### COURSE OUTLINE OF RECORD

**Number:** DSGN G101  
**TITLE:** Introduction To Design

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<tr>
<th><strong>ORIGINATOR:</strong> Gregory Wight</th>
<th><strong>EFF TERM:</strong> Spring 2008</th>
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<td><strong>FORMERLY KNOWN AS:</strong></td>
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<td><strong>CROSS LISTED COURSE:</strong></td>
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**SEMESTER UNITS:** 2.0

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<tr>
<th><strong>HRS LEC:</strong> 36.0</th>
<th><strong>HRS LAB:</strong> 18.0</th>
<th><strong>HRS OTHER:</strong> 0.0</th>
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**CONTACT HRS TOTAL:** 54.0

**STUDY NON-CONTACT HRS RECOMMENDED:** 72.0

**CATALOG DESCRIPTION:**

This is an introductory course for both the general interest and design major student. It provides a survey of design in contemporary society including a variety of design career options. Design theory, practices and overview of art and design history will be covered. Emphasis will be on experiencing design through lecture, lab, field observations and projects.

**JUSTIFICATION FOR COURSE:**

**PREREQUISITES:**

**COREQUISITES:**

**ADVISORIES:**

**ASSIGNED DISCIPLINES:**

- Drafting CADD (computer -aided drafting/ design), CAD (computer- aided design), CAD (computer-aided drafting)
- Industrial design

**MATERIAL FEE:** Yes [X] No [ ] Amount: $10.00

**CREDIT STATUS:** Noncredit [ ] Credit - Degree Applicable [X] Credit - Not Degree Applicable [ ]

**GRADING POLICY:** Pass/No Pass [X] Standard Letter [X] Not Graded [ ] Satisfactory Progress [ ]

**OPEN ENTRY/OPEN EXIT:** Yes [ ] No [X]

**TRANSFER STATUS:** CSU Transferable[X] UC/CSU Transferable[ ] Not Transferable[ ]

**BASIC SKILLS STATUS:** Yes [ ] No [X] LEVELS BELOW TRANSFER: Not Applicable

**CALIFORNIA CLASSIFICATION CODES:** Y - Not Applicable

**NON CREDIT COURSE CATEGORY:** Y - Not applicable, Credit Course

**OCCUPATIONAL (SAM) CODE:** C

**REPEATABLE ACCORDING TO STATE GUIDELINES:** No [X] Yes [ ] NUMBER REPEATS:

**REQUIRED FOR DEGREE OR CERTIFICATE:** No [ ] Yes [X]

- Associate of Arts: Liberal Arts: Emphasis in Business and Technology( Associate in Arts)
- Design(Certificate of Achievement)

**GE AND TRANSFER REQUIREMENTS MET:**

**COURSE LEVEL STUDENT LEARNING OUTCOME(S) Supported by this course:**

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Page 1 of 3
1. explain the history and role that design plays in our society.

2. explain and evaluate the career options in Design.

3. generate freehand sketching of ideation using rudimentary skill.

4. demonstrate the technical knowledge, attitude, and habits conducive to attaining a successful career in design.

5. demonstrate the ability to think in three dimensions.

6. produce a fundamental articulation project using rudimentary design skills.

7. produce a fundamental form project using rudimentary design skills.

COURSE OBJECTIVES:
1. Understand design theory
2. Understand the history and role that design plays in our society
3. Understand the career options in Design
4. Develop the technical knowledge, attitude and habits conducive to attaining a successful career in design
5. Develop the ability to think in three dimensions
6. Gain rudimentary design skills by participating in fundamental articulation projects
7. Gain rudimentary design skills by participating in fundamental form projects
8. Gain rudimentary skill in freehand sketching of ideation

COURSE CONTENT:

LECTURE CONTENT:
A. Orientation to design
B. Exploration of design careers and options
C. History of design as it relates to art history and contemporary society
D. Design methodology
E. Systems thinking
F. Fundamental articulation theory
G. Creativity and ideation
H. Basic hand tools, safety and studio lab protocol
I. Fundamental form project

LABORATORY CONTENT:

METHODS OF INSTRUCTION:
A. Lecture:
B. Lab:
C. Independent Study:

INSTRUCTIONAL TECHNIQUES:

COURSE ASSIGNMENTS:

Writing Assignments
Complete one required short paper
Analyze and solve design problems requiring the knowledge, skills and techniques covered in class lectures, demonstrations, activities and research assignments
Critique presentations
Demonstration of skills through sketching assignments in class
Complete basic projects
Compile class notebook and project preparation for portfolio

**Reading Assignments**
Lecture notes and instructor handouts

**Out-of-class Assignments**
Research Library Media Center or Internet

**METHODS OF STUDENT EVALUATION:**
Midterm Exam
Final Exam
Short Quizzes
Written Assignments
Projects (ind/group)

**Demonstration of Critical Thinking:**
The student will explain to the instructor's satisfaction when certain techniques taught in class and covered in the reading assignments are used to full potential during presentations.

The student will apply critical thinking/problem solving skills to their basic class projects.

**Required Writing, Problem Solving, Skills Demonstration:**
Complete one required short paper.
Analyze and solve design problems requiring the knowledge, skills and techniques covered in class lectures, demonstrations, activities and research assignments.
Critique presentations.
Demonstration of skills through sketching assignments in class. Complete basic projects.
Compile class notebook and project preparation for portfolio.

**TEXTS, READINGS, AND RESOURCES:**
TextBooks:

Other:
1. Instructor prepared materials.

**LIBRARY:**
Adequate library resources include:

**Comments:**

**Attachments:**
[Attached Files](#)