, reproduction, distribution and reception of messages in both designer-created artifacts and audience's response. Graphic design majors only.

Prerequisite: GD 501, Corequisite: GD 572
Typically offered in Fall only

GD 503 Graduate Graphic Design Studio III (9 credit hours)
Student-defined graphic design projects in response to critical content framework presentation by GD 671 faculty. Center of framework on nature of new information environments. Shape and response of technologies to new cognitive and cultural relationships among audiences.

Prerequisite: GD 573, Corequisite: GD 671
Typically offered in Spring only

GD 510 Imaging for Graphic Design IV (3 credit hours)
Advanced problems in the visual design and structuring of information in interactive multimedia presentations. Topics include the design of interfaces, navigation, motion graphics, and websites as well as exploration of narrative and hypermedia approaches to the organization of content.

Prerequisite: GD 410, Design Majors
Typically offered in Spring only

GD 517 Type IV (3 credit hours)
Advanced problems of typographic expression/communication in which typographic variables are used to alter, enhance, or reinforce verbal meaning. Historic precedent and experimentation with the conventions for typographic form are explored. The impact of the computer on changes in typographic aesthetics, including motion graphics, typeface design, and website design.

Prerequisite: GD 417, Design Majors
Typically offered in Spring only

GD 571 Design As Cognitive Artifact (3 credit hours)
Relationship between theories of human cognition and graphic design. Analysis and critique of design objects as cognitive artifacts and extension, transformation or diminishment of human thought by their form and content. A critical examination of cognitive, linguistic and social science theories shaping graphic design. Non-majors by permission only.

Typically offered in Spring only

GD 572 Design as Cultural Artifact (3 credit hours)
Introduction to recent theories in various disciplines concerning a cultural understanding of graphic design. Theories of mass and popular culture, critiques of creativity and authorial intentionality, influences of interpretive criticism, theories of consumption and issues of cultural representation. Emphasis on adaptation of these theories to an understanding of the cultural significance of graphic design. Non-majors by permission only.

Typically offered in Fall and Spring

GD 573 New Information Environments (3 credit hours)
Changing role of graphic design in new information environments. Implications of new technology on social construction of meaning, impact of electronic media on culture and cognition, and differences in designing artifacts and designing experiences. Non-majors by permission only.

Prerequisite: GD 503
Typically offered in Spring only

GD 580 Special Topics In Graphic Design History (1-6 credit hours)

Topics of current interest in interpretation, criticism, methodology and research, relating to graphic design history. Further specialized study in history of printing, typography, communication, image-making and information systems. Investigation of how we study artifacts, production and producers.

Prerequisite: GD 242

Typically offered in Spring only

GD 581 Graphic Design Final Project Research (3 credit hours)

A seminar course to assist students in preparing foundation for final project to be conducted in GD 688 Final Project Studio.

Prerequisite: GD 502

Typically offered in Fall only

GD 588 Final Project Studio In Graphic Design (6 credit hours)

Final project for graduate students supervised by members of their graduate advisory committees.

Prerequisite: GD 581

Typically offered in Spring only

GD 592 Special Topics In Graphic Design (1-6 credit hours)

Topics of current interest to program/option offered by faculty in School. Subjects offered under this number normally used to test and develop new courses.

Prerequisite: Graduate standing

Typically offered in Fall only

GD 610 Special Topics In Graphic Design (1-6 credit hours)

An investigation of special topics in graphic design of a particular interest to advanced students under direction of chair of graduate committee on a tutorial basis; credit and content vary with each student.

Prerequisite: Permission of grad. advisor

Typically offered in Fall and Spring

GD 630 Independent Study In Graphic Design (1-3 credit hours)

Special problems in various aspects of graphic design developed under the direction of a faculty member on a tutorial basis.

Typically offered in Fall, Spring, and Summer

GD 676 Special Project In Graphic Design (1-3 credit hours)

Seminar on subjects of current interest in graphic design, presented by persons not part of regular faculty.

Prerequisite: Graduate standing

Typically offered in Fall and Spring

GD 685 Master's Supervised Teaching (1-3 credit hours)

Teaching experience under the mentorship of faculty who assist the student in planning for the teaching assignment, observe and provide feedback to the student during the teaching assignment, and evaluate the student upon completion of the assignment.

Prerequisite: Master's student

Typically offered in Fall and Spring

GD 688 Non-Thesis Masters Continuous Registration - Half Time Registration (1 credit hours)

For students in non-thesis master's programs who have completed all credit hour requirements for their degree but need to maintain half-time continuous registration to complete incomplete grades, projects, final master's exam, etc.

Prerequisite: Master's student

Typically offered in Fall and Spring

GD 689 Non-Thesis Master Continuous Registration - Full Time Registration (3 credit hours)

For students in non-thesis master's programs who have completed all credit hour requirements for their degree but need to maintain full-time continuous registration to complete incomplete grades, projects, final master's exam, etc. Students may register for this course a maximum of one semester.

Prerequisite: Master's student

Typically offered in Spring only

GD 690 Master's Examination (1-9 credit hours)

For students in non-thesis master's programs who have completed all other requirements of the degree except preparing for and taking the final master's exam.

Prerequisite: Master's student

Typically offered in Fall, Spring, and Summer