

ID 110
Design I
4 Credits

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ID 110 Version: 18



Design I

Calendar Description

This course is an introduction to the basic elements, principles, and concepts of design. Theory regarding colour, line, shape, texture, space, scale, emphasis, harmony, proportion, unity, and balance is creatively applied in two-dimensional problems using a variety of media. Two-dimensional problem solving comprises the majority of the course work, culminating in its application to three-dimensional problems.

Rationale

This is a required course for Interior Design Technology students. A foundation course of the theoretical concepts of design is the basis upon which all other design courses are taught. Knowledge of the elements and principles of design, as applied to two-dimensional problems, is essential for the skillful application of these concepts to three-dimensional interior design.

Prerequisites

None

Co-Requisites

ID 120

Course Learning Outcomes

Upon successful completion of this course, students will be able to

1. define and explain the elements and principles of design using appropriate design terminology and concepts.
2. apply the principles and elements of design to solving 2D and 3D design problems.
3. analyze, conceptualize and synthesize 3D volume design.
4. communicate ideas through excellently crafted visual presentations.
5. achieve balanced, dynamic design.

Resource Materials

Required Text:

Panero, J., & Zelnik, M. (1979). *Human dimension and interior space*. New York, NY:

Watson-Guptill Publications.

Required Materials:

Students are to supply their own equipment and supplies as required to complete class projects.

To make the best use of the time available for this course, please have equipment and supplies at your workstation and ready to use at the beginning of each class.

Conduct of Course

1. Most of the course material is covered by work during class. The 115 hours are divided into approximately 56 hours of lecture, 56 hours of studio and 3 exam hours.
2. The instructor provides instructional objectives and activity criteria at the beginning of each class.
3. Each topic is introduced with a lecture, followed by a problem-solving assignment.
4. Active participation in class is expected.
5. Assignments are due when stated. Late assignments will receive a deduction of one grade step per day including weekends. For example, if the assignment warrants a "B", and it is submitted one day late, the recorded grade will be a "B-", two days late, C+ and so on.
6. Students are expected to:
 - let the instructor know if they will be absent.
 - be punctual.

Evaluation Procedures

<u>Course Component</u>	<u>Weighting</u>
Projects – 2D Work	25%
Class Assignments	25%
Projects – 3D Work	15%
Final Exam	25%
Student Performance	<u>10%</u>
Total	100%

The student's performance expectations include:

- general improvement of competencies: utilizing previously learned skills.
- class attendance: consistent attendance, consistent punctuality.
- time-management: utilizing class time effectively; completion of assignments on time.
- decision-making: continuous development of confidence in application of skills.
- class participation: asking questions, offering input to discussions, assisting others.

Grade Equivalents and Course Pass Requirements

A minimum grade of C (60%) (2.00) is required to pass this course.

Letter	F	C	C+	B-	B	B+	A-	A	A+
Percent Range	0-59	60-64	65-69	70-74	75-79	80-84	85-89	90-94	95-100
Points	0.00	2.00	2.30	2.70	3.00	3.30	3.70	4.00	4.0

Attendance

Regular attendance is essential for success in any course. Absence for any reason does not relieve a student of the responsibility of completing course work and assignments to the satisfaction of the instructor.

If the total number of unexcused absences exceeds three classes, a student may be required to withdraw from the class and will automatically receive a grade of "RW" (Required to Withdraw) no credit earned. An "RW" is calculated as a failing grade of 0.0 in GPA.

In cases of repeated absences due to illness, the student is requested to submit a medical certificate.

Instructors have the authority to require attendance at classes.

Course Units/Topics

1. Design Introduction
 - creativity and originality
 - function, materials and aesthetics
 - structural and decorative design

2. Color Theory (presented concurrently with units 3 and 4)

- colour psychology
- colour and light
- colour properties
- colour systems
- colour effects
- introduction to colour schemes

3. The Elements of Design

- point, line and plane
- shape, form and mass
- texture, pattern and ornament
- volume and space

4. The Principles of Design

- balance
- rhythm
- emphasis
- size, proportion and scale
- unity, harmony, and variety



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