

MINORS

GRAPHIC DESIGN MINOR

Our Mission:

The Graphic Design minor familiarizes students with graphic design principles, skills, professional practices and historical and theoretical understanding of the field. Students participate in critically engaged studio classes to develop their own viewpoint and practice, while creating books, posters, websites, campaigns, identities, and conceptual propositions using the considered interplay of text and image. A dynamic curriculum empowers students to creatively solve problems, propose alternatives, and work collaboratively to address the communication challenges of today.

Participating Departments:

Program Learning Outcomes

Otis College Interdisciplinary Studies: Graphic Design Minor Program Learning Outcomes are action words describing our approach to learning, and what we commit to our students.

Graphic Design Minor Students Will:

Grow

Graphic Design Minor student work will demonstrate: Disciplinary Knowledge and Skills • Audience-Focused Research, Historical Context, and Field-Specific Discourse Proficient knowledge and skills in graphic design including design historical precedents, visual design principles and effective use of typography, composition, hierarchy, color theory, storytelling techniques, and semiotic concepts to create compelling visual communication that responds to specific design problems and audiences. Proficiency in Industry-Standard Skills, Technologies, and Processes The ability to create professional-level design projects using current industry software and hardware tools, successfully execute production workflows across both physical and digital media, and demonstrate adaptability by mastering emerging technologies as they're introduced to the field. Cross-Disciplinary Awareness and Practice Developed practice grounded in two or more disciplines.

Dare

Graphic Design Minor student work will demonstrate: Innovation • Experimentation and Play • Challenge to the Status Quo • Bravery in their Work and their Interactions with Others Capacity to combine aspects of Graphic Design with work in one's major and/or push the boundaries between each field.

Reflect

Graphic Design Minor student work will demonstrate: Capacity to Communicate (Orally, Written, and/or Visually) about their Practice Ability to clearly articulate the relationship between their work in Graphic Design and their major and how these studies will help them achieve personal and professional goals. Analysis of Both Ethical and Aesthetic Impacts of Art and Design Analysis of the ethical and aesthetic impacts their work has on their fields of study as well as society, culture and the environment.

Connect

Graphic Design Minor student work will demonstrate: Awareness of Positionality – in the World, their Field, their Communities. • Integration of Skills and Concepts: Successful integration of skills, information and concepts between their majors and Graphic Design minor, while understanding and articulating their positionality in their chosen fields.

Shine

Graphic Design Minor student work will demonstrate: Ability to define aspirations, future goals and their role within the creative economy. Defined aspirations, future goals and their role as an interdisciplinary creative within the creative economy. Awareness of audience • Compelling presentation and exhibition skills, through Annual Exhibition, Capstone, and portfolios. Successful completion and presentation of original work in Graphic Design that resonates with intended audiences.

Course Requirements

Graphic Design Minor Required Courses: 15 credits of Graphic Design courses

This can be 5 studio courses or 4 studio courses + 1 LAS course.

Students select courses based on guidance from the Director of Interdisciplinary Studies, Minor Area Heads and Academic Advisors and must follow prerequisites when applicable. For the full list of courses that will count for this minor, along with recommended courses to take first, see the Minors Course Lists on the Registration page of the Dashboard (my.otis.edu). Students are advised to take minor classes in place of studio electives (or in place of one LAS elective), or for majors without electives by taking one extra class in each of 5 semesters spread out between sophomore and senior year.

Electives

Course Title	Course Number	Credits
ST: Design Lab	INTR 330	3.00
Graphic Design II	GDES 201	3.00
Typography II	GDES 221	3.00
Graphic Design IV	GDES 301	3.00
Typography IV	GDES 321	3.00
Advanced Imagemaking	GDES 458	3.00
Making with AI Generators	GDIL 334	3.00

Bookmaking Projects	GDIL 456	3.00
Graphic Design/ Illus History	AHCS 222	3.00
Hybrid Letterpress	PRNT 375	3.00

Elective Descriptions

INTR 330 - ST: Design Lab (3.00)

Upper division studio courses that facilitate student work across media, genres and disciplines, while also developing skills in interdisciplinary thinking in a supportive community. Topics vary each semester. Examples include: Design Lab, Interdisciplinary Practices, Interdisciplinary Career Pathways Fulfills studio electives.

GDES 201 - Graphic Design II (3.00)

GDES 221 - Typography II (3.00)

GDES 301 - Graphic Design IV (3.00)

Pre-requisites: GDES 300

GDES 321 - Typography IV (3.00)

Pre-requisites: GDES 320

GDES 458 - Advanced Imagemaking (3.00)

This class will be an exploration into practicing, contextualizing, and reflecting on image-making processes that you are already familiar with, as well as discovering new ways of making. We will connect reading to making, ideas to making, research to making, and language to making through weekly exercises. The goal is for you to understand and articulate processes that can become tools for making and investigating your subject matter in a critical way. Open to juniors, seniors and graduate students only.

GDIL 334 - Making with AI Generators (3.00)

This class uses established methods for idea and image-generation while employing new tools. Students work with faculty to generate and test guidelines for the use of AI art generators in projects and portfolios. Constrained projects pave the way for open-ended prompts. Guests include artists/designers who use AI in their process, as well as those that have been included in AI training sets without their permission. Students will present their work thus far to establish a baseline for their output. We will hold each other accountable, seek transparency, and test the boundaries of the tools and the value of their use in our creative practices. Open to juniors and seniors students only.

GDIL 456 - Bookmaking Projects (3.00)

This course introduces the skills, craft, materials and techniques used in making book structures by hand. Course assignments have the potential to evolve into creative and personal objects that hold visual work and text. Students learn book binding methods involving paper folding, cutting, sewing, gluing, and ways of assembling individual sheets, signatures and text blocks with or without covers. Students produce a sample collection of book structure options and explore structures that can hold content and expression of meaning.

AHCS 222 - Graphic Design/ Illus History (3.00)

PRNT 375 - Hybrid Letterpress (3.00)

Embark on a creative journey where digital dreams come to life through the artistry of letterpress printing with photopolymer plates. This on-campus course provides an exciting progression in your printing expertise expanding letterpress printing to include photopolymer plates, exploring every aspect of this pioneering process for digitally-driven relief printing. Beginning with digital prepress and plate processing, and transitioning into the hands on craft of letterpress printing. Students will learn digital imaging essentials, font editing, plate creation, and the nuances of operating the Vandercook flatbed cylinder press. This course thoroughly investigates printing techniques and typography, preparing you for your own creative endeavors. After the initial training, apply your skills to your own unique design projects.