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 MGXD Design Studio I (6 credit hours)
This studio explores relationships between data visualization, information presentation, interface design, and user receptivity in plausible near-future scenarios. Coursework concerns the graphic and experience design that follows data management and analysis, not the data management or analysis themselves. Students develop strategies for managing design investigations in the absence of presently available and testable hardware.

R: Graphic and Experience Design majors only
Typically offered in Fall only

GD 502 MGXD Design Studio II (6 credit hours)
This studio explores user-centered design research methods and interface design within an industry-oriented problem space. Emphasis is placed on emerging technologies such as artificial intelligence.

Restriction: Graphic and Experience Design majors only; Prerequisite: GD 501
Typically offered in Spring only

GD 503 MGXD Design Studio III (6 credit hours)
This course introduces practices of design-based discovery, which utilizes theory in guiding design exploration.

Restriction: Graphic and Experience Design majors only; Prerequisite: GD 502
Typically offered in Fall 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 Research Methods (3 credit hours)
This course examines research methods used in graphic & experience design for the development of products, services, systems, and experiences. The course addresses research in multiple phases of the design process including problem definition, generative, and evaluative phases. Emphasis is placed on matching the attributes of methods with the research needs of designers to ultimately define and validate design requirements. Nonmajors by permission only.

Typically offered in Fall only

GD 572 Theoretical Frameworks in Design (3 credit hours)
This course examines how theory is practically applied to inform design practice. Coursework presents students with necessary tools to identify and assess appropriate theories for inquiry in design, and to construct logical arguments for choosing and applying theory. Nonmajors by permission only.

Prerequisite: GD 571
Typically offered in Spring only

GD 573 Future of Interface Design (3 credit hours)
This coursework introduces texts that examine the evolution of computation and design between 1960 and present, particularly as this evolution relates to graphic and experience design. The course begins with the early development of personal computers and graphical user interfaces, considering how humans communicated with machines during the mid to late century. The focus then shifts to more recent issues arising at the intersection of technology and design such as speculative design, data ethics, and AI creativity. Emphasis is placed on how designers might consider these issues in their own design practice. Nonmajors by permission only.

Prerequisite: GD 572
Typically offered in Fall only

GD 575 Accessible Design (3 credit hours)
This course examines research methods used in graphic & experience design for the development of accessible digital products, services, systems, and experiences. The course introduces students to Disability Theory, assistive technology, and individualized ("one-size-fits-one") design approaches. Emphasis is placed on the intersection of assistive technology and emerging technologies such as artificial intelligence.

Typically offered in Fall 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
This course is offered alternate years

GD 581 Final Project Preparation (3-6 credit hours)
This course assists students in preparing research questions and investigating and constructing documentation for their final project.

Prerequisite: GD 573
Typically offered in Fall only

GD 588 Final Project Studio (3-9 credit hours)
This studio supports students as they complete the final project. Students engage in group discussions of their work in class (and with faculty committees outside of class). Progress is monitored and visual studies are evaluated.

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, Spring, and Summer

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