

Fall2022

GRA 3193C: VISUALIZATION & CREATIVITY

COURSE INFORMATION

GRA 3193C (3 credits)

11:45 am - 2:45 pm

FAC 0112, Cohort 1

INSTRUCTOR

Shaza Jendi, she/her/hers

s.jendi@ufl.edu

OFFICE HOURS

Monday 1:45–2:45 pm + by appointment—

Please reach out to me, zoom link.

FAC 313A

COURSE DESCRIPTION

The course Visualization and Creativity emphasizes visual invention and compositional dynamics, while learning how to become proficient in design research methods and design thinking. The purpose of this course is to introduce ways to analyze and respond to current design problems through theory, discussion, research, conceptual development, and iteration, in order to successfully visualize processes that inform design and formulate solutions that respond to the problems at hand.

We will explore the role of the artist and designer in social issues, learn design research methods as a means to discovering problems and opportunities, and engage with various media to devise actionable strategies and create inclusive solutions.

This course prioritizes the study of audiences, users, and their contexts, aiming to build respectful and socially/ culturally conscious design. At the same time, you are expected to expand your skills in conceptual drafting, professional design software, printing/production methods, and professional delivery and presentation.

COURSE OBJECTIVES

- > Develop a stronger understanding of systems, processes, and methods in design.
- > Gain practical knowledge in research, design thinking, and user-centered design.
- > Learn about flexible design practices and how they respond to current social/ cultural/economic/ environmental issues.
- > Hold a perspective on design and the designers role in society and social issues, as well as your own role.
- > Expand on current graphic design knowledge and practice by working through increasingly complex problems.
- > Develop stronger articulation, verbally and in writing, of concepts and decision-making which support each project's steps and outcomes.

GENERAL CLASS TOPICS

This is an advanced graphic design course, and as such, it follows an iterative and non-linear process. This semester, you will learn and practice on topics such as:

Design Process: design research methods / audience and user analysis / critical thinking / design thinking practices / collaborative design / research and information visualization / documentation of process

Visual Communication Design: general design principles / typography / visual systems / composition / materiality / production

Professional and Technical: the responsibilities and ethics of design, individually & collectively / contemporary issues / professional standards / terminology

These topics will be introduced through theory, analysis, and discussion, and will be incorporated into assignments and project work throughout the semester. Additional assignment-specific topics will be incorporated as needed.

GRADING & EVALUATION

This course is composed of lectures, readings, discussions, design projects, presentations, critiques and feedback. The deliverables for this course are as follows:

- 70% 1 warm up assignment & 1 long-term design project**
- 20% Reading, writing, and group discussion of relevant articles + media**
- 5% Involvement with Design and professional practices and training outside of class (at least 2)**
- 5% Attendance and participation**

Grade based on process work, documentation of process, and the final deliverable

Scale:

A | 100-95 A- | 94-90 B+ | 89-87 B | 86-83 B- | 82-80 C+ | 79-77

For more information on uf grading policies log on [here](#).

PROJECTS

The bulk of your grade in this class is based on earning points through your engagement with projects and reflections. There will be feedback from me and your classmates every step of the way. You will be invited to participate in your grading by completing self assessments after activities and projects. All projects final deliverables will include a process book and self assessment.

Projects will be evaluated based on research, concept, ideation, iterative process, conceptual development, attention to detail, and formal resolution. All projects will be submitted in Canvas. See general semester outline on last page for tentative schedule.

REFLECTIONS

There will be a reading, podcast, video, or activity (almost) every week, with a reflection/response post due on the following Monday before class. Whenever there is an additional optional reading/podcast/lecture etc, you may respond to it in your reflection for an extra point. All reflections will be submitted in Canvas.

MEETINGS

This is a face to face in person class, we will meet every week on Tuesday and Thursday from 11:45 am-2:45 pm unless otherwise stated by the instructor.

PLATFORMS

You will all be required to set up and have immediate access to these platforms during the semester:

Canvas: For storing any and all course materials and instructions, submitting assignments, grading, and communication.

Miro: For collaboration, feedback, and presentations.

Adobe CC: Discounted for Students

*Adobe CC Discounted for Students is a special UF student pricing on a one-year subscription to the entire Adobe Creative Cloud Suite. To purchase your Adobe CC Discounted for Students subscription, please log in at <https://portal.helpdesk.ufl.edu> and if eligible to purchase click on "Eligible, take me to OnTheHub" button. The service will run for one year from the time the software is activated. Distribution is provided by Kivuto/OnTheHub who is an authorized distributor for Adobe not affiliated with UF Computing Help Desk.

TECHNOLOGY, FEES, AND EQUIPMENT USE

With questions related to your computer system and technology in the Graphic Design area, you can contact our Lab Technician, **Michael Christopher (mchristo@ufl.edu)**. He can help diagnose problems and provide solutions.

MATERIALS AND DEVICES

In order for you to fully participate and meet course learning objectives, students taking graphic design courses are required to have appropriate hardware, software and access to the Internet. See this website for more details regarding hardware, software, specifications, and some purchasing options, including discounts for UF students.

Because computer access is an institutional requirement, computer costs are designated as allowable costs for students who qualify for Financial Aid. Accordingly, Student Financial Affairs has added costs for access to a computer into budgets. For more information, contact your financial adviser in the Office of Student Financial Affairs directly.

You are required to have:

- > Adobe CC design suite
- > Access to a cloud-based storage platform
- > Your own laptop or desktop computer as required by the program, suitable for graphic design and production with appropriate RAM and storage

- capacity
- > Access to a digital camera
- > A dedicated sketchbook

READINGS

There is no class book. I will provide links to all readings, videos, and case studies.

GENERAL CONDUCT

We are trying to create an open space to discuss issues and topics that matter to each of us individually, and collectively, as people and as designers. We may not always hold each other's views, but we must always hold each other with respect. If you have an issue with or are offended by a certain comment or topic, please come to me and we will work it out together.

ATTENDANCE POLICY

In class time is critical. If you anticipate missing class, please send me an email at your earliest notice. If you miss class unexpectedly, send me an email as soon as possible.

Attendance is required for this class. You can miss two class days without penalty. Two late arrivals (after class begins) or early departures (before class is dismissed or ends) equal one absence. All unexcused absences after the first two cost 5 points from the final grade. More than 6 absences of any kind – missing more than 3 weeks of class – equals automatic course failure unless we make documented accommodations in advance.

To receive an "excused" absence, you must do one of the following:

1. Notify me before class begins that you will not be able to attend class
2. Notify me after class begins and provide official documentation of a university-sanctioned reason to receive an excused absence. military service, varsity sports travel, and illness are common excused absences when documented by a written note from a commanding officer, coach, or doctor

Regardless of the type of absence, you are still required to complete assignments, so it is vital that you contact me as soon as possible to discuss your options.

It is your responsibility to keep track of your attendance record in Canvas. Requirements for class attendance, make-up exams, assignments, and other work in this course are consistent with university policies. Along with more information on how UF assigns grade points, you'll find these by visiting: <https://catalog.ufl.edu/UGRD/academic-regulations/attendance-policies/>

Religious Holidays

If you know that you will miss class time due to religious holidays, please inform me before the holiday (whether recognized by the university or not).

Tardies

If you know that you will be late to class ahead of time, please let me know as soon as you know. If you are late 3 times, it will count as 1 unexcused absence.

TWELVE-DAY RULE

Students who participate in official athletic or scholastic extracurricular activities are permitted twelve (12) scholastic day absences per semester without penalty. In any case, it is the student's responsibility to maintain satisfactory academic performance and attendance.

DEADLINES

All deadlines will be announced in class. All projects and exercises are due on the day and time given and will be considered late when critique has begun or after work has been called for. Late work is not accepted. Be sure to present your work on each critique session and show your progress. If you are absent or tardy it is your responsibility to obtain missed information from another student in the class. If the reason for lateness falls under the excused absence list, illness or death in the family, there will be no penalty as long as work is completed by the new agreed upon date. However, students must always contact the instructor prior to the due date with an explanation for the absence.

COVID GUIDANCE

If you have Covid-19 or have been exposed and need to isolate/quarantine, please email me immediately so that we can make arrangements for your work and schedule possible virtual meetings. Please be respectful of others and do not come to class if you're sick or have been exposed. you do not want to infect others.

SYLLABUS CHANGES

Due to the changing nature of the COVID-19 pandemic, please note that the instructor may need to make modifications to the course syllabus and may do so at any time. Notice of such changes will be announced as quickly as possible through email & Canvas.

HEALTH & SAFETY

The goal of the SA+AH Health and Safety Program is to protect the health and welfare of all faculty, staff, and students and to cooperate with the University of Florida's Department of Environmental Health & Safety (EH&S). The SA+AH H&S policy and handbook is online [here](#).

Michael Christopher is the Health and Safety administrator for the Graphic Design program. While there are very limited health and safety risks with the materials we typically use for graphic design, be aware that materials used in other areas often carry risks.

It is your responsibility to store everything you bring in the studio safely. Do not bring in any materials that are hazardous or combustible as the graphic design studios are not equipped for this type of storage.

Knowingly or repeatedly storing such items in the studio may result in disciplinary action and loss of access to studio space outside of class time as well as loss of storage space.

Also,

- > Batteries, some monitors, and lamps from digital projectors, if broken, may release mercury. There are no known health hazards from intact materials.
- > Do not use spray adhesives or do hazardous work in the studios.
- > Do not block aisles, halls or doors with stored items or when working.
- > Take items which do not fit into the trash to the dumpster, follow dumpster guidelines.
- > All users must follow the S+AH Container Policy (see the SA+AH Health and Safety Handbook online here).

The GD Area policies prohibit use of hazardous materials, this applies to materials used in other areas. They may not be stored, ever, in the GD studios. Failure to adhere to these guidelines may affect your ability to use the studio unsupervised outside of regular class times.

AREA RULES

All users of the studio classrooms are expected to follow studio guidelines at all times. If you have any questions, ask your instructor.

- > Follow all SA+AH Health and Safety handbook guidelines.
- > Alcohol is not permitted (open or closed containers)
- > No eating or drinking in the lab.>Shoes must be worn at all times.
- > Protective equipment must be worn for hazardous work.
- > Do not block aisles, halls or doors with stored items or when working. This is a violation of fire codes.
- > Do not store anything on the floor. This impedes cleaning & creates a hazard.
- > Do not park bikes in the building.
- > Clean up spills immediately.
- > Take items which do not fit into the trash to the dumpster, follow dumpster guidelines.
- > All users must follow the SA+AH Container Policy

STUDENTS WITH DISABILITIES

Students requesting classroom accommodations must first register with the Dean of Students Office. The Dean of Students Office will provide documentation to the student who must then deliver this documentation to the instructor when requesting any accommodation. Disability office [link](#).

ACCOMMODATIONS

If you would like to speak with a mental health professional, which I highly recommend for every student, the school information is as follows:

Campus Resources

U Matter, We Care: If you or someone you know is in distress, please contact umatter@ufl.edu, 352-392- 1575, or visit U Matter, We Care website to refer or report a concern and a team member will reach out to the student in distress.

Counseling and Wellness Center: Visit the Counseling and Wellness Center website or call 352-392-1575 for information on crisis services as well as non-crisis services.

Student Health Care Center: Call 352-392-1161 for 24/7 information to help you find the care you need, or visit the Student Health Care Center website.

University Police Department: Visit UF Police Department website or call 352-392-1111 (or 9-1-1 for emergencies).

UF Health Shands Emergency Room / Trauma Center: For immediate medical care call 352-733-0111 or go to the emergency room at 1515 SW Archer Road, Gainesville, FL 32608; Visit the UF Health Emergency Room and Trauma Center website.

Academic Resources

E-learning technical support: Contact the UF Computing Help Desk at 352-392-4357 or via e-mail at helpdesk@ufl.edu.

Career Connections Center: Reitz Union Suite 1300, 352-392-1601. Career assistance and counseling services.

Library Support: Various ways to receive assistance with respect to using the libraries or finding resources. Teaching Center: Broward Hall, 352-392-2010 or to make an appointment 352- 392-6420. General study skills and tutoring.

Writing Studio: 2215 Turlington Hall, 352-846-1138. Help brainstorming, formatting, and writing papers.

Student Complaints On-Campus: Visit the Student Honor Code and Student Conduct Code webpage for more information.

On-Line Students Complaints: View the Distance Learning Student Complaint Process.

UF POLICIES

COURSE EVALUATIONS

Students are expected to provide professional and respectful feedback on the quality of instruction in this course by completing course evaluations online via GatorEvals. Click here for guidance on how to give feedback in a professional and respectful manner. Students will be notified when the evaluation period opens, and can complete evaluations through the email they receive from GatorEvals, in

their Canvas course menu under GatorEvals, or via ufl.bluer.com/ufl/. Summaries of course evaluation results are available to students here.

ACADEMIC INTEGRITY

Academic integrity means that if you use words, images, or ideas that are not your own, you must cite them. Claiming the work of others as your own is a serious breach of professional ethics and will result in a failing grade in this class. The UF Honor Code specifies a number of other behaviors that are in violation of this code and the possible sanctions.

HONESTY POLICY

An academic honesty offense is defined as the act of lying, cheating, or stealing academic information so that one gains academic advantage. As a University of Florida student, you are expected to neither commit nor assist another in committing an academic honesty violation. Additionally, it is the student's duty to report observed academic honesty violations. These can include: cheating, copying ideas, plagiarism, bribery, misrepresentation, conspiracy, or fabrication. You can find UF's Student Conduct Code, [here](#).

ACCOMMODATIONS FOR STUDENTS WITH DISABILITIES

Students who experience learning barriers and would like to request academic accommodations should connect with the Disability Resource Center (352-392-8565, <https://disability.ufl.edu/students/get-started/>). Once registered, students will receive an accommodation letter which must be presented to the instructor when requesting accommodation. Students with disabilities should follow this procedure as early as possible in the semester.

HARASSMENT

UF provides an educational and working environment that is free from sex discrimination and sexual harassment for its students, staff, and faculty (<http://www.hr.ufl.edu/eo/sexharassment.html>).

DISRUPTIVE BEHAVIOR

All member(s) of the University who intentionally act to impair, interfere with, or obstruct the mission, purposes, order, operations, processes, and functions of the University shall be subject to appropriate disciplinary action by University authorities for misconduct, as set forth in the applicable rules of the Board of Regents and the University and state law governing such actions. Be advised that you can and will be dismissed from class if you engage in disruptive behavior. For more information, visit: <http://regulations.ufl.edu/wp-content/uploads/2012/09/1008.pdf>.

PRIVACY POLICY REGARDING ONLINE SESSIONS (WHEN/IF APPLICABLE)

There will be occasions when our class Zoom sessions may be audio visually recorded for student in the class to refer back. Students who participate with their camera, engage or utilize a profile image, are agreeing to have their video or image recorded. If you are unwilling to consent to have your profile or video image recorded, be sure to keep your camera off and do not use a profile image. Likewise, students who un-mute during class and participate orally are agreeing to have

their voices recorded. If you are not willing to consent to have your voice recorded during class, you will need to keep your mute button activated and communicate exclusively using the chat feature. Although, at times, the chat will also be saved for future reference for the class. As in all courses, unauthorized recording and sharing of recorded materials is prohibited.

IN CLASS RECORDING

Students are allowed to record video or audio of class lectures. However, the purposes for which these recordings may be used are strictly controlled. The only allowable purposes are (1) for personal educational use, (2) in connection with a complaint to the university, or (3) as evidence in, or in preparation for, a criminal or civil proceeding. All other purposes are prohibited. Specifically, students may not publish recorded lectures without the written consent of the instructor.

A “class lecture” is an educational presentation intended to inform or teach enrolled students about a particular subject, including any instructor-led discussions that form part of the presentation, and delivered by any instructor. A class lecture does not include lab/studio sessions, student presentations, academic exercises involving solely student participation, or private conversations between students in the class or between a student and the faculty or lecturer during a class session.

Publication without permission of the instructor is prohibited. To “publish” means to share, transmit, circulate, distribute, or provide access to a recording, regardless of format or medium, to another person (or persons), including but not limited to another student within the same class section. Additionally, a recording, or transcript of a recording, is considered published if it is posted on or uploaded to, in whole or in part, any media platform, including but not limited to social media, book, magazine, newspaper, leaflet, or third party note/tutoring services.

TENTATIVE COURSE SCHEDULE

<i>August</i>	WEEK 1	8/25	Syllabus & introduction
	WEEK 2	8/30	In class activity & Intro to Project 1
<i>September</i>		9/1	FAB LAB Tour at Infinity Hall
	WEEK 3	9/6	Homework review, critiques
		9/8	Homework review, critiques,
	WEEK 4	9/13	Warm Up Assignment due, In class activity, Homework, Intro to Semester Project
		9/15	LECTURE—Secondary Research, Start Initial Research and Topic proposal
	WEEK 5	9/20	Project Proposal Due, LECTURE—'Interviews and Other Information Collection Methods
		9/22	LECTURE—'Observation, Thick Descriptions, and Other Design Research Methods', Work Day
	WEEK 6	9/27	Scheduled Individual meetings about Methodology, Research Day
		9/29	Research Day
<i>October</i>	WEEK 7	10/4	Research Day, Process Books & Documentation
		10/6	Design Day, Research Presentations, Individual Meetings
	WEEK 8	10/11	Research Presentations, class discussion, Self Assessment
		10/13	Design Day, Project Sketches
	WEEK 9	10/18	Design Day, Project sketches
		10/20	Design Day, Project sketches
	WEEK 10	10/25	Design Day, Project sketches
		10/27	Class Critique, prototype 1
<i>November</i>	WEEK 11	11/1	Design Day, work on prototype 2
		11/3	Design + Critique Day, work on p2 + group crits
	WEEK 12	11/8	Design Day, work on p3, plan design testing
		11/10	Design Day, work on p3, individual meetings
	WEEK 13	11/15	Design Day, work on final design
		11/17	Design Day, group critiques
	WEEK 14	11/22	Final Crit Day, individual meetings before Thanksgiving, plan final design testing
		11/24	HOLIDAY
	WEEK 15	11/29	Design Day, work on final project presentation, individual meetings
<i>December</i>		12/1	Final Crit Day, Individual meetings before final project presentation
	WEEK 16	12/6	Final Project Presentation + Submission
		12/8	READING DAY

