WILMINGTON UNIVERSITY
COLLEGE OF EDUCATION AND LIBERAL ARTS
BASIC COURSE INFORMATION

COURSE NUMBER

COURSE TIME BREAKDOWN

40 Hours of Structured Learning Activities

TEXTBOOKS
*A list of course textbooks are available on the Wilmington University Bookstore website:
http://bookstore.wilmu.edu/

COURSE DESCRIPTION

Everything society produces, from cell phones to video games, demonstrates a comprehension of the elements of design   .

COURSE OBJECTIVES

This course will provide students wiwBDC 0 lBBT/Td6)2.3 noi 0 iiss2. Describe concepts and ideas communicated throug
3. Critique the aesthetics of design through analysis of works by Master Artists.
4. Develop ideas through experimentation, imagination, and creativity.
5. Refine skills for effectively applying a variety of media and materials.
6. Demonstrate the use of design concepts such as unity, balance, emphasis, line, shape, texture, and color to assigned projects.
7. Utilize skills in self-critique and evaluation.

A.   **Teaching and Learning Strategies**

B.   **Evaluation Methods**

ATTENDANCE POLICY:

EVALUATION PROCEDURE AND GRADING POLICY: