Course Syllabus Art 115 – Introduction to Design, Fall 2008
Instructor: Elizabeth Nakoa

Class: Koa 201  Class Hours: 31526 – MW, 8:00 to 10:30, 31528 – MW, 10:45am-1:15pm
Office: Koa 108  Office Hours: MW, 1:30 – 2:30, TR, 12:30-1:30pm or by appointment
Office phone: 734-9378  Email: nakoae@hawaii.edu  Web: http://www2.hawaii.edu/~nakoae/

Course description: This course introduces you to the form and fundamentals of two-dimensional design. The method of instruction will include lectures, projects, studio demonstrations, individual instruction, group discussions, critiques and gallery visits. Examples are presented to describe course content. Student projects are the focus of course discussions. The instructor reserves the right to make necessary adjustments to the evaluation policies and project calendar.
Recommended prerequisite: Art 101 (may be taken concurrently)

Course objectives: By the completion of this course the student should be able to:
• Comprehend and sensitively apply the visual elements of line, shape, space, mass, value, color, texture, pattern and motion, and the design principles of unity, balance, emphasis, rhythm, repetition, contrast, proportion and variation to design assignments.
• Complete the creative problem-solving process from the preliminary planning stage and exploration through revisions to the final product.
• Experiment by taking risks through the process of exploration during the creative problem solving process.
• Skillfully use traditional and contemporary design media including paint, paper and the use of various tools.
• Demonstrate awareness of structure in design through the use of grid and modular systems.
• Identify the scope of design in the contemporary world.
• Demonstrate strong group communication skills and the ability to speak and write clearly about the work designed for this course.
• Achieve individual creative decisions.

Course content and structure: Design is basic to all of the visual arts. The instruction and projects in Art 115 stimulate awareness of elementary concepts and basic organizational methods. This is a beginning art course, which prepares the student for further study in drawing, painting, sculpture, graphic design, illustration and other visual studies. It is essential to an educated understanding and prospective pursuit of any advanced visual study. The general objectives are:
• To introduce the visual elements and the principles of design.
• To explore many aspects of visual thinking and creative expression.
• To establish an awareness of the unity of design in the visual arts.
• To provide a basic vocabulary in design.
• To experience various techniques and to develop skill with media and application.

Classroom guidelines:
• Turn cell phones off when in class.
• Be considerate of your classmates and treat them with courtesy and respect. Disruptive behavior may result in dismissal from class.
• KCC has a 15-minute rule. If the instructor is not in class for the first 15 minutes you are allowed to leave class.
Attendance:
Attendance is required because demonstrations and presentations will not be repeated. If you miss a class it is your responsibility to get the class notes/assignments. Attendance is important because working critiques and class participation contribute to the approach and development of your work. Repeated tardiness or absences will affect your overall performance.

Grading:
Grading is based on assignments, projects, quizzes and participation. It is your responsibility to collect handouts, take notes, keep your work organized and complete and turn in assignments on due dates. **Late work will not be accepted** unless accompanied by a note from your doctor, your employer or unless you have made previous arrangements with me. Do not discard your work after it is graded and returned to you. All work, including grading sheets, preliminary studies and sketches will be turned in for mid semester and end of year evaluation.

**Criteria for Evaluating Projects:**

55% Understanding of concepts and creative development
30% Completion and quality of execution and presentation
15% Class participation and communication

During the semester, we will have daily writing journals, visual projects, 2 quizzes and 1 written critique. Projects will be scored as follows.

- 60 points – daily writing journal
- 10 points – Project #1-Elements
- 100 points – Project #2-Unity
- 150 points – Portfolio #1 (Projects #3, 4 & 5, Focal point, Balance)
- 100 points – Projects #6- Figure/Ground
- 30 points – Project #7-Scale/Value
- 150 points – Project #8-Texture/Grid/Depth
- 125 points – Project #9-Depth/Value/Color
- 50 points – Project #10-Rhythm
- 125 points – Project #11-Naturalism/Abstraction
- 100 points – Quizzes (2 – 50 points each)
- 100 points – Written critique

**1100 Total possible points**

**A – 990-1100 points (90-100%)** The student does excellent work in every respect, showing exceptional originality and creativity as well as execution and craftsmanship. The student will have grasped concepts and fulfilled objectives of assignments. Participation level is high.

**B – 880-989 points (80-89%)** The student does good solid work, showing above average creativity and executes projects with competent craftsmanship. If not innately skilled in art, the student makes up for it with extra effort. Participation is higher than average.

**C – 770-879 points (70-79%)** The student’s work is adequate. Execution is competent and projects are satisfactory. Work shows lack of planning and originality and may have selected easy solutions to the problems. Participation is minimal.

**D – 660-769 points (60-69%)** Student shows poor effort, unfinished work and inadequate understanding. Work may be careless or below average craftsmanship. Participation is poor.

**F – 0-659 points (0-59%)** Incomplete activity.

"If you have a documented disability and have not voluntarily disclosed the nature of your disability and the support you need, you are invited to contact the Disability Support Services Office (DSSO), 734-9552 (V/TTY), Ilima 103, for assistance. Extended time in a minimal distraction environment is an appropriate accommodation based on a student's disability "