

UNIVERSITY OF THE PACIFIC

Instructor	Professor Brett DeBoer	Course/Section	ARTS 077/01
Office Room	Jeannette Powell Arts Center, rm. 112	Title	Graphic Design: Perception
Class Meeting Days	MW	Units:	4
Hours	9:00–11:45	College Department	College of the Pacific Department of Art Media, Performance and Design (AMPD)
Phone:	209.7627376	Term	Fall 2023
Email	bdeboer@pacific.edu	Class Location	Arts Center 110 and 119
Website	https://graphicdesignthoughts.wordpress.com		
Canvas	https://pacific.instructure.com/courses/98271		
Facebook	https://www.facebook.com/uopart https://www.facebook.com/groups/248843088492172		
Office Hours	Professor DeBoer TTH, 11:00–12:00		

University Course Catalog Description

An intermediate level course that expands the skills and knowledge acquired in Graphic Design I. The course emphasizes practical assignments that examine applied problem solving and professional solutions for graphic designers. Specific themes/topics for the course include visual perception, visual grouping and hierarchy, visual identity development and application of Gestalt theory.

Prerequisites: ARTS 075 or instructor permission.

Course Prerequisites

Arts 075 Graphic Design I, or Instructor Permission.

COVID-19 PROTOCOLS

- **Vaccine Requirements (no changes from prior requirements)**
- **As a reminder, Pacific requires all students and employees to be up to date on COVID-19 vaccinations. This includes primary doses of vaccines, as well as boosters that are recommended for individuals [based on their eligibility](#).**
 - To find vaccination locations or sign up for an appointment, visit [California's MyTurn](#).
 - Protocols may change throughout the semester to protect the overall health of the Pacific community.
- **Students who have questions about all of the university's immunization requirements can find information [online](#) or contact Student Health Services.**
 - For the latest on COVID please see: <https://www.pacific.edu/covid-19-update>
- **Facial Coverings (no changes from prior recommendations)**
 - At this time, facial coverings at Pacific are optional unless you are visiting health care settings or have been exposed to COVID-19.
- **If You Have Symptoms/Direct Exposure**
 - Check your symptoms daily.
 - Test and report positive cases through the university's [new COVID-19 reporting form](#). Further instructions will be sent to you by email upon submission.
 - If you test positive for COVID-19, stay home.
 - Read Pacific's current [isolation and quarantine requirements](#) to determine the duration of your isolation or quarantine period.

- Weekly testing on the Stockton Campus has been discontinued. Self-test kits will be available at two locations while supplies last:
 - Student Health Services
Cowell Wellness Center
Mon.-Fri. | 7 a.m.-4 p.m.

COURSE OVERVIEW

- Office Hours: Professor DeBoer TTH 11:00–12:00
- ARTS 077 Graphic Design: Perception (previously titled GD II) will be meeting in person in Art Studio 110 (MAC Lab) and 119 (GD Studio). We will meet together as a group three times a week (9:00–10:45) to clarify directions, answer questions and gain individual feedback/critique as well as work on assigned projects. With that in mind, it is imperative that you are prepared for each class with questions and to confirm your progress on assignments. I will be presenting course material to you from this website as well as the [Graphic Design Thoughts course site](#).
- No eating or drinking is allowed in labs, studios, classrooms or any instructional space. Outdoor in the courtyard or hallways only.
- For inquiries regarding reasonable accommodations for students with disabilities: <https://www.pacific.edu/student-life/student-services/services-for-students-with-disabilities>”
- Occasionally, we may also use Zoom. Join Zoom at <https://pacific.zoom.us/j/2381917234> for those class meetings. Please take a look at [these suggestions](#) (found under the [Visual Resources](#) tab on the graphicdesignthoughts.wordpress.com website) to aid you in making your home online connections the best they can be.
 - All Zoom presentations and discussions during this course *may* be recorded. As a student in this class, please note that your participation in live class discussions *may* therefore also be recorded. By participating in a live class discussion on Zoom, you will be giving your consent to this recording. Access to these recordings will be limited to faculty and students enrolled in the class, to assist those who cannot attend the live session, and will be a resource for those who would like to review content that was presented.

This is the second course in the graphic design core curriculum for students majoring in GD. As such, *Graphic Design Perception* builds upon the concepts introduced in Graphic Design I. Students majoring in GD are required to complete GD I and all relevant portfolio requirements established by the overall GD program first.

The following are specific concepts and themes related to the successful development of all visual identity systems.

- *Visual Perception* will be explored throughout the semester—what it is, how does it affect a target audience, and by what means does a designer attempt to use it.
- The theories of *Gestalt*, with particular emphasis on the relationship between figure and ground, proximity and similarity.
- *Foundational design concepts* of sequence, visual hierarchy, grouping, and symbol recognition.
- Application of the *grid* will be employed as a means of visual organization through a range of assignments completed both off and on the computer.
- *Typography* and *image making* techniques will be equally explored in solving design problems
- *Conceptual thinking* and *project development*.

Course study will include historical style, consideration of target audience, and client requirements as reference points to developing meaningful contemporary identity design. All projects will encourage the development of a cohesive form and content relationship through visual communication. This is a challenging class, which requires thinking, reading, research, discussion, art, design, work and fun, involvement, please be prepared!

Course Objectives/Learning Outcomes

Upon completion of this course the student should be able to:

- Complete exploratory projects in design theory and practice, which may be used to develop a presentation portfolio of personal work.
- Develop an understanding of the language of design, which includes critical theory, critique, history, technology, and craftsmanship.
- Explore specifically the concept of Visual Perception as applied to visual identity.

<p>6. Value Judgements Form and defend value judgements about art and design including communicating key concepts, visual approaches and requirements to professionals and laypersons related to projects and practice. <i>Major Field Competence, Critical Thinking, Information Literacy, Oral Communication, Written Communication</i></p>	<p>Project Critiques, group discussions presentations</p>	<p>Develop and Introduce</p>
<p>7. Apply History and Theory Apply history, current issues, processes, and directions in the art and graphic design field to projects. <i>Major Field Competence, Critical Thinking, Oral Communication, Information Literacy</i></p>	<p>Illusion Poster Deck of Cards Visual Identity System</p>	<p>Develop and Introduce</p>
<p>8. Doing (good) Art and Design Apply ethical reasoning to create sustainable, and socially and environmentally responsible art and design solutions. <i>Major Field Competence, Critical Thinking, Information Literacy, Oral Communication, Written Communication</i></p>	<p>Visual Identity System</p>	<p>Develop and Introduce</p>

Tentative Class Exercises and Projects
[Assignment Calendar Listed on Canvas](#)

100% coursework and in-class participation:

- (Figure and Ground Gestalt Principles and Visual Perception) 15%
- (Application of Figure and Ground Gestalt Principles and Visual Perception) 15%
- (Study of Identity Recognition, Grouping and Hierarchy Principles) 20%
- (Application of Identity Recognition , Branding, Visual Symbols, Visual Perception and Gestalt Principles) 20%
- Attendance 15%
- In Class Participation 15%

I reserve the right to adjust the projects and percentages as I see fit for the students' learning benefit.

Please return any borrowed books, magazines or other materials, tools, etc. that you may have borrowed from me during the semester.

Reading Texts & Learning Materials

At this stage in your education it is highly recommended that you own your own computer with applicable software. For this course you will be using [Adobe Creative Suite](#): InDesign, Illustrator, and as needed, Photoshop. The facilities here on campus are to augment your needs and help educate you on the implementation of typographic standards especially in the use of InDesign. . You have access to all the Adobe CC programs as a student in this class.

Readings from texts and supplemental materials will be assigned. Discussion will follow these readings to clarify, pose questions and ensure understanding for the material, which relate to the discussion of typography. A written response to the material may frequently be a part of the reading assignment. Pay particular attention to materials supplied on the graphicdesignthoughts.wordpress.com website.

Additional Suggested Reading Resources (cheaper at <https://www.thriftbooks.com>)

- *Thinking with Type* by Ellen Lupton, ISBN: 1568984480
- *Geometry of Design* by Kimberly Elam ISBN: 1568982496
- *Grid Systems* by Kimberly Elam ISBN: 1568984650

Other items you should already own... but if you don't, purchase them now.

- Cork back steel ruler for cutting: approx. \$8.75
- No. 1 [Xacto knife](#): approx. \$4.50 and pack of #11 blades: approx. \$2.20
- [Rubber Cement](#): approx. \$4.85, Rubber Cement pickup: approx. \$1.55 & Rubber Cement Thinner (16 oz): approx. \$8.00
- instead of the rubber cement a quality spray mount product may be substituted; 3M Super 77: approx. \$14.40
- Sketchbook paper for process work: approx. \$11.00

- Letramax 100, black professional mounting board (2 sided black) 15x20": approx. \$1.85/sheet (purchase as needed)

Resources

- graphicdesignthoughts.wordpress.com website, under the following tabs
- **Assignments** tab,
- **Becoming a Graphic Designer/Artist** tab
- **Visual Resources** tab
- gdbasics.com
- www.papress.com/thinkingwithtype/

Type Resources

Typographic Resources tab

- emigre.com, adobe.com, itcfonts.com, linotype.com, fonts.com, t26.com, fonthaus.com:
- fontlab.com: software tools
- fontnet.com: links to font resources
- razorfish.com/bluedot/typo: typography resource
- typeright.org: legal protection of typeface
- **Grids**
- [Design Grid Advantages](#)
- [The Grid](#)
- [History of the Design Grid](#)

Visual Hierarchy

- gdbasics.com/index.php?s=hierarchy
- www.papress.com/thinkingwithtype/text/hierarchy.htm
- www.viget.com/inspire/typography-tuesday-hierarchy
- www.uic.com/articles/visible_narratives/

Design

- www.hillmancurtis.com/index.php?/film/view/artist_series/
- www.thedesigencyclopedia.org/

Lab Fee

There will be a lab fee to cover printing costs, maintenance & upkeep of computer facilities. There will be no refund of this fee if the course is dropped after the drop deadline, third week of the semester.

Technology & Media

Lab Computer Login: Use InsidePacific user names and passwords. If you receive a keychain error, it's because you changed your InsidePacific password, and the keychain needs to be updated. Type in your previous InsidePacific password and it will update, and will stop the error message.

Email: Email is the preferred communication tool. You may each have private email accounts that are not associated with the University. Please be aware that I will only be utilizing your Pacific email accounts to communicate class information to you so please check these regularly since I may send out important announcements pertaining to the class. When emailing me, please follow standard email conventions including addressing me & signing your communications. I check my email regularly & will try answer your questions within one day (with the exception of weekends or holidays.)

Laptop Usage: You are welcome to bring your own laptop & use it in class. Although it is possible to use different computer platforms, the Apple Macintosh is the industry standard used in the majority of professional design fields & is the platform used in the

Department. If you are used to using a platform other than the Apple Macintosh, consider this knowledge a “multi-lingual” additional skill, but the professional design world operates on the Mac.

All programs in the computer labs are licensed for the machines in the labs only. Students are prohibited from copying programs from the computers in the lab for their personal use. It is not only a violation of University policy; it is a violation of the law.

Cell Phone Usage: Per university policy & classroom etiquette; mobile phones, iPods, *etc.* **must be silenced** during all classroom & lab lectures. Those not heeding this rule will be asked to leave the classroom/lab immediately so as to not disrupt the learning environment

Grading

Grading scale:

A	Minimum 95%
A-	Minimum 90%
B+	Minimum 87%
B	Minimum 83%
B-	Minimum 80%
C+	Minimum 77%
C	Minimum 73%
C-	Minimum 70%
D+	Minimum 67%
D	Minimum 60%
F	Below 60%

Grades of “Incomplete”: The current university policy concerning incomplete grades will be followed in this course. Incomplete grades are given only in situations where unexpected emergencies prevent a student from completing the course & the remaining work can be completed the next semester. Your instructor is the final authority on whether you qualify for an incomplete. Incomplete work must be finished by the end of the subsequent semester or the “I” will automatically be recorded as an “F” on your transcript.

Below is university policy followed when administering letter grades on projects, papers, & other tasks that do not utilize a point or percentage system.

A: Minimum 95%

Exceptional, means objectives of the assignment are fully understood as applied to the particular assignment & an intriguing balance exists between clear communication of the message & creativity. The assignment is executed with impeccable craftsmanship, accuracy, & neatness & exists as part of the complete design development of thumbnail, rough, & finished comp; a quality piece of work.

B+ Minimum 87%

B: High, objectives are met & design principles are primarily well understood. May be lacking in overall quality, craftsmanship, clarity, or design development; good overall effort.

B- Minimum 80%

C+ Minimum 77%

C: Average, the minimum requirements of the assignment have been met but not exceeded. Extra effort & insight into development of the basic assignment are necessary to produce higher quality work.

C- Minimum 70%

D+ Minimum 67%

D: Below average, there exist problems in completely understanding the concept or objectives of an assignment. Incompleteness in several areas of craftsmanship, design, creativity, clarity, or development is also apparent; see instructor.

F: 60% and Below. Unacceptable, please do assignment over. See instructor immediately for further clarification.

Areas of Evaluation: *Professionalism, Process & Realization:*

Project grades are the result of three areas of evaluation:

- Professionalism
- Process
- Realization

At any time during the semester, you may meet with the instructor for evaluations of current grades or dissatisfactions with a grade that you received on any project & how it may be improved upon.

Professionalism: Your grade in the area of professionalism will focus on issues of attendance, preparation, deadlines, critique participation, personal attitude & articulation—the ability to speak & write clearly about ideas/concepts presented in class. Projects for this course will be assigned similar to the way that professional designers receive "design briefs" detailing the specific requirements for a project. The student will then be expected to document the creative process, which they follow in developing individual design solutions.(your process journals) Successive projects will be assigned for the class, & modified or customized to a certain degree based on the overall understanding of previous assignments.

Process: Faculty relies on classroom observation in evaluating a student's process in developing a project. Focus is generally on how thoroughly the student pushes visual exploration & concept research through such processes as sketching/thumbnails & creative/thoughtful writing. Students who attend class, make visible their process investigations & are prepared for the scheduled activities/discussions, reveal valuable information about their performance. In the absence of such information, faculty must resort to an unsatisfactory rating in evaluating the student's process. When handing in an assignment, you may be required to include photocopies of relevant pages from the journal & other process materials in addition to the actual assignment. Your ability to clearly articulate your design goals and objectives related to each project solution is an essential aspect of your education in becoming a professional designer. You will have the opportunity to enhance these skills through critique, journaling and process development.

Realization: The final evaluation of work (realization) involves more than totaling the grades on individual projects &/or determining that all assignments have been completed. Faculty assess student's abilities in realizing concepts & controlling the visual elements of communication throughout the semester. This includes such issues as craftsmanship & the improvement & progressive mastery of increasingly complex material are evaluated.

Retention of Student Work

You will each need to turn in to me the final versions of all assignments to Canvas. These files will used to determine student success in meeting course and program objectives.

Late Work Policy: All projects & exercises are due on the day & time given, always at the beginning of class unless otherwise noted. A late accommodation is given only with the understanding that emergencies & unforeseen circumstances occasionally arise. *A late project must be turned in by the following class & will be marked down one letter grade accordingly. A later submission will not be accepted. Missing a scheduled critique or presentation will result in an "F" for that project.*

Grades of "Incomplete": The current university policy concerning incomplete grades will be followed in this course. Incomplete grades are given only in situations where unexpected emergencies prevent a student from completing the course & the remaining work can be completed the next semester. Your instructor is the final authority on whether you qualify for an incomplete. Incomplete work must be finished by the end of the subsequent semester or the "I" will automatically be recorded as an "F" on your transcript.

Group Work Policy: Everyone must take part in a group project. All members of a group will receive the same score; that is, the project is assessed & everyone receives this score. However, that number is only 90% of your grade for this project. The final 10% is individual & refers to your teamwork. Every person in the group will provide the instructor with a suggested grade for every other member of the group, & the instructor will assign a grade that is informed by those suggestions. Once formed, groups cannot be altered or switched, except for reasons of extended hospitalization.

COURSE POLICIES/STUDENT EXPECTATIONS

- Three-ring binder notebook for lectures, sketches, & for assignment sheets & critiques. This notebook should be brought class & utilized for recording lectures & demonstrations, as well as drawings & sketches.
- Active participation in all phases of the course, attendance, lecture / demonstrations / critiques
- Materials described in the attached materials list.
- Meeting assignment deadlines
- A concern for the highest level of craftsmanship
- Projects for this course will be assigned similar to the way that professional designers receive "design briefs" detailing the specific

requirements for a project. The student will then be expected to document their creative process, which they follow in developing individual design solutions. Successive projects will be assigned for the class and modified or customized to a certain degree based on the overall understanding of previous assignments. The basic structure of this course will revolve around assigned studio problems. There will be time given to lecture & class discussion, practical tutorials, exercises, & assignments. A significant amount of time will be also spent in critique of student work.

Students are expected to think creatively & critically as well as participate thoughtfully in class. As a good portion of this class is based in critique of student work, it is expected that all students will participate in this dialogue so that we may all benefit from the feedback. All comments are expected to be constructive & honest. It is the group dynamic that will inform & educate our individual projects. Be open to the critique process, as your lack of participation will impact your final grade.

Workload: It is very important that all students engage themselves in a discourse of the work at hand. In turn I will give each of you conscientious feedback on as much of your work as is possible. Consistent work habits (attending lab time regularly and submitting assignments on time) are essential factors in determining your final grade. In addition to the six hours of class time per week, expect to spend at least six more hours each week outside of class completing class assignments.

Class Preparation: Students are expected to arrive to class on time & be prepared for work with the requested supplies/materials/assignments. Class preparation is essential to receiving feedback on one's work. Lack of preparation on a continual basis will affect your final grade. If you happen to miss a class or lecture, please make arrangements with a fellow student who can either take notes for you &/or get the required handouts, etc. While I will be happy to clarify information for students who are confused, I cannot repeat lectures or elaborate project descriptions on an individual basis.

Controversial Content: Since a portion of the course will include studying art/design throughout history, there may be times when some of this art may have nudity in it. If you feel uncomfortable with this, please let me know & we can make accommodations.

Attendance Policy: No more than three absences are allowed per semester. Students are required to make prior arrangements with the instructor whenever possible. Students are expected to be on time & to participate for the duration of the class. The student's grade will be negatively affected & lowered one full grade point for each absence exceeding the three allowed. So, for example, if you were to earn a B+ & had four absences, your final grade will be C+.

Students should be informed that the allotted absences are to accommodate routine illness, weddings, transportation troubles, etc. Doctor appointments, advisor conferences, trips to supply stores & labs, employment, etc. should not be scheduled to conflict with class. Religious Observances cited in the handbook will be followed.

Tardiness is defined as being fifteen minutes late for class or departing before class has been formally dismissed by the teacher. Three tardies will be counted as one absence. Tardiness that exceeds one hour will be counted as an absence. Each student is responsible for his/her own recorded attendance. If you are late it is your responsibility after that class period to make sure the teacher has you added to the roll.

Accommodations for Students with Disabilities:

If you are a student with a disability, who requires accommodations, please contact Mr. Daniel Nuss, Coordinator of the Office of Services for Students with Disabilities in McCaffrey Center, First Floor, Room 137 and Room 115 for information on how to obtain an Accommodation Request Letter. Contact: SSD@pacific.edu or (209) 946.3221. Then please schedule a meeting with me during office hours or some mutually convenient time to arrange the accommodation(s). These services may include, but are not limited to, extended time for completing exams, alternative testing procedures, note takers, & transportation to & from classes. The Policy Manual can be found at: <http://web.pacific.edu/Documents/schooleducation/acrobat/PolicyManualforStudentswithDisabilities.pdf>.

University Writing Center: <http://pacificwritingcenter.weebly.com>

The University Writing Center is a free resource for student, where a trained writing consultant will work individually with you on anything you are writing (in or out of class), at any point in the writing process from brainstorming to editing.

The Student Writing Center is located on the **2nd floor of the Main Library**. Email Melanie at mhash@pacific.edu or call (209) 932-2969 if you have any questions.

Studio:

Studio space is not to be considered a large dorm room, it is not a hotel, it is not a restaurant or lounge. Studio space is instead, a specialized area to do design work, study design, discuss and evaluate design projects, work on individual projects or as members of small design teams. An overall look of professional organization and sensitivity to design should therefore be reflected in the physical environment of the studio. It should be truly functional and aesthetically interesting workspace.

Your mom, dad, aunt, uncle, maid or butler is not enrolled in class with you. You need to pick up after yourself. :)

Guidelines for working in the Studio:

A general concern for safety and health well-being should guide all use of materials, equipment, decisions of design making and general etiquette when working in the studio environment.

Studio Hours are:

M, T, W, TR 6:00 to 9:00 p.m. (except those studios holding evening classes)
 F 4:00 to 6:00 p.m.
 Sat & Sun 1:00 to 6:00 p.m.

Plan your schedule so that you will be able to complete your assignments during these hours. If you have exhausted these times & need additional time to finish projects or have extenuating circumstances that keep you from finishing during these scheduled hours you must receive written permission to stay in the studio beyond the normal hours. You must obtain this permission by 5:00 p.m. on the day in question. This written permission will allow you to work until midnight only. No students will be allowed in the building after 12:00 midnight.

Honor Code: The University Honor Code is an essential element in academic integrity. It is a violation of the Honor Code to give or receive information from another student during an examination; to use unauthorized sources during an examination; or to submit all or part of someone else's work or ideas as one's own. If a student violates the Honor Code, the faculty member may refer the matter to the Office of Student Life. If found guilty, the student may be penalized with failure of the assignment or failure of the course. The student may also be reprimanded or suspended from the University. A complete statement of the Honor Code may be found in the Student Handbook, *Tiger Lore, Section 1.1 – 1.3*

A violation of the principle includes, but is not limited to: **Plagiarism:** Intentionally or knowingly presenting the work of another as one's own (i.e., without proper acknowledgment of the source). The sole exception to the requirement of acknowledging sources is when the ideas, information, etc., is common knowledge. Artists & designers occasionally work from photographs or other imagery. This is allowed & is sometimes necessary however, the artist's intent must be clear that the new work was not made to merely duplicate someone else's artwork in another medium or form & claim it as one's own.

IMPORTANT DATES TO REMEMBER

LABOR DAY HOLIDAY	MON, SEPTEMBER 4, 2023
LAST DAY TO ADD/DROP CLASSES:	FRI, SEPTEMBER 8, 2023
WITHDRAWAL DEADLINE:	FRI, OCTOBER 27, 2023
FALL BREAK:	FRI, OCTOBER 6, 2023
THANKSGIVING BREAK:	NOVEMBER 22–24, 2023
CLASSES END:	FRI, DECEMBER 8, 2023
FINALS WEEK	DECEMBER 11–15, 2023

MANDATORY ATTENDANCE FOR FINAL PROJECTS & CRITIQUE ON WEDNESDAY, DECEMBER 13, NO EXCEPTIONS

PLEASE RETAIN A COPY OF YOUR SYLLABUS. IT IS NOT ONLY AN OUTLINE OF THE COURSE IT REPRESENTS A CONTRACT BETWEEN YOU, THE INSTRUCTOR & THE UNIVERSITY.

[Assignment Calendar Listed on Canvas](#)