

San José State University
Department of Design, Graphic Design Program
DsGD 63, Fundamental Graphic Visualization
Section 03, Spring 2022

Course and Contact Information

Instructor:	Julio Martínez
Email:	julio.martinez@sjsu.edu
Office Hours:	Mon/Wed 11:00–11:30am (By appointment)
Class Days/Time:	Mon/Wed 12:00pm-2:50pm
Classroom:	Online/Art 212

Computer/Software Requirements

- Wireless laptop computer with software (Adobe Creative Suite) and fonts (Adobe Fonts) installed
<https://www.sjsu.edu/ecampus/teaching-tools/adobe/students/index.html>
- Reliable data backup
- Wireless network access: <http://its.sjsu.edu/services/sjsuone/>

Other/equipment/materials

- Reliable access to digital camera, tripod, and laser or inkjet printers
- Reliable Wi-Fi access
- Metal non-slip cutting rule (precision rulers also recommended)
- X-acto knife and #11 blades in dispenser/disposal unit with Portable cutting surface
- Other materials may vary depending on each student

Office Hours

Office hours are M/W, 11–11:30am. To sign up, please notify me ahead of time by emailing me no later than 8am on the day you want to meet. I will reply with a Zoom link once a specific time is confirmed.

Canvas, Zoom, and Email

Course materials such as syllabus, handouts, assignment instructions, etc. can be found on Canvas. You are responsible for regularly checking this site to learn of any updates. Zoom links will be distributed via Canvas. During the week, I will respond to as much email as possible between 9am–6pm, Monday–Friday (i.e., regular business hours)—I will generally not answer emails in the evenings or over the weekend. Please note that, while Canvas has an “Inbox” feature, I prefer you reach me via my SJSU email (julio.martinez@sjsu.edu).

Additional Resources

The following site has a collection of links, book recommendations and articles that could be beneficial for further reference and overall development. Many of these tools will also be mentioned during the course.
<https://sites.google.com/sjsu.edu/sjsu-design-resources/design>

Course Description

Critical examination and theories on how to work with two-dimensional compositional space and the interrelated basic principles, attributes, and elements of graphic design, includes the relationships between some production methods and materials.

This class offers a semester long studio experience that engages a series of problems and themes in basic two-dimensional design. Students will develop fundamental design and compositional skill sets in a range of media.

This is a studio-intensive course where projects will be assigned to address the graphic design program Student Learning Objectives, to view please visit:

http://www.sjsu.edu/ugs/assessment/programs/humanities/art/Graph_Des/

Course Goals

You will develop fundamental proficiency in two-dimensional strategy and methodologies for visual communication. The course also promotes the critical examination and development of basic principles, attributes, and elements of design. You will also be encouraged to develop evaluative skills, and articulate them in the critique format. The course conceives of “visual vocabulary” as a set of tools to be mastered and utilized for a wide variety of design applications.

Course Learning Outcomes (CLO)

Upon successful completion of this course, students will be able to:

- LO 1 – practice and develop the knowledge and variety of skills to work in two dimensional spaces; identify the design elements and techniques of visual compositions;
- LO 2 – use the interrelated design principles to build and work with the design elements such as: squares, dots, lines, text and mass for creating effective compositions;
- LO 3 – apply the attributes of communication design and develop effective design methodology and process for solving visual problems;
- LO 4 – apply the design theories when working with design elements and attributes to form the visual foundations to clarify, synthesize and dramatize the familiar world;
- LO 5 – arrange and compose information to make compelling and experimental visual expressions for presentation.

Course Requirements and Assignments

This course will include lectures, group discussions, presentations, and class time allotted for creative work. Participation in discussions, work sessions, and critiques is vital to the success of this class.

The course is comprised of three major projects and a number of other exercises. The objectives and parameters of each project will be described in detail during class. It will be your responsibility to take notes and ask questions as necessary until you fully understand all assignments.

This is a three-hour class. We will often take a 10-minute break halfway through the period. You are expected to log in on time and come prepared to work for the entire period. Although in-class work sessions are an integral component of this course, outside work on assignments will be necessary to meet project deadlines. Significant progress is expected between classes—expect that there will be 4+ hours of homework for each hour

of class. Expect to be asked to make several iterations on the work—revisions are an important component of design and learning in general.

BFA Program

The BFA Graphic Design Program requires participation of two portfolio reviews and completion of the following courses before submitting portfolios. (SJSU courses or equivalents) ANI 11/ART 24, DsGD 63/ART 12, DsGD 83, DsGD 99 and DsGD 100. Students who have earned 90 units or more may not change majors except by special permission. Any request for change of major may be denied for students whose time remaining to complete the requirements for a degree would significantly increase.

Grading Information

The project and course performance will be evaluated according to the following components: Each project will be graded upon completion and assigned a letter grade according to the University policy—A through F, using the following criteria:

Problem solving skills - LO 1~2

Planning, organizing, research and content gathering (message development), analysis, sketching and content integration.

Formgiving and Presentation skills - LO 3~ 4

Design exploration, development, and refinement. The synthesis of the elements, principles, and attributes of form into an effective, evocative product. The verbal/visual investigation of form and function, includes the skill, dexterity, and attention to detail exhibited in presentation; the quality of line and form necessary for effective visual communication.

Participation and Preparation - LO 4

Producing appropriate on-time solutions to all required phases of development on projects both in quality and quantity. Engaged in class critiques and activities.

Grade Distribution

Project grades will be weighted according to the following percentages:

Project 1	25%
Project 2	25%
Project 3	30%
All Exercises	20%

Grading Scale

For each major assignment you will be given a written grade sheet evaluating your performance in each of the categories above. Letter grades are assigned according to the following scale:

Grade	Percentage	Description
A plus	97 to 100%	Exceptional work, equal to that of a professional designer.
A	93 to 96%	Excellent and inspired work. Exemplary attitude.
A minus	90 to 92%	Excellent work and attitude.
B plus	87 to 89%	Exceeded the requirements of the assignment. Very good work.
B	83 to 86%	Met or exceeded the requirements of the assignment. Good work.
B minus	80 to 82%	Met the requirements of the assignment. Better than average work.
C plus	77 to 79%	Met the requirements of the assignment. Average work.
C	73 to 76%	Satisfactorily met the minimum requirements of the assignment. Acceptable work.
C minus	70 to 72%	Met the minimum requirements of the assignment. Below average work.
D plus	67 to 69%	Failed to meet requirements. Below average. Poor work and/or effort.
D	63 to 66%	Failed to meet requirements of the assignment. Poor work and/or effort.
D minus	60 to 62%	Failed to meet all requirements of the assignment. Poor work and/or effort.
F	59% or lower	Unacceptable.

Deadlines & Late Assignments

Late assignments are subject to an F unless prior arrangements have been made. No extensions will be given except in cases of documented extenuating circumstances (e.g. debilitating illness, family emergency, etc.) If such a circumstance should arise, please contact me as early as possible and be ready to provide documentation.

Process

In addition to all final projects, on-time presentation of all preliminary roughs, in-progress comps, and in-progress working sessions will be noted towards the overall participation and preparation evaluation.

Extra Credit

Out of general fairness to all students, there will be no opportunities for extra credit projects given in this class.

Backups

Back-ups are a critical aspect of your studies and is an important habit to get into as early as possible in your development as a designer. You are strongly urged to set up and maintain a solid backup and archiving strategy for your work. You will not be excused for preventable loss of data.

Class Session Protocol

This course is an essential component of your curriculum at SJSU. In order to professionally and effectively deliver the curriculum and generate work we can all be proud of, it is necessary to establish some ground rules. Students are expected to read this syllabus thoroughly and to observe all of the regulations laid out below.

- **Please plan to attend all Zoom classes with your camera ON.** Avoid “Audio Only” unless absolutely necessary. Please minimize distractions and noise by keeping yourself on MUTE unless asked to speak. Be sure you remain on view of your camera and avoid engaging in distracting activities.
- **When in-person classes resume, you are required to wear a mask at all times.** If you forget to bring a mask to class, you can pick up masks at the design office (ART 120). If you refuse to wear a mask indoors, campus security will be notified.
- **No eating is allowed during class.** A 20-minute break will be allowed to allow for meals.
- In case of an absence, you are responsible to stay on track with deadlines, assignments and anything you may have missed in class.
- You are expected to arrive/log in on time and to remain in class until the class is over or excused—**late arrivals and/or early departures will always be noted.** If you have a prior engagement that requires you leave before the end of class, please inform me before class ends ensure you do not disturb other students when you leave.
- Announcements, instructions, lectures and assignments are normally issued at the beginning of class. All critiques begin 15 minutes after official class start time. It is your responsibility to inform yourself of any announcements or requirements that you miss due to late arrivals.
- Most Lectures and Zoom sessions will not be recorded. It is your responsibility to join all required sessions on time. In case of an absence or if technical issues, you will need to touch base with a classmate about the content that was covered and/or review the PDF’s that will be distributed
- In class laptops are to be used for course related purposes only during our time together. Please do not use our time to check up on social media, and please **do not work on assignments from other classes during our class time.**

Graphic Design Major Advising

To stay on track of your academic goals within our Graphic Design program, it is vitally important that you remain in touch with your Major Advisor. Here are the graphic design major advisors’ office hours, emails, and the students they serve (alphabetical by last name).

Prof. Yoon Chung Han yoonchung.han@sjsu.edu

M/W 12–1PM by appointment <https://calendly.com/yoonchunghan/>

Students’ last name: ABCDEF

Prof. Connie Hwang connie.hwang@sjsu.edu

M/W 11am–12pm by appointment

Students’ last name: GHIJKLM

Prof. Randall Sexton randall.sexton@sjsu.edu

T/Th 11am–12pm by appointment

Students' last name: NOQRS

Chang Kim chang.kim@sjsu.edu

M/W 3–4PM by appointment

Students' last name: TUVWXYZ

Library Liaison

The SJSU Library supports student access to information with in-person reference at the King Library Reference Desk and specialized support for Design online at: <http://libguides.sjsu.edu/design/GraphicDesign> or by appointment with Rebecca Kohn. She may be contacted at rebecca.kohn@sjsu.edu

Humanities & Arts Student Success Center

Any advising questions that are related to University requirements (including GE requirements), please reach out to the College level student success center.

<https://www.sjsu.edu/ha-advising/index.html>

Accessible Education Center

If you require any accommodations, please contact the Accessible Education Center, and I will be happy to work with them to meet your needs.

<https://www.sjsu.edu/aec/>

University Policies

Per University Policy S16-9, university-wide policy information relevant to all courses, such as academic integrity, accommodations, etc. will be available on Office of Graduate and Undergraduate Programs' [Syllabus Information web page](#) at <https://www.sjsu.edu/curriculum/courses/syllabus-info.php> ←*VISIT AND READ*

Campus Emergency Numbers

Police 911

Escort Service 4-2222

DsGD 63, Fundamental Graphic Visualization Course Schedule

All dates are subject to change with notice given at a prior meeting. For an up-to-date schedule and to find out what specific elements will be due on each day, please consult the schedule on Canvas.

Week	Date	Topics, Readings, Assignments, Deadlines
1	W 01/26	Work in class / Exercise
2	M 01/31	Group review / Work in class
2	W 02/02	Work in class
3	M 02/07	Individual review / Work in class
3	W 02/09	Group review / Work in class
4	M 02/14	Individual review / Work in class
4	W 02/16	Work in class / Exercise
5	M 02/21	Group review / Work in class
5	W 02/23	Project 1 Due
6	M 02/28	Group review / Work in class
6	W 03/02	Individual review / Work in class
7	M 03/07	Small group review / Exercise
7	W 03/09	Individual review / Work in class
8	M 03/14	Small group review / Exercise
8	W 03/16	Individual review / Work in class
9	M 03/21	Project 2 Due
9	W 03/23	Work in class / Online Submission Only
10	M 03/28	Spring break / No Class
10	W 03/30	Spring break / No Class
11	M 04/04	Individual review / Work in class / Project 3 Intro
11	W 04/06	Work in class / Exercise
12	M 04/11	Individual review / Work in class
12	W 04/13	Small group review / Work in class
13	M 04/18	Work in class / Exercise
13	W 04/20	Small group review / Work in class
14	M 04/25	Individual review / Work in class
14	W 04/27	Group review / Work in class

Week	Date	Topics, Readings, Assignments, Deadlines
15	M 05/02	Individual review / Work in class
15	W 05/04	Individual review / Work in class
16	M 05/09	Small group review / Work in class
16	W 05/11	Individual review / Work in class
17	M 05/16	Project 3 Due