Course Overview: ART 110

Course title: Two-Dimensional Design Elements
Pre-requisites: None
Number of credits: 3
Catalog course description: This course introduces the fundamental principles and techniques of two-dimensional design for students with and without prior art experience. Students will explore design elements such as line, shape, color, value, texture, and space through various media and processes. The course emphasizes the development of visual problem-solving skills and encourages creative experimentation.
Required instructor qualifications: MFA in Studio Art OR Bachelor's degree in Studio Art and Master's degree in a related field
Course's audience and role in Eastern's curriculum: This course fulfills two requirements with Eastern's liberal arts core curriculum (ELAC), serving as a disciplinary perspectives course in Arts & Humanities and counting toward the learning outcome of creativity. As such, it enrolls students across the university. This course is also a required foundation course for students majoring in Art and Art History and completing any of the following concentrations: Digital Art & Media Design, Illustration, and Studio Art. Thus, this course is routinely taken by both majors and nonmajors.
Learning objectives: As a course that counts toward the creativity ELAC requirement, this course must address the following learning objectives: students will • Utilize newly acquired strategies and skills within a creative domain; • Synthesize ideas, perspectives, information or materials in original ways; • Create an imaginative act or product with new ideas, perspectives, information and materials; and • Evaluate the role of their own values, interests and ideas in the creative process and resulting action or product. These learning objectives should be supplemented by additional course-specific learning objectives, as seen on the sample syllabi.
Primary modes of instruction: As sample syllabus A describes, "Slide talks, readings, and class discussions will expose students to historical and contemporary artworks, terminology, and design concepts within their historical, political, and cultural contexts. Students will work independently to conceive and develop their own design ideas through a series of hands-on projects and will receive feedback from the instructor along the way. Class projects are designed to improve students' understanding of the visual elements and organizing principles of design. Group critiques will provide a forum for students to analyze and discuss the formal and contextual aspects of one another's projects."

As sample syllabus B adds, "Learning takes place primarily through studio practice, including observation of demonstrations, in-progress and final critiques with the instructor and peers, and instructor observation of students' work while in the studio."

Primary modes of assessment: As the two sample syllabi demonstrate, the bulk of the course grade (75% to 90%) should be determined by scores on several (7 or 8) projects. The assignments themselves may vary somewhat by instructor, provided they reflect the course description and learning outcomes. The remainder of the course grade can be assigned based on attendance and class participation, including participation in peer critiques.

Other notes for instructors:

Approved by the Department of Art and Art History on _____

Signature of department chair or faculty liaison: _Mame Dyl___