

# IDD 300A

## SYLLABUS FOR DESIGN STUDIO

### CLASS INFORMATION

- Tuesday 12:30PM - 3PM
- Tator Hall 128
- Pre-requisites: IDD160 or AR158

### COURSE PROFESSOR

- Charmaine Banach B.F.A., M.A., M.F.A.
- Email: [charmaine.banach@quinnipiac.edu](mailto:charmaine.banach@quinnipiac.edu)
- Office Hours: Tuesday 9AM-12PM  
or by appointment
- Office: CAS1 339
- Phone: 203-582-5330

### COURSE OBJECTIVES

In this class we strive to work as a design studio, where deadlines are tighter than the average college class projects, and where the creative process yields the final outcome rather than following an assignment sheet. You will work in one group project and several solo projects; some projects will take place concurrently.

Different types of design jobs as well as design team roles are explored, including freelance design issues, through examining real world design studio scenarios. Students leave this class with a variety of portfolio pieces that demonstrate the ability to work with others or alone, to use critique as a way to hone design skills, to research and present modern design topics, and to better understand the design studio setting.

### BOOKS & MATERIALS

You will need these the first week of class.

- (Required) **How to Be a Graphic Designer without Losing Your Soul** (New Expanded Edition) by Adrian Shaughnessy  
ISBN-10: 1568989830
- **Graphic Design, Referenced: A Visual Guide to the Language, Applications, and History of Graphic Design** by Bryony Gomez-Palacio and Armin Vit  
ISBN-10: 1592537421
- Lynda.com Premium Account
- CDs or DVDs for data storage
- 1" Binder

### BLACKBOARD

You will find supplemental materials and additional readings on the class Black Board website (<https://courses.quinnipiac.edu>). Plus, you can view your grades as well view weekly homework assignments there. Participating on Blackboard is a requirement of this class.

### GRADING

A = 90%	(Excellent, Unique work)
B = 80%	(Very Good Work)
C = 70%	(You provided only what was asked for)
D = 60%	(Below average)
F = 50%	(Fail)

\* All project grades will include peer and self assessment

### ASSIGNMENTS & PROJECTS

Projects are more ambiguous for this class to represent a real design studio. You will have to ask questions in class or via email for extra information.

• Design Matters Report	8 Points
• Get Out the Vote Poster	8 Points
• Design 4 Good Conference Group Project Branding, Website, HTML Email, Poster	32 Points
• Internship Showcase Poster	8 Points
• Locale Project	8 Points
• Homework & Reading, Participation & In Class Exercises	32 Points
• Final Exam & Final Portfolio	16 Points

\* Please note that late assignments are not accepted and yield zero credit. NO EXCEPTIONS!

### SPECIAL ACCOMMODATION

It is the policy of Quinnipiac University to accommodate students with disabilities, pursuant to federal law, state law, and the University's commitment to equal educational opportunities. Any student with a disability who needs accommodation (such as arrangements for examinations) and has appropriate documentation from the College's Learning Center should inform the Professor of this course.

## STUDENT RESPONSIBILITIES

### CLASS CALENDAR

It is your responsibility to follow the class calendar. Please note that each week has reading assignments that may not be on the class calendar, so check Blackboard regularly. I reserve the right to change the calendar or syllabus at any time.

### HOMEWORK

Expect to spend about fifteen hours completing out-of-class projects, assignments, readings and tutorials each week. **Because I strive to simulate a real-world design studio in my class, I do not accept late work.** You are responsible for getting your work to me, on time. So, start early and make sure your equipment works, and back up your work in multiple places often!

### VPA ATTENDANCE POLICY

You are expected to be in class ready to work at the beginning of the scheduled class time. PROMPT ARRIVAL TO CLASS IS EXPECTED. Three late arrivals to class will equal one absence.

PLEASE NOTE: IF YOU HAVE 3 OR MORE ABSENCES YOU MAY BE ASKED TO WITHDRAW FROM THE COURSE. 4 ABSENCES DURING THE SEMESTER WILL RESULT IN A FAILING GRADE.

Attendance for the last class meeting scheduled during Finals Week is required.

There is no distinction between "excused" or "unexcused" absences - missed course work, content and class participation are an issue in any absence and can negatively impact the rest of the class members.

In the case of extenuating circumstances, such as an ongoing illness or the death of a loved one, the professor should be consulted as soon as possible, and documentation from the Student Affairs office may be required. In such circumstances the faculty and student can negotiate the possibility of granting an "Incomplete." In the rare cases where a student is allowed to take an "Incomplete" as the result of extenuating circumstances, the student must follow the guidelines and time lines stipulated in the University catalog.

### MISSED CLASS

If you miss a class exercise, quiz, or lecture, YOU are fully responsible for making up the work promptly. Contact a classmate, email me, or visit during office hours to catch up on any missed work. Unless there is a documented emergency to account for then you will not be allowed to turn in late assignments or projects. If you are sick, then arrange for a classmate to turn in your project. You must make up quizzes the following week.

### PARTICIPATION AND CRITIQUE

In the field of design it is important that you are able to share and discuss your's and others' ideas. Therefore, participation is required and graded. Participation also refers to how you behave in class on a daily basis.

### PLAGIARISM AND ORIGINALITY

Dishonesty, cheating, deception, or plagiarism are not acceptable. Unless otherwise stated and referenced in "fair use" copyright guidelines, it is expected that all design work be original work of the student. See college catalogue for details about academic honesty.

Please make sure the work you do for this course is original in nature and not a revised version of something you were working on in another course.

### EMAIL PROFESSIONALISM

Please note that I only respond to emails that are professionally written, with correct spelling, addressed properly. I will make every effort to respond to your email with 48 hours during the week. Writing professionally is an important skill to practice.

### DESIGN STUDIO BEHAVIOR AND ETIQUETTE

The following guidelines should be followed during class time. Being disruptive in any way or doing the following may result in being asked to leave, as well as being marked as "leaving early".

- Cell phones should be silenced and should not be answered during class.
- Texting is not allowed.
- Please do not use any social media during class.

### DIVERGE FROM TRADITIONAL COURSE

This course is meant to introduce you to some of the aspects of how a real design project might progress — thus your projects will not have strict rubrics or objectives but instead guidelines. Projects will be assigned in various manners because a real-world design studio does not provide project sheets for every project.

Your grades will have comments, and in some cases, you will also have peer assessments included. Strict rubric grading will not be used in this course.

### FTP INFORMATION

**Server:** mywebSPACE.quinnipiac.edu

**Login:** If your login is XYSmith, your login would be, quinnipiac\XYSmith

**Password:** your Quinnipiac network password

**Path or Host Directory:** leave blank