

INTRO TO COMPUTING
2803-01

F 22 / SECTION 01

STAFFORD 119

MONDAY - WEDNESDAY
3:00 - 5:50PM

[https://apohl.ch/msu/
fall_22/2803_01](https://apohl.ch/msu/fall_22/2803_01)

F2F

INSTRUCTOR

AUBREY POHL (HE/HIM)
APOHL@CAAD.MSSTATE.EDU
(48 HOUR RESPONSE)
APOHL.CH
STAFFORD 211

OFFICE HOURS

BY APPOINTMENT / EMAIL
AND/OR
SCHEDULE A TIME ON
TUESDAY TO MEET IN MY
OFFICE OR 929 COFFEE.

INTRO TO COMPUTING 2803-01 FALL 22
COURSE DESCRIPTION

This course functions as an introduction to visual art and design processes, tools, workflows, hardware, software, and languages of the digital sphere. These practices will build on student's prior understandings of the basic principles of design: line, shape, form, color, value, texture, and space.

We will work primarily with Adobe Creative Suite, but will explore and introduce a multitude of digital tools.

COURSE STRUCTURE

Throughout this course we will undergo 6 mini-projects and 3 full-projects, as well as working and critique days.

The course website functions are your home base for info.

CONCEPT GUIDES DESIGN! Research, ideation, sketch-booking, and writing are crucial parts of the creative process and should be taken seriously no matter how small the project.

SUBMIT WORK BEFORE CLASS FOR IN CLASS REVIEW (CANVAS)

Each day begins with 5-10 minutes of design inspiration. I encourage each student to contribute to this portion of class, although it is not mandatory. What projects inspire you? Who are the designers and visual artists behind them? What are the takeaways? The more perspectives you gather, the more diverse your point of view both as a creative and a human will be. The remainder of each day will be used for class discussions, one on one critiques, class critiques, demonstrations, or working days. Working days are scheduled times where students are allowed time to work and request my review as needed.

Most importantly, I will never tell you what to do. My position is to provoke and improve your ideas, not create them.

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REQUIREMENTS

- * PERSONAL LAPTOP / COMPUTER
- * ADOBE CREATIVE SUITE (STUDENT VERSION WITH MSSTATE EMAIL FOR DISCOUNT)
 - * ILLUSTRATOR, PHOTOSHOP, INDESIGN, BRIDGE, ACROBAT PRO, LIGHTROOM CLASSIC
- * GOOGLE DRIVE ACCOUNT WITH MSSTATE EMAIL
- * SKETCHBOOK
- * SKETCHING MATERIALS
- * MOUSE & HARDRIVE HIGHLY SUGGESTED
- * READING MATERIAL TBD
- * FURTHER MATERIALS AND SOFTWARE TBD

COURSE OBJECTIVES

The aim of this course is not only to build a foundational understanding and skill-set for computing art, but also to further your holistic understanding of design and art processes.

Upon completion of this course, students will have a body of work in a variety of digital mediums and styles to help them further develop their individual styles, workflows, management, and toolkit.

PHONE POLICY

No phones, headphones, or other distracting devices are allowed to be used in class. However, when we are not actively discussing something as a class, we will share and listen to music as a class.

*** by staying in this course you agree to the rules and guidelines in this syllabus ***

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IMPORTANT DATES

AUGUST

23 LAST DAY TO DROP A CLASS WITHOUT A GRADE
24 LAST DAY TO REGISTER OR ADD A COURSE

SEPTEMBER

05 LABOR DAY (NO CLASS)
28 FIRST PROGRESS GRADES

OCTOBER

06 LAST DAY TO DROP A CLASS WITH A 'W'
13-14 FALL BREAK (NO CLASS)
21 SECOND PROGRESS GRADES

NOVEMBER

23-25 THANKSGIVING HOLIDAY (NO CLASS)
30 CLASS ENDS

DECEMBER

01 READING DAY
02-08 FINAL EXAMS / CRITIQUES
12 FINAL GRADES

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COURSE OVERVIEW (SUBJECT TO CHANGE)

MINI PROJECT 01

PROJECT 01

MINI PROJECT 02

PROJECT 02

MINI PROJECT 03

PROJECT 03

ADDITIONAL MINI PROJECTS / ASSIGNMENTS / GUEST SPEAKERS

DETAILED PROJECT OUTLINES AND DEADLINES WILL BE GIVEN WITH
EACH PROJECT/ASSIGNMENT

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EVALUATION

Student work and projects will be evaluated as follows:

Each project starts at the ground floor, level 0, which means each student must effectively complete the project in order to attain the highest possible grade. This grade is determined by work ethic, execution, process work, engagement, conceptual development and application, and meeting of set deadlines.

Every deadline is a crucial part of the project, and must be met with the highest possible degree of completion. As a designer myself I understand the development of individual workflows and processes, however, as projects develop I will work with students to advise and inform these processes under the guidelines of the course / projects.

Projects are evaluated not only by the quality of the work, but also by the level of care, detail, research, and development put into the objective.

*YOUR FIRST IDEA IS VIRTUALLY NEVER YOUR BEST IDEA. Working through your ideas and concepts alongside instructor direction and peer review is crucial to formulating your best work.

Evaluation breakdown (grade scale changes per project):

1. CONCEPT / RESEARCH / DEVELOPMENT
2. EXECUTION / CRAFTSMANSHIP / SKILL
3. CREATIVITY / ORIGINALITY
4. ENGAGEMENT / PROCESS WORK

GRADING

A = 90 - 100

B = 80 - 89

C = 70 - 79

D = 60 - 69

F = 59 - 00