GDTC1110 - Introduction to Design and Layout

Credits:	3 (2/1/0)
Description:	In this course, students are introduced to the elements and principles of design, basic to intermediate layout techniques, industry terminology and industry best practices. Students produce a variety of design solutions to become familiar with the creative process, design theory, brand strategy and assessment of their work. Projects are produced using Adobe Creative Cloud software.
Prerequisites:	
Corequisites:	
Pre/Corequisites*:	
Competencies:	1. Compare and contrast major career areas, skills and current trends within the graphic design industry. 2. Create with elements and principles of design as they relate to visual communication. 3. Utilize creative problem solving, brainstorming and idea generation techniques to develop design concepts. 4. Apply basic typographic principles, including type families, hierarchy,and alignment. 5. Demonstrate fundamental color theory concepts. 6. Apply basic layout and composition techniques to organize visual elements effectively for various print and screen environments. 7. Utilize common industry terminology accurately in class discussions and assignments. 8. Demonstrate industry best practices, including file organization, saving formats and workflow basics. 9. Evaluate design solutions, offer constructive criticism and defend one’s own design choices using appropriate design vocabulary.
MnTC goal areas:	None

**Can be taking as a Prerequisite or Corequisite.*

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