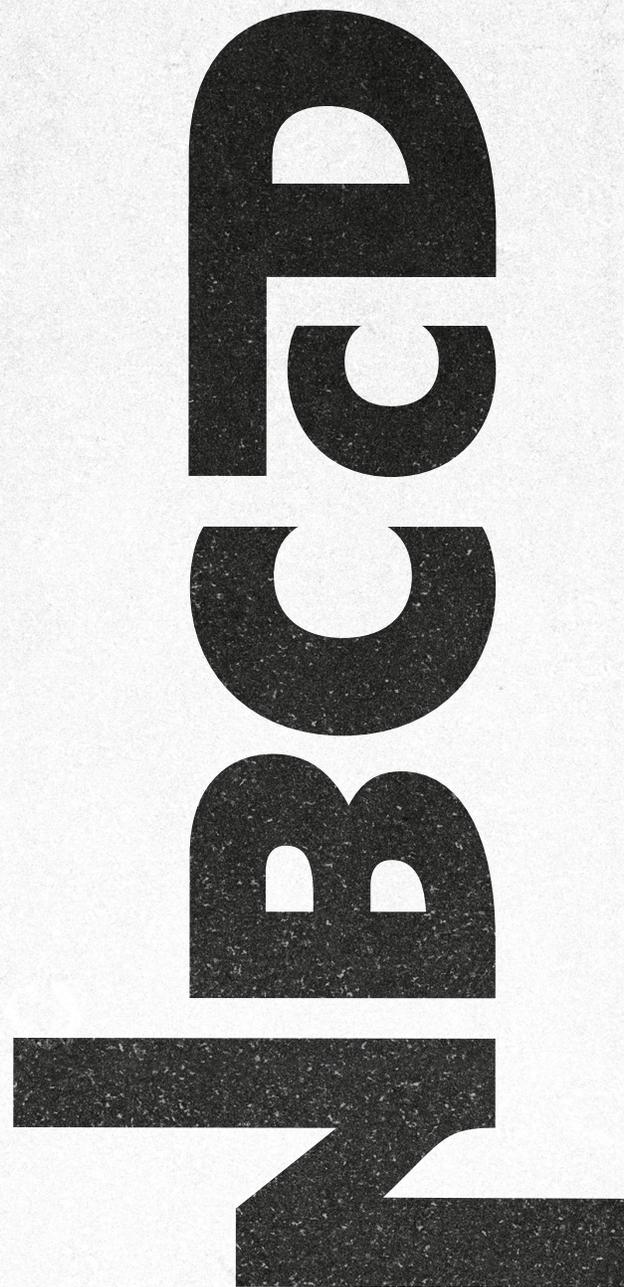


**GRAPHIC DESIGN**  
Curriculum Standard  
2026-2028





# CURRICULUM STANDARD

GRAPHIC DESIGN

**2026-2028**

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Electronic Approval Date: 2026-03-01

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## Delivery Sequence

The New Brunswick College of Craft and Design (NBCCD) fosters a learner-centered environment that puts the student at the heart of the educational experience.

NBCCD's officially approved document, the Curriculum Standard, details specific learning outcomes necessary for a student to be certified. It also ensures uniformity of the delivery of a program's content.

The Curriculum Standard is an introduction to the program which includes the program description, program learning outcomes, and the program's potential career opportunities. This is followed by information on duration, credits, admission requirements, advanced placement, certification, articulations, and prior learning assessment and recognition.

This document also contains a program delivery sequence and the course profiles with specific course learning outcomes and grading basis.

In addition, the Curriculum Standard is used as a tool for revision and evaluation of the program and for the promotion of transfer agreements with other post-secondary institutions.

NBCCD welcomes all comments and inquiries regarding the implementation of this program and the use of this document. Please forward any requests or suggestions to the attention of:

Anna Mathis, Academic Dean  
New Brunswick College of Craft and Design  
457 Queen Street  
PO Box 6000  
Fredericton New Brunswick  
E3B 5H1

[anna.mathis@gnb.ca](mailto:anna.mathis@gnb.ca)

## Program Description

Graphic Design/Illustration is a two-year Diploma program that provides students with the option of concentrating on either graphic design or illustration. All students in the program receive a solid foundation in graphic design theory, professional techniques and industry standard knowledge as well as a deeper level of knowledge and skills, specific to the chosen concentration. Through applied research, critical discourse and self-reflection, students in both concentrations engage the creative process as they explore all aspects of visual communication including the design process, image creation, typography, layout design, concept development and branding.

In addition to graphic design and illustration, they also learn about entrepreneurship, the history of graphic design and illustration, drawing and 2D/3D design. Students create a portfolio that celebrates the power of their imaginations and can be used to launch their career.

## Areas of Study

- Graphic Design
- Illustration
- Typography
- Visual Design
- Drawing
- Communications
- Digital Media
- Desktop Publishing
- Portfolio Development
- UI/UX Design

## Program Learning Outcomes

Following successful completion of this program, students will be able to:

- Design multi-literate solutions that display a high level of technical expertise.
- Develop a responsive aesthetic that can be applied to a broad range of design applications.
- Develop an adaptive visual language through the integration of prior knowledge, cultural history and studio practice.
- Collaborate on creative projects, events and activities within shared environments that extend critical discourse and contribute to positive working environments.
- Launch a creative career by employing the entrepreneurial skills, tools, and design thinking principles to succeed and thrive in a changing contemporary landscape.
- Participate in dialogue and practices that reflect the impact historical and contemporary culture has on social responsibility.
- Employ effective strategies in the management and documentation of information and projects.

## Career Possibilities

With an entrepreneurial focus, this program prepares students to establish their own small business, be employed or continue in the Advanced Studio Practice Program at NBCCD or at other leading institutions in Canada and beyond.

Professional opportunities upon graduation include:

- Graphic Designer
- Web/Interface Designer
- Illustrator
- Art/Creative Director
- Freelance Designer and Consultant
- Entrepreneur/Business Owner

## Admission Requirements

For admission requirements, please visit [nbccd.ca/admissions](https://nbccd.ca/admissions).

## Certification

Upon successful completion of the prescribed curriculum, the student will receive a diploma in Graphic Design.

## Modifications to Academic Programs

NBCCD may modify, adapt, or adjust the curriculum requirements, teaching methods, or learning outcomes when necessary to keep the program effective and relevant. Every student accepted for enrolment at NBCCD is deemed to have agreed to any such changes whether made before or after acceptance. NBCCD reserves the right to require enrolled students to meet the revised requirements.

## Articulations

The Graphic Design program has developed articulation arrangements with other institutions as follows:

Institution: University of New Brunswick (Fredericton, NB)

- Articulation Period: 1998-05-14 - Undetermined
- Information: The Bachelor of Applied Arts (BAA) is an articulated agreement with the University of New Brunswick
- For admission requirements, refer to [www.unb.ca](http://www.unb.ca).

Institution: NSCAD University (Halifax, NS)

- Articulation period: 2024-05-17 to 2029-05-17
- Information: Students who complete the Foundation Visual Arts Certificate and one of the following diploma programs at NBCCD - Graphic Design, Ceramics, Jewellery/Metal Arts, Fashion Design, Photography/Videography, Textile Design, or Wabanaki Visual Arts - may apply for advanced standing into the Bachelor of Fine Arts, Bachelor of Design, or Bachelor of Arts. Eligible students may receive transfer credit for up to 50% depending on courses completed. Other conditions apply including a portfolio submission and a minimum GPA. For admission requirements, refer to [nscad.ca](https://nscad.ca).

Institution: St. Thomas University (Fredericton, NB)

- Articulation period: 2024-07-05 to 2029-07-05
- Information: Students who complete one of the following diploma programs at NBCCD - Graphic Design, Ceramics, Jewellery/Metal Arts, Fashion Design, Photography/Videography, Textile Design, 3D Digital Design, or Wabanaki Visual Arts - may receive up to 60 transfer credit hours toward St. Thomas University's Bachelor of Arts (Interdisciplinary Major in Humanities). The remaining 60 credits are completed at St. Thomas University.
- For admission requirements, refer to [stu.ca/admissions](https://stu.ca/admissions).

NBCCD acknowledges that we live, work and create on the unsundered and unceded traditional Wolastoqey land. The lands of Wabanaki people are recognized in a series of Peace and Friendship Treaties to establish an ongoing relationship of peace, friendship and mutual respect between equal nations. The river that runs by our college is known as Wolastoq (Saint John River), along which live Wolastoqiyik – the people of the beautiful and bountiful river.

FALL 2026 21 CREDITS	GRDN 2903 Structure and Content: Page Layout Fundamentals 3 CREDITS	GRDN 2900 Digital Imaging for Graphic Design 3 CREDITS	GRDN 2901 Digital Illustration for Graphic Design 3 CREDITS	GRDN 2908 Image Creation: Media, Method & Technique 3 CREDITS	GRDN 2922 Graphic Design Illustration Seminar 3 CREDITS	DSGN 2190 Design Thinking 3 CREDITS	Complementary Course (Choose one) 3 CREDITS	
WINTER 2027 21 CREDITS	GRDN 2904 Introduction to Typography 3 CREDITS	GRDN 2905 Structure and Content: Form Follows Function 3 CREDITS	GRDN 2924 Design Process 3 CREDITS	GRDN 2916 Image Creation: Interpretation, Style & Theme 3 CREDITS	GRDN 2912 UI/UX Fundamentals 3 CREDITS	HIST 2914 Graphic Design /Illustration History 3 CREDITS	CCAR 2210 Entrepreneurial Foundations 3 CREDITS	
SPRING 2027 6 CREDITS	GRDN 2917 Interface Design 3 CREDITS	CHOOSE 1: GRDN 2920 Image Creation: Photography for Illustration 3 CREDITS GRDN 2913 Design for Large Format 3 CREDITS						

FALL 2027 21 CREDITS	GRDN 3914 Supplemental Digital Tools 3 CREDITS	GRDN 3902 Structure and Content: Form & Format 3 CREDITS	GRDN 3904 Image Creation: Going Digital 3 CREDITS	GRDN 3913 Text, Image & Meaning 3 CREDITS	GRDN 3919 Identity and Brand Development 3 CREDITS	HIST 3902 Critical Issues: Context and Preparation 3 CREDITS	CCAR 3110 Business Basics 3 CREDITS	
WINTER 2028 21 CREDITS	GRDN 3909 Information Design 3 CREDITS	GRDN 3908 Visual Arts and the Digital Realm 3 CREDITS	GRDN 3903 Typographic Expression 3 CREDITS	GRDN 3905 Advertising and Package Design 3 CREDITS	GRDN 3907 Structure and Content: Multi-Page Document Design 3 CREDITS	CCAR 3210 Career Development 3 CREDITS	Complementary Course (Choose one) 3 CREDITS	
SPRING 2028 6 CREDITS	CHOOSE 1: INST 3902 Senior Practicum 6 CREDITS INST 3905 Senior Project: Graphic Design 6 CREDITS							

Total Diploma Credits: 96

FALL 2026 21 CREDITS	GRDN 2903 Structure and Content: Page Layout Fundamentals 3 CREDITS	GRDN 2900 Digital Imaging for Graphic Design 3 CREDITS	GRDN 2901 Digital Illustration for Graphic Design 3 CREDITS	GRDN 2908 Image Creation: Media, Method & Technique 3 CREDITS	GRDN 2922 Graphic Design Illustration Seminar 3 CREDITS	DSGN 2190 Design Thinking 3 CREDITS	Complementary Course (Choose one) 3 CREDITS	
WINTER 2027 21 CREDITS	GRDN 2904 Introduction to Typography 3 CREDITS	GRDN 2905 Structure and Content: Form Follows Function 3 CREDITS	GRDN 2924 Design Process 3 CREDITS	GRDN 2918 Image Creation: Illustrating the Designed World 3 CREDITS	GRDN 2919 Image Creation: Illustrating the Natural World 3 CREDITS	HIST 2914 Graphic Design & Illustration History 3 CREDITS	CCAR 2210 Entrepreneurial Foundations 3 CREDITS	
SPRING 2027 6 CREDITS	GRDN 2920 Image Creation: Photography for Illustration 3 CREDITS	CHOOSE 1: GRDN 2917 Interface Design 3 CREDITS GRDN 2913 Design for Large Format 3 CREDITS						

FALL 2028 21 CREDITS	GRDN 3914 Supplemental Digital Tools 3 CREDITS	GRDN 3902 Structure and Content: Form & Format 3 CREDITS	GRDN 3921 Image Creation: Illustrating Human Beings 3 CREDITS	GRDN 3915 Image Creation: Personal Style Development 3 CREDITS	GRDN 3919 Identity and Brand Development 3 CREDITS	HIST 3902 Critical Issues: Context and Preparation 3 CREDITS	CCAR 3110 Business Basics 3 CREDITS	
WINTER 2028 21 CREDITS	GRDN 3909 Information Design 3 CREDITS	GRDN 3908 Visual Arts and the Digital Realm 3 CREDITS	GRDN 3922 Image Creation: Individualized Illustration Project 3 CREDITS	GRDN 3917 Image Creation: Editorial and Book Illustration 3 CREDITS	GRDN 3916 Image Creation: Sequential Illustrations 3 CREDITS	CCAR 3210 Career Development 3 CREDITS	Complementary Course (Choose one) 3 CREDITS	
SPRING 2028 6 CREDITS	CHOOSE 1: INST 3902 Senior Practicum 6 CREDITS INST 3905 Senior Project: Graphic Design 6 CREDITS							

Total Diploma Credits: 96

## Fall 1

Code	Title	Credits	Scheduled Hours	Nominal Hours	Requisites
<b>Core Curriculum</b>					
GRDN 2903	Structure and Content: Page Layout Fundamentals	3	45	90	None
GRDN 2900	Digital Imaging for Graphic Design	3	45	90	None
GRDN 2901	Digital Illustration for Graphic Design	3	45	90	None
GRDN 2908	Image Creation: Media, Method & Technique	3	45	90	None
GRDN 2922	Graphic Design Illustration Seminar	3	45	90	None
DSGN 2190	Design Thinking	3	45	90	None
	Complementary Course (Choose one)	3	90	45	None

Total of credits: 21.00

## Winter 1

Code	Title	Credits	Scheduled Hours	Nominal Hours	Requisites
<b>Core Curriculum</b>					
GRDN 2904	Introduction to Typography	3	45	90	None
GRDN 2905	Structure and Content: Form Follows Function	3	45	90	GRDN 2903
GRDN 2924	Design Process	3	45	90	GRDN 2900 GRDN 2901
HIST 2914	Graphic Design/Illustration History	3	45	90	None
CCAR 2210	Entrepreneurial Foundations	3	45	90	None
<b>Graphic Design Stream</b>					
GRDN 2916	Image Creation: Interpretation , Style and Theme	3	45	90	GRDN 2908
GRDN 2912	UI/UX Fundamentals	3	45	90	None
<b>Illustration Stream</b>					
GRDN 2918	Image Creation: Illustrating the Designed World	3	45	90	None
GRDN 2919	Image Creation: Illustrating the Natural World	3	45	90	None

Total of credits: 21.00

## Spring 1

Code	Title	Credits	Scheduled Hours	Nominal Hours	Requisites	
<b>Graphic Design Stream</b>						
GRDN 2917	Interface Design	3	45	90	None	
Choose one:	GRDN 2920	Image Creation: Photography for Illustration	3	45	90	GRDN 2900 GRDN 2901
	GRDN 2913	Design for Large Format	3	45	90	GRDN 2900 GRDN 2901
<b>Illustration Stream</b>						
GRDN 2920	Image Creation: Photography for Illustration	3	45	90	GRDN 2900 GRDN 2901	
Choose one:	GRDN 2917	Interface Design	3	45	90	None
	GRDN 2913	Design for Large Format	3	45	90	GRDN 2900 GRDN 2901

Total of credits: 6.00

## Fall 2

Code	Title	Credits	Scheduled Hours	Nominal Hours	Requisites
<b>Core Curriculum</b>					
GRDN 3914	Supplemental Digital Tools	3	45	90	GRDN 2900 GRDN 2901
GRDN 3902	Structure and Content: Form and Format	3	45	90	GRDN 2905
GRDN 3919	Identity and Brand Development	3	45	90	GRDN 2900 GRDN 2901
HIST 3902	Critical Issues: Context and Perception	3	45	90	None
CCAR 3110	Business Basics	3	45	90	CCAR 2210
<b>Graphic Design Stream</b>					
GRDN 3904	Image Creation: Going Digital	3	45	90	GRDN 2916
GRDN 3913	Text, Image & Meaning	3	45	90	GRDN 2904
<b>Illustration Stream</b>					
GRDN 3921	Image Creation: Illustrating Human Beings	3	45	90	GRDN 2918 GRDN 2919
GRDN 3915	Image Creation: Personal Style Development	3	45	90	GRDN 2900 GRDN 2901

Total of credits: 21.00

## Winter 2

Code	Title	Credits	Scheduled Hours	Nominal Hours	Requisites
<b>Core Curriculum</b>					
GRDN 3909	Information Design	3	45	90	GRDN 2900 GRDN 2901
GRDN 3908	Visual Arts and the Digital Realm	3	45	90	None
CCAR 3210	Career Development	3	45	90	CCAR 3110
	Complementary Course (Choose one)	3	90	45	None
<b>Graphic Design Stream</b>					
GRDN 3903	Typographic Expression	3	45	90	GRDN 2904
GRDN 3905	Advertising and Package Design	3	45	90	GRDN 2900 GRDN 2901
GRDN 3907	Structure and Content: Multi-Page Document Design	3	45	90	GRDN 3902
<b>Illustration Stream</b>					
GRDN 3916	Image Creation: Sequential Illustrations	3	45	90	GRDN 3914 GRDN 3915
GRDN 3917	Image Creation: Editorial and Book Illustration	3	45	90	GRDN 3914 GRDN 3915
GRDN 3922	Image Creation: Individualized Illustration Project	3	45	90	GRDN 3914

Total of credits: 21.00

## Spring 2

Code	Title	Credits	Scheduled Hours	Nominal Hours	Requisites	
<b>Core Curriculum</b>						
Choose one:	INST 3902	Senior Practicum	6	0	180	None
	INST 3905	Senior Project: Graphic Design	6	90	180	None

Total of credits: 6

Course Code/Title: GRDN 2903 Structure and Content: Page Layout Fundamentals

Academic Dean: Anna Mathis

Requisites: None

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
20	25	45	0	0

## Course Description

In this course, students work with software used in the design of the printed page. They complete a number of technical and creative projects using the software package Adobe InDesign which develops familiarity with the basic software functions that control document form and format, as well as typographic and image control.

## Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Perform commonly used Adobe InDesign functions, techniques and methods associated with the creation of basic page layout designs intended for use within the realm of graphic design.
2. Create single page documents in a variety of sizes and proportions appropriate to the purpose of each.
3. Organize information into various structures that enhance readability.
4. Combine type and imagery in a functional manner.
5. Design documents that incorporate accepted design standards for designing with type.

## Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

**Grading Basis:** Graded with pass mark of 60%.

Course Code/Title: GRDN 2900 Digital Imaging for Graphic Design

Academic Dean: Anna Mathis

Requisites: None

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
25	20	45	0	0

## Course Description

In this course, students create artwork by investigating the basic tools and techniques used in creating pixel-based imagery. They create digital imagery on their own through the use of digitizing devices such as cameras and scanners. In addition, students learn to control the technical aspects of the digital image by formatting images for various purposes and media destinations, while exploring the creative possibilities that pixel-based imagery provides.

## Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Perform commonly used Photoshop functions, techniques and methods associated with the creation of pixel-based illustrations intended for use within the realm of graphic design.
2. Enhance the quality of images by adjusting their colour characterizations.
3. Utilize scanning technology to digitize analogue constructs.
4. Create imagery that communicates specific information and/or expresses specific ideas and concepts.
5. Combine imagery from different sources and origins in the creation of new images.

## Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

**Grading Basis:** Graded with pass mark of 60%.

Course Code/Title: GRDN 2901 Digital Illustration for Graphic Design

Academic Dean: Anna Mathis

Requisites: None

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
20	25	45	0	0

## Course Description

In this course, students create imaginative illustrations with the basic tools and techniques used in creating vector-based digital imagery. Emphasis is on controlling line quality as well as the tonal, color and textural characteristics of graphic objects. In addition, you explore the context and purpose of the illustrative work by combining images with text based elements and adjusting the physical form.

## Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Perform commonly used Adobe Illustrator functions, techniques and methods associated with the creation of vector-based digital illustrations intended for use within communication design.
2. Apply traditional drawing concepts to digitally created illustrations.
3. Use line in an effective manner that enhances the quality of the artwork.
4. Control tone, color and texture in the creation of digital illustrations.
5. Create custom brush styles to be applied to illustrations.

## Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

**Grading Basis:** Graded with pass mark of 60%.

Course Code/Title: GRDN 2908 Image Creation: Media, Method and Technique

Academic Dean: Anna Mathis

Requisites: None

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
20	25	45	0	0

## Course Description

In this course, students are introduced to creative illustrations by exploring common media, methods and techniques utilized by conventional illustrators. In their assignments, they manipulate a number of mark-making media on a variety of 2D surfaces. This work is based on what they learn of the work and style of a broad range of traditional and contemporary image makers. In addition, they look at important historical achievements in the field.

## Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Generate accurate renderings using graphite and ink.
2. Produce washes of colour and tone using a variety of media.
3. Make original surface textures and patterns using various techniques.
4. Combine two or more media and/or techniques compositionally.
5. Create imagery that communicates specific information and expresses certain ideas and concepts.

## Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

**Grading Basis:** Graded with pass mark of 60%.

Course Code/Title: GRDN 2922 Graphic Design Illustration Seminar

Academic Dean: Anna Mathis

Requisites: None

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
20	25	45	0	0

## Course Description

In this course, students investigate the nature of graphic design and illustration. They create a number of discussion papers and presentations that give meaning to the terms graphic design and illustration. In addition, they compare career opportunities and possibilities within the graphic design/illustration industries and domains, utilize online resources available to both, and identify organizations helpful to and associated with each concentration.

## Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Compare career opportunities and possibilities within the realms of graphic design and/or illustration.
2. Research additional educational opportunities and possibilities in the fields of graphic design and/or illustration.
3. Discuss professionally-oriented issues of relevance to graphic designers and/or illustrators in a contemporary social context.
4. Differentiate between art, design and fine craft and explain the place of graphic design and/or illustration in contemporary North American society.
5. Utilize relevant online resources while conducting a comparative analysis of organizations and the type of assistance provided by each.

## Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

**Grading Basis:** Graded with pass mark of 60%.

Course Code/Title: GRDN 2904 Introduction to Typography

Academic Dean: Anna Mathis

Requisites: None

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
20	25	45	0	0

## Course Description

In this course, students explore type by creating designs that utilize type as both a communicative device and as a visual image. Through a series of projects, they acquire a fundamental understanding of how to design and construct letters, create designs with type and use type as image. In addition, students examine the history of typography and explore contemporary trends in the world of type and type design.

## Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Perform commonly used typographic functions, techniques and methods associated with the design of text for use within the realm of graphic design.
2. Describe the basic terminology of type.
3. Utilize the use of typography in a contemporary context.
4. Use standard digital typographic controls.
5. Correct common typographic faults and mistakes.
6. Create imagery that communicates specific information and/or expresses specific ideas and concepts that incorporates the principles of typography.
7. Develop typographic imagery that combines the traditional with the contemporary.

## Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

**Grading Basis:** Graded with pass mark of 60%.

Course Code/Title: GRDN 2905 Structure and Content: Form Follows Function

Academic Dean: Anna Mathis

Requisites: GRDN 2903

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
25	20	45	0	0

## Course Description

In this course, students explore the creative potential of the printed page by designing a variety of common products while they learn to apply a set of rules and guidelines that ensure good design and compositional choices. They engage in a thought process that guides design and compositional choice by looking at the size and purpose of a project in a manner that helps fulfill its functional potential (form follows function). By combining this thought process with personal creativity, they develop layout designs that are both creative and functionally effective.

## Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Design information and images into a structure that enhances its functional purpose.
2. Create a hierarchy of information that enhances a design's readability.
3. Design by controlling the use of visual tension points.
4. Understand and utilize space as an effective design element by composing layouts that incorporate negative space as a compositional element.
5. Create page designs that utilize typography as a creative design element.

## Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

**Grading Basis:** Graded with pass mark of 60%.

Course Code/Title: GRDN 2924 Design Process

Academic Dean: Anna Mathis

Requisites: GRDN 2900, GRDN 2901

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
20	25	45	0	0

## Course Description

In this course, students engage in the design process as they learn to maximize their potential as creative problem solvers. After extensive research into a problem, they utilize various ideation processes to expand their creative potential and provide a greater breadth of possible solutions. Students then develop multiple solutions and through analysis and feedback, assess areas of improvement. This cyclical process is followed until their project reaches its fullest potential.

## Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Research, develop and utilize various models of the design process.
2. Compile a list of problems that will become the semester's project list.
3. Investigate different research methods and utilize them to conduct in-depth research on a defined problem.
4. Engage in a range of ideation techniques to generate a list of the greatest number of solutions.
5. Design a number of solutions for projects and create mock-ups.
6. Present solutions for analysis and critique.
7. Seek to improve solutions until a solution has reached its maximum potential.

## Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

**Grading Basis:** Graded with pass mark of 60%.

Course Code/Title: HIST 2914 Graphic Design/Illustration History

Academic Dean: Anna Mathis

Requisites: None

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
30	15	45	0	0

## Course Description

In this course, students explore the rich history of graphic design and illustration from the first cave paintings to the invention of the printing press to the development of digital technology. They study significant people, events and technological developments that transformed their creative domains into what they are today. As well, students explore the manner in which these people, technologies and events have transformed the world at large.

## Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Compare the evolution of technology with the evolution of the graphic design industry.
2. Identify important people, businesses and/or organizations that are of historical significance.
3. Evaluate graphic design styles and movements associated with distinct periods of time.
4. Analyze the impact that fine art movements have had upon the stylistic trends in graphic design.
5. Compose design work that incorporates definite stylistic characteristics from different and/or distinct periods and/or movements of graphic design history.

## Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

**Grading Basis:** Graded with pass mark of 60%.

Course Code/Title: CCAR 2210 Entrepreneurial Foundations

Academic Dean: Anna Mathis

Requisites: None

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
20	25	45	0	0

## Course Description

This course introduces students to fundamental entrepreneurial concepts, focusing on accounting for both time and money through budgeting and basic accounting terms essential for tracking these critical resources. Students will also begin to establish and manage their professional profile, engaging in the process of presenting and representing themselves by utilizing various methods such as the development of a portfolio.

## Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Evaluate personal entrepreneurial goals through a process of self-reflection.
2. Learn how to apply cost accounting tools and techniques to effectively track time and manage cash flow, recognizing the critical relationship between time and money in entrepreneurial ventures.
3. Determine the value of their time in the context of design knowledge and skills, creative abilities and labour.
4. Analyze portfolios and promotional materials from various design, graphic design, and illustration-based businesses.
5. Compile a list of web editors, hosting platforms, and web building tools, and evaluate their capabilities.
6. Build a basic web space with the purpose of presenting their work and representing themselves as a designer.

## Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

**Grading Basis:** Graded with pass mark of 60%.

Course Code/Title: GRDN 2916 Image Creation: Interpretation, Style and Theme

Academic Dean: Anna Mathis

Requisites: GRDN 2908

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
20	25	45	0	0

## Course Description

In this course, students create editorial images that connect to specific audiences and texts by developing their visual problem-solving abilities. They find suitable, appropriate and effective visual solutions using cartoon, caricature and other approaches. Students compare styles from a broad range of contemporary imagery and use various combinations of media to learn how illustrators give visual substance to thoughts, stories and ideas.

## Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Create illustrations that exhibit a range of illustrative styles for diverse applications such as cartooning and caricatures, as well as editorial, technical, medical and children's illustrations.
2. Analyze a variety of applications and situations in order to solve problems related to illustration.
3. Develop a variety of solutions that are creative and innovative in solving a visual problem while displaying a diverse interpretation of a subject matter.
4. Create illustrations that respond to issues and topics of political and/or social concerns.
5. Design a book that consists of a series of illustrations that displays a consistent visual interpretation and illustrative style of a written narrative and/or subject matter.

## Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

**Grading Basis:** Graded with pass mark of 60%.

Course Code/Title: GRDN 2912 UI/UX Fundamentals

Academic Dean: Anna Mathis

Requisites: None

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
15	30	45	0	0

## Course Description

In this course, students learn the fundamental concepts of user experience and user interface design for websites. They are introduced to the planning process of web design including content strategy, site maps, and prototyped wireframes. Students also design and create the visual assets that express a website's purpose and functionality.

## Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Create graphic content to be placed upon a web page.
2. Incorporate basic interactivity and navigational standards into a web page.
3. Test functionality from a user experience perspective.
4. Design web pages that combine type and imagery in a functional manner.
5. Utilize industry standard software to create functional prototypes.

## Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

**Grading Basis:** Graded with pass mark of 60%.

Course Code/Title: GRDN 2918 Image Creation: Illustrating the Designed World

Academic Dean: Anna Mathis

Requisites: None

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
20	25	45	0	0

## Course Description

In this course, students learn to render the designed world of mankind by using isometric perspective as well as one, two, and three point perspective to produce multiple viewpoints as they learn to recreate and interpret manmade objects and architectural interior and exterior scenes. Students will also learn to portray the effects of artificial and natural light on created environments and objects. They will learn techniques to help recreate the textures, patterns and structures unique to the world created by man. Finally they will use this knowledge and their own imaginations to envision imaginary places and things.

## Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Render objects and architecture using an isometric perspective grid as well as one, two and/or three point perspective.
2. Create architectural landscapes and/or interiors that accurately visualizes both natural and artificial light sources as well as a combination of both.
3. Properly visualize and render recurring textures and patterns of the designed world.
4. Create scenes and objects from the imagination that reflect an understanding of the designed world.
5. Interpret and render complex objects and structures that are comprised of forms other than the typical rectilinear, spherical and cylindrical forms that are common in the artificial world.

## Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

**Grading Basis:** Graded with pass mark of 60%.

Course Code/Title: GRDN 2919 Image Creation: Illustrating the Natural World

Academic Dean: Anna Mathis

Requisites: none

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
20	25	45	0	0

## Course Description

In this course, students interpret the natural world as they learn to draw the landscape and associated atmospheric effects such as atmospheric perspective, fog, rain, fire etc. They will also learn to draw flora and fauna from both life and reference. Students will learn techniques to recreate naturally occurring textures and component structures such as hair, fur, skin, scales etc. They will gain a visual understanding of physical structures and natural proportions that commonly recur in nature and how to reproduce them and/or incorporate them in the creation of imaginary places and creatures.

## Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Create dynamic scenes that explore mood and atmosphere that displays an ability to render atmospheric perspective and naturally occurring lighting effects such as fog, rain and fire.
2. Through observation, incorporate common and recurring natural proportions as well as perspective into illustration work.
3. Create scenes and creatures from the imagination that reflect the physical and biological world.
4. Identify and draw recurring and repetitive structures with proper perspective and depth.
5. Incorporate specific techniques that facilitate the creation of naturally occurring textures such as hair, fur, skin, bark, etc.

## Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

**Grading Basis:** Graded with pass mark of 60%.

Course Code/Title: GRDN 2920 Image Creation: Photography for Illustration

Academic Dean: Anna Mathis

Requisites: GRDN 2900, GRDN 2901

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
25	20	45	0	0

## Course Description

In this course, students will learn basic camera controls as they learn to use the camera as a design and/or illustration tool. Students will learn to make properly exposed and well-composed pictures that enable them to utilize the camera to capture their own reference materials, use images as templates for drawing and combine photographic imagery with drawn imagery in the creation of unique and original illustrations.

## Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Properly control the three main functions and controls on a camera that manipulate exposure and image aperture, shutter and film speed
2. Successfully capture digital images under a number of different situations.
3. Utilize original photographic imagery as reference material in the creation of new illustrations and the creation of a personal inspiration/image bank.
4. Utilize captured imagery as a base template for illustrated content.
5. Create illustrations that integrate original photographic imagery with created imagery.

## Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

**Grading Basis:** Graded with pass mark of 60%.

Course Code/Title: GRDN 2913 Design for Large Format

Academic Dean: Anna Mathis

Requisites: GRDN 2900, GRDN 2901

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
25	20	45	0	0

## Course Description

In this course, students learn to design for the large format. From display booths to banners, from point-of-sale stands to vehicle wraps, they understand the unique needs and technical concerns of creating imagery that extends well beyond the scale of posters. They design and properly prepare documents that can be successfully produced on a large format plotter cutter and a wide format inkjet printer.

## Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Design pixel-based and/or vector-based imagery for the decoration of apparel.
2. Create pixel-based and/or vector-based imagery for signage production.
3. Produce pixel-based and/or vector-based imagery for exhibition and display purposes.
4. Develop POS and POP materials for retail and trade show applications.
5. Compose pixel-based and/or vector-based imagery for the purposes of producing marketing tools.

## Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

**Grading Basis:** Graded with pass mark of 60%.

Course Code/Title: GRDN 2917 Interface Design

Academic Dean: Anna Mathis

Requisites: None

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
20	25	45	0	0

## Course Description

In this course, students learn to design the user interface formatted for mobile devices. By critical analysis of current design trends and industry standards, students will learn to identify best practices utilized in the creation of interactive structures and other digital media content for mobile use. Through a series of exercises and projects, they design functional prototypes for mobile formats.

## Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Design user interfaces for mobile content that applies usability principles and design standards.
2. Analyze the layout and composition of mobile content and apply those standards to the design of user interfaces.
3. Utilize industry standard software to create and prototype mobile app interfaces.
4. Structure and organize content in a manner that allows for proper navigation and content flow.
5. Respond to the particular and specific needs of a client and/or target audience.

## Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

**Grading Basis:** Graded with pass mark of 60%.

Course Code/Title: GRDN 3914 Supplemental Digital Tools

Academic Dean: Anna Mathis

Requisites: GRDN 2900, GRDN 2901

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
20	25	45	0	0

## Course Description

In this course, students will learn basic functions and controls of software and tools that are commonly used in both graphic design and illustration; but fall outside of the core technologies used. As they complete a number of projects they will become familiar with the basic concepts involved in the creation of moving imagery. They will learn the essential skills needed to manipulate an image's visual properties and appearance by controlling basic timeline functions as they introduce movement to imagery and graphics.

## Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Properly use specific digital tools that are supplemental to design and illustration.
2. Create imagery that incorporates basic temporal and/or spatial concepts.
3. Create simple and basic animated moving illustrations.
4. Utilize type and imagery in a temporal and or spatial context.

## Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

**Grading Basis:** Graded with pass mark of 60%.

Course Code/Title: GRDN 3902 Structure and Content: Form and Format

Academic Dean: Anna Mathis

Requisites: GRDN 2905

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
20	25	45	0	0

## Course Description

In this course, students learn to design a variety of document formats from business cards to billboards. Through a series of assignments, they develop an understanding of grid design and notions of negative space and variables such as document types, dimension constraints, design consistency and varied content. Emphasis is placed on how to deal with both the creative opportunities and challenges arising from the design process.

## Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Design and produce a variety of multi-paneled and multi-page documents.
2. Utilize master pages, type styles and style sheets in the design of multi-paged documents.
3. Use print industry jargon such as imposition, signatures, creep, bindery, etc.
4. Understand and describe common commercial printing processes and applications.
5. Prepare designs for commercial printing and electronic distribution.

## Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

**Grading Basis:** Graded with pass mark of 60%.

Course Code/Title: GRDN 3919 Identity and Brand Development

Academic Dean: Anna Mathis

Requisites: GRDN 2900, GRDN 2901

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
20	25	45	0	0

## Course Description

In this course, students engage in the branding process from concept to completion. Through research and discovery, students create a strategy that guides visual identity development and design. Branding is the creation of a unique identity for organizations, businesses, governments and/or any group of people. Brands usually consist of a name, symbol, colours, fonts, imagery, tone/personality and positioning, and are often accompanied by a set of guidelines and standards that govern the application and usage of their brand. Students will come to understand what a brand is and how they can create and deploy successful ones.

## Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Structure a brand strategy that is appropriate and meets the needs of a specific client.
2. Develop the range of symbols, visual assets, and elements that comprise a brand identity.
3. Design a symbol for a specific entity that is appropriate to their specific needs.
4. Create a brand application manual.
5. Create simulated branding assets, mock-ups, etc. to aid in further testing and application of a brand.

## Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

**Grading Basis:** Graded with pass mark of 60%.

Course Code/Title: HIST 3902 Critical Issues: Context and Perception

Academic Dean: Anna Mathis

Requisites: None

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
25	20	45	0	0

## Course Description

In this course, students explore philosophical, moral and ethical issues that they could encounter as a designer. Since the introduction of digital technology, design has undergone a radical transformation and grown in size and scope within an artistic community. Design has its own distinct history, critical discourse and theory and is only now beginning to reach maturity. Through research, discussions and presentations, as well as studio projects, students investigate and analyze some of the increasingly complex issues that confront designers.

## Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Analyze the methods and workings of corporations and how they interact with people and governments.
2. Compose designs that express personal political beliefs and viewpoints.
3. Discuss contemporary issues and their evolution in relation to graphic design.
4. Create designs with relevance to present and future social, economic and political issues.
5. Understand a variety of applications and situations with a goal of incorporating historical and contemporary issues in design.

## Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

**Grading Basis:** Graded with pass mark of 60%.

Course Code/Title: CCAR 3110 Business Basics

Academic Dean: Anna Mathis

Requisites: CCAR 2210

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
25	20	45	0	0

## Course Description

In this course, students learn the process of establishing a design business, including costing, quoting, and basic entrepreneurial tasks like finding clients and billing. Students will further refine their professional representation by developing a personal brand and associated self-marketing tools needed to engage in the basic entrepreneurial activity of finding clients. Finally, students present themselves by publishing a professional portfolio web space, integrating their use of various online tools as they manage an online presence defined by their personal brand development.

## Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Identify and evaluate the different standard business models, and the requirements and process needed to officially register a business.
2. Understand the basic principles of establishing and running a design-oriented business.
3. Utilize Cost Accounting methods to formulate a process to accurately cost and provide an estimation and quotation for specified graphic design and illustration-based projects.
4. Review, refine, and/or overhaul their website portfolio and add or update associated professional documents.
5. Develop a personal brand identity and self-promotional items needed to market and promote their professional identities.

## Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

**Grading Basis:** Graded with pass mark of 60%.

Course Code/Title: GRDN 3904 Image Creation: Going Digital

Academic Dean: Anna Mathis

Requisites: GRDN 2916

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
20	25	45	0	0

## Course Description

In this course, students generate complex illustrations as they unify traditional skills and digital technology. They synthesize a range of traditional media and digital technologies that explore creative and aesthetic possibilities. In a self directed manner, they efficiently manage a variety of resources, researching content and other related materials while exploring programs and techniques.

## Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Analyze content by compiling technique, subject matter and reference materials.
2. Compose illustrations that combine imagery from traditional and digital sources.
3. Create illustrations using a personal expressive aesthetic and style.
4. Engage in a creative process that combines traditionally created imagery made by hand and then to a digital environment where it is altered digitally and/or combined with digital-based imagery to completion.
5. Research technique by compiling or creating reference images for complex illustrations.

## Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

**Grading Basis:** Graded with pass mark of 60%.

Course Code/Title: GRDN 3913 Text, Image and Meaning

Academic Dean: Anna Mathis

Requisites: GRDN 2904

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
20	25	45	0	0

## Course Description

In this course, students create typographic and image-based artwork by exploring the complex interplay that occurs between text and image. They examine techniques and methods of combining type and image that illustrate how they can function as a communication device, a visual idiom or both. In addition, students analyze how text and image alter and transform the meanings of each other when placed in either a supporting or conflicting relationship.

## Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Create a design that integrates text and image in a unifying manner.
2. Analyze semiotics in a contemporary and historical context.
3. Design symbols and icons that communicate abstract concepts and material ideas.
4. Develop visual identity systems (logos) for specific uses and purposes.
5. Produce a visual narrative.

## Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

**Grading Basis:** Graded with pass mark of 60%.

Course Code/Title: GRDN 3921 Image Creation: Illustrating Humans and Beings

Academic Dean: Anna Mathis

Requisites: GRDN 2918, GRDN 2919

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
20	25	45	0	0

## Course Description

In this course, students learn to draw humans and translate that knowledge to the imaginary as they conceptually develop non human beings. They generate anatomically focused studies incorporating facial structures, musculature, and proper body proportions as they bring the subject to life by adding action and expression.

## Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Accurately render the human figure.
2. Effectively depict the dynamics of the body in motion.
3. Create characters that clearly communicate emotion through body language and facial expression.
4. Conceptualize and design beings from the imagination that reflect an understanding of human anatomy and human expression.

## Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

**Grading Basis:** Graded with pass mark of 60%.

Course Code/Title: GRDN 3915 Image Creation: Personal Style Development

Academic Dean: Anna Mathis

Requisites: GRDN 2900, GRDN 2901

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
20	25	45	0	0

## Course Description

In this course, students work towards developing a unique personal style that defines their illustration work. Through research into historical and contemporary illustration and illustrators, students will begin to develop their style and to apply it in their creativity. They will investigate and experiment with the ideas and concepts from the art world as they push their creative boundaries. As well, they will be encouraged to incorporate their own personalities, interests and values in their work as they seek an authentic artistic voice.

## Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Experiment with a variety of media, an assortment of formats and range of creative styles.
2. Synthesize historical and contemporary influences into their illustration work.
3. Look to the fine art world for stylistic and aesthetic inspiration
4. Explore the stylization and abstraction of form as a method of personal expression.
5. Create illustrative work that reflects one's personal values and interests.
6. Develop an authentic personal aesthetic and consistently apply it in illustration work.

## Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

**Grading Basis:** Graded with pass mark of 60%.

Course Code/Title: GRDN 3909 Information Design

Academic Dean: Anna Mathis

Requisites: GRDN 2900, GRDN 2901

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
20	25	45	0	0

## Course Description

In this course, students develop the ability to visually interpret statistical information, numerical data and defined information sets. They create technical illustrations, schematics and infographics (charts and graphs) using a variety of media. This content is then used in the design of documents that communicate specific technical and informational concepts.

## Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Visualize statistical information by providing a visual form that expresses its meaning clearly and concisely.
2. Create technical illustrations that facilitate the easy and effective understanding of specific information.
3. Interpret data as charts and graphs that incorporate figurative and representational visual elements.
4. Develop reference material for complex illustrations.
5. Design documents that utilize infographic and technical illustration in a manner that exhibits complex relationships.

## Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

**Grading Basis:** Graded with pass mark of 60%.

Course Code/Title: GRDN 3908 Visual Arts and the Digital Realm

Academic Dean: Anna Mathis

Requisites: None

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
20	25	45	0	0

## Course Description

In this course, students explore the use of digital technology as an expressive instrument for art making as opposed to the responsive tool of the designer. They are encouraged to think like artists, instead of designers, by exploring the interplay between design and art while seeking to differentiate one from the other. By studying the work of design's leading contemporaries, many of whom approach their design work more like an artist does, students begin the development of a personal design style.

## Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Explain the differences and similarities that distinguish 'art' and 'design' and define the difference between 'art' that is digitally made and 'digital art.'
2. Explore digital technology as an art making tool.
3. Examine self-expression with a view to developing a personal vision.
4. Design work that is created using digital technology that incorporates contemporary art making values and practices.
5. Engage in a process that facilitates the application of a personal and expressive aesthetic that is different from the responsive aesthetic common to graphic design.

## Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

**Grading Basis:** Graded with pass mark of 60%.

Course Code/Title: CCAR 3210 Career Development

Academic Dean: Anna Mathis

Requisites: CCAR 3110

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
20	25	45	0	0

## Course Description

In this course students prepare for professional life after graduation. They determine if they will establish themselves as a business entity, or will seek employment. Students will investigate who is there to help in the start-up phase of business such as how to approach lenders and what will be expected of them. As students continue to manage their online presence and portfolios, they will refine their ability to market themselves by developing effective strategies for pitching ideas, presenting their work, and promoting their personal brand. Students will investigate the job market as well as identify potential clients and they will also explore the various professional relationships they will encounter as both an employed designer and/or as a freelancer.

## Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Develop a professional code of ethics and conduct to be used in professional situations.
2. Compile a list of potential employers and evaluate potential clients and other professional opportunities.
3. Investigate the available resources, helpful entities, useful tools, and requirements in the start-up phase of establishing a business.
4. Refine and finalize their web-based portfolio and associated personal brand tools, specific to finding employment and/or clients.
5. Develop and refine personal presentation/discussion/speaking skills for: interviews, pitching ideas, and presenting work,
6. Examine professional relationships common in the graphic design field and develop the personal and interpersonal skills needed to function as an employee or as an independent business entity.

## Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

**Grading Basis:** Graded with pass mark of 60%.

Course Code/Title: GRDN 3903 Typographic Expression

Academic Dean: Anna Mathis

Requisites: GRDN 2904

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
20	25	45	0	0

## Course Description

In this course, students design a variety of contemporary design products where the anatomy and functional application of typography is the key component. They examine the complexity, importance and role of typography in communicating information and ideas. They research the history, anatomy and functional application of typography as both a unique art form and as a key component to graphic design. In addition, they learn how to design letter forms, fonts and font families.

## Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Apply a personal and/or expressive aesthetic in the creation of typographic oriented design work.
2. Differentiate between digital font formats and features.
3. Create designs that incorporate complex typographic structures as the main theme and/or visual element.
4. Design a typeface based upon personal and/or expressive aesthetic.
5. Produce a working digital version of a typeface (font) for use in design projects.

## Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

**Grading Basis:** Graded with pass mark of 60%.

Course Code/Title: GRDN 3905 Advertising and Package Design

Academic Dean: Anna Mathis

Requisites: GRDN 2900 GRDN 2901

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
25	20	45	0	0

## Course Description

In this course, students design packaging solutions for a range of products from simple labeling to folded box assemblages as they learn how to brand and relate their products to advertising campaigns. They learn to engage a competitive market place as they design retail product point-of-sale and point-of-purchase items for a world already full of products for sale.

## Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Design packaging in response to the needs of particular products.
2. Compose information and appropriate imagery that incorporates and follows branding and visual identity standards for a variety of package formats.
3. Prepare packaging design solutions for production while drafting suitable production specifications. Research standard and non-standard patterns to package form factors and construction design.
4. Create print and web advertising that supports a product in the marketplace.
5. Make point-of-sale and point-of-purchase displays that support a product in the marketplace.
6. Construct packaging and point-of-sale prototypes.

## Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

**Grading Basis:** Graded with pass mark of 60%.

Course Code/Title: GRDN 3907 Structure and Content: Multi-Page Document Design

Academic Dean: Anna Mathis

Requisites: GRDN 3902

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
20	25	45	0	0

## Course Description

In this course, students design multi-paged documents that contain multiple sets of content and information. By designing items like product catalogues and annual reports, they learn about the design complexities associated with multi-paged formats. Students examine the integrity of their designs and seek to create documents that apply a consistent look and feel, unifying a series of parts into a cohesive whole.

## Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Design multi-page documents or various forms and formats that comply with design standards.
2. Create documents that present information in a functional and understandable manner.
3. Utilize productivity tools such as Master Pages and Styles to aid in the design of multi-paged documents.
4. Prepare documents for print production while drafting suitable production specifications that communicate in print industry language.
5. Construct digital versions (PDFs) of printed documents with suitable resolution for print, web and proofing.

## Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

**Grading Basis:** Graded with pass mark of 60%.

Course Code/Title: GRDN 3916 Image Creation: Sequential Illustration

Academic Dean: Anna Mathis

Requisites: GRDN 3914, GRDN 3915

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
20	25	45	0	0

## Course Description

In this course, students learn to visually interpret written narratives. From storyboarding to comic strips to graphic novels and manga, students will explore the creative possibilities present in this art form. Students will learn basic narrative structure and storytelling techniques as they combine images and words in a manner that both informs and entertains. As they learn to communicate stories through sequenced imagery, students will learn about narrative structures and storytelling techniques. Through the telling of visual stories students will discover the political and cultural impact that can exist in this art form.

## Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Synthesize the work of noted artists and subjects both contemporary and historical in nature into sequential based illustration.
2. Work competently within a variety of narrative forms and structures
3. Develop basic storytelling skills.
4. Develop the work process needed in the planning, sketching, inking and colouring of sequential illustration formats.
5. Conceive and develop characters that look dimensionally consistent throughout a range of points of view and story lines.

## Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

**Grading Basis:** Graded with pass mark of 60%.

Course Code/Title: GRDN 3917 Image Creation: Editorial and Book Illustration

Academic Dean: Anna Mathis

Requisites: GRDN 3914, GRDN 3915

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
20	25	45	0	0

## Course Description

In this course, students will learn to interpret content and convey its emotional timbre in a manner that resonates with the reader and viewer. They will create image-based solutions that illuminate, support and contextualize the messages written and contained within a publication. Students will also look to create imagery that comments on current events and journalistic based content.

## Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Create responsive imagery that supports and contributes to specific ideas, concepts and/or viewpoints
2. Create imagery that visually supports and/or augments a given body of copy.
3. Provide visual context by creating imagery that critiques or supports a political position, particular point of view and/or demonstrates knowledge and understanding of current events.
4. Understand and engage collaboratively in the editorial process while working within simulated and situational boundaries.

## Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

**Grading Basis:** Graded with pass mark of 60%.

Course Code/Title: GRDN 3922 Image Creation: Individualized Illustration Project

Academic Dean: Anna Mathis

Requisites: None

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
15	30	45	0	0

## Course Description

In this course students will choose and work with a subject of personal interest and passion as they further develop their personal illustration style and aesthetic. They will define a self-directed illustration-based project that facilitates exploration, experimentation, and practice within a specialized area of interest. Students will be responsible for managing all aspects of their projects by meeting project milestones while ensuring they stay focussed on their proposed goals.

## Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Develop and create a body of work (a folio) of images relating to a specific subject, technique, concept, and/or idea that is currently not covered in the curriculum.
2. Prepare a project proposal that effectively explains their goals and effectively plans and focuses their learning activities.
3. Conduct targeted research relevant to the proposed study.
4. Exhibit the ability to work independently, effectively managing time and meeting project milestones throughout the semester.
5. Demonstrate the ability to successfully manage a large project over an extended period of time.
6. Demonstrate the ability to engage in independent and self-directed learning.

## Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

**Grading Basis:** Graded with pass mark of 60%.

Course Code/Title: INST 3902 Senior Practicum

Academic Dean: Anna Mathis

Requisites: None

Requisite Notes: Students must have successfully completed a sufficient number of upper level courses in their program to be able to successfully complete the requirements of this course.

Nominal/Scheduled Hours: 180/0

Credits: 6

Lecture	Studio	Homework	Independent Study	Practicum
0	0	0	0	180

### Course Description

In this course, students are given the opportunity to work within a business or organization. They develop a professional level of conduct as they further their interpersonal workplace skills. In addition, they actively participate in the specialized activities of their practicum.

### Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Display a professional level of conduct by maintaining an appropriate attitude in a business/organization related to their field of study.
2. Articulate the pros and cons of working within a business/organization with a practical understanding of their professional field.
3. Exhibit a positive work ethic by being fully engaged in their placement and displaying effective work habits. Successfully manage and identify the complex and diverse needs related to their specialized field.
4. Compile a portfolio of samples/photographs of work completed during the practicum subject to the permissions/restrictions of the host company.

### Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

**Grading Basis:** Pass/fail grading with pass mark of 60%

Course Code/Title: INST 3905 Senior Project: Graphic Design

Academic Dean: Anna Mathis

Requisites: None

Requisite Notes: Students must have successfully completed a sufficient number of upper level courses in their program to be able to successfully complete the requirements of this course.

Nominal/Scheduled Hours: 180/90

Credits: 6

Lecture	Studio	Homework	Independent Study	Practicum
30	60	0	90	0

### Course Description

In this course, students produce a significant piece or series that becomes the focal point of their portfolio. They submit a proposal that determines the form and scope of their final project. This project requires students to integrate their creative abilities, design knowledge and personal aesthetics with technical prowess.

### Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Exhibit originality and personal creativity by creating a singular or series-based portfolio piece that form the nucleus of their portfolios.
2. Display an ability to work independently while self-managing a project from concept to completion of professional size and scope.
3. Conduct research of current trends and/or a product's viability in a proposed studio project.
4. Synthesize personal creative abilities and aesthetic sensibilities with design knowledge and technical skills in the creation of professional-level work.
5. Self-evaluate and assess through critical analysis and comparison to existing work in the professional marketplace.

### Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

**Grading Basis:** Graded with pass mark of 60%.