



Course Description

GRA2305C | Special Topics in Graphic Design | 3.00 credits

An advanced course featuring in-depth focus on special topics of the professor's choice within the field of graphic design. Topics include but are not limited to graphic novel design and illustration, informational graphics, as well as sustainability and social responsibility. The student will develop a detailed analysis of concepts presented and the creation of portfolio-ready projects. Prerequisite: GRA2151C.

Course Competencies:

Competency 1: The student will report on research conducted on the particular topic by:

1. Analyzing at least five (5) sources for current literature on the particular topic
2. Evaluating the sources by comparing published examples of works in the genre of the particular topic.
3. Preparing a presentation on their findings and recommendations

Competency 2: The student will brainstorm solutions to their original work in the genre of the particular topic by:

1. Drawing sketches or creating mood boards
2. Showing distinctive color palettes and appropriate typefaces for their original work in the genre of the particular topic
3. Designing comps or "mock-ups" for their original work in the genre of the special topic

Competency 3: The student will produce their original work in the genre of the particular topic by:

1. Applying various industry-standard software to design and create their original work in the genre of the particular topic
2. Conducting a presentation of their original work in the genre of the particular topic, demonstrating critical thinking abilities, professional project presentation skills, and the ability to communicate their creative thought processes

Learning Outcomes:

- Communicate effectively using listening, speaking, reading, and writing skills
- Solve problems using critical and creative thinking and scientific reasoning
- Use computer and emerging technologies effectively
- Demonstrate an appreciation for aesthetics and creative activities