

Mission: To offer inspiration through advanced instruction and authentic experiences.

Instructor: McBride, Mark

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Graphic Design and Production COURSE II

This course builds on the foundation basics in Graphic Design I. In this course students will further explore layout, typography and the basics of how production works. Students will learn how to plan for projects as well as how to produce them to get them ready to present to marketing. This course is a prerequisite for Advanced Graphic Design III.

Course Objectives

AAS associates will

- Demonstrate industry-recognized employability skills both in and out of the design studio
- Further explore industry design software in Photoshop, InDesign, and Illustrator
- Learn how package design influences customer interaction
- Learn how to use typeface to enhance brand awareness
- Learn how to increase brand awareness and identity through effective design
- Be able to collaborate with team members on multiple design projects
- Produce actual products from designs

Lab Fees & Required Supplies

- Lab fees are \$20 and are used to cover the cost of completed projects that you will have an opportunity to take home and to cover the cost of equipment maintenance in the graphic design lab.
- Flash Drive
- Sketchbook
- Headphones

Expectations for Academic Success

- Attend class daily
- Please dress appropriately for class and the industry in which you expect to work in
- Turn in all assignments on time
- Maintain a clean work area and organized files

- Maintain ethical behavior while using company equipment
- Be alert and aware at all times
- Limit use of personal electronic devices

Grade Calculation

Summative Assessments = 60%	Formative Assessments = 40%
 Authentic learning projects, exams, presentations, essays, labs 	 Practice Work: classwork, homework, quizzes, labs, employability skills
Culminating Final Exam/Project	
All courses will have a culminating exam or project that assesses associate learning of the semester's course content. This exam/project will be 20% of the overall course grade.	

Make-up Work

Associates who are absent are required to contact the instructor for make-up work. The associate will have the same number of days that they are absent to complete the make-up work.

NO CELL PHONE POLICY

Cell phones are a distraction to the learning environment and are a cause of incomplete work being handed in or work that shows very little effort. The use of cell phones during graphic design class will result in points being deducted from the final grade of each project disciplinary action being taken. This includes write ups, and office referral.

Late Work Policy

Any late work handed past the due date will drop 5% each day the assignment is not turned in. Any not handed in at all will receive a grade of zero.

Employability/Soft Skills

School Wide Activities:

- Dress for Success Days
- Network Luncheon
- Mock Interviews

Career and Technical Student Organization [CTSOs]

The SkillsUSA Framework illustrates how students fulfill the mission of the organization "to empower members to become world-class workers, leaders and responsible American citizens." Member fee is \$40/year.