

TYPOGRAPHY 1 / GRA 2208C

SYLLABUS / FALL '24

Fall 2024 / T/R Period 5-7
(11:45 PM - 2:45 PM)
Room: FAC 310

INSTRUCTOR

Santana O. Nyanje (she/her)
Graduate Assistant | SA+AH
santana.nyanje@ufl.edu

OFFICE HOURS

MONDAY 10.00am - 12.00pm
Meeting ID: 919 326 9208
Zoom link: <https://ufl.zoom.us/j/9193269208>

COURSE DESCRIPTION

Explores the expressive potential of letterforms as visual art. Emphasizes shaping and spacing forms into meaningful communications. Prereq:

ART 1803C

provisional Graphic Design Certificate students.

REQUIRED TEXTBOOK

This course has no required textbook. Required readings will be posted to the course Canvas site when needed. Strongly suggested text

Thinking with Type by Ellen Lupton, ISBN 1568989695:

REQUIRED MATERIALS

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. Other in-class materials include: Type ruler of your choice, the Wescott C-Thru Typesetter's Ruler is a bargain. Pencils, ink pens, fine and medium black Sharpies, plus other desired sketching tools. Sketchbook, tracing paper, #11 X-acto knife and (many!) blades, metal ruler. Presentation materials (paper, black mat board, adhesive, etc.) as needed. Laptop that meets the requirements on the SA+AH tech. Needed materials for class will be announced in advance in-person and through Canvas.

EVALUATION

10% From three vocabulary and typeface identification activities, equally weighted. 20% From professionalism and engagement through workshops, in-class activities, and process documents. 10% From the final portfolio, showing project revisions and improvements since the project due date(s). 60% From three equally-weighted studio project grades. +10% For participation in the daily drop cap challenge.

GRADING SCALE

The grading scale for this course is consistent with the current UF policy for assigning grade points, written below as Letter grade/ GPA points / Percent. Please note, the Graphic Design BFA major requires a C or higher and the Graphic Design Certificate requires a grade of B or higher in this course. For more information on UF grading policies log on to: catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx

A 4.00 /100-93.4%	C 2.00 /76.6-73.4%
A- 3.67 /93.3-90%	C- 1.67 /73.3-70%
B+ 3.33 /89.9-86.7%	D+ 1.33 /69.9-66.7%
B 2.67 /86.6-83.4%	D 1.00 /66.6-63.4%
B- 2.33 /83.3-80%	D- 0.67 /63.3-60%
C+ 2.33 / 79.9-76.7%	E 59% and lower

TYPE IDENTIFICATION ACTIVITIES

Three type identification activities quizzes are scheduled (see course calendar) and will cover material from classroom lectures and assigned readings. This includes typographic terminology, systems of measurement, letterform anatomy, type families and styles, classification systems, and typeface identification. All four in-class activities are equally weighted and the cumulative average of all scores is worth 10% of the final grade in the class.

ATTENDANCE

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 each from the final grade in the course. 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: (a) notify the instructor before class begins that you will not be able to attend class; they can make arrangements as/if needed for you to participate remotely. (b) notify the instructor 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 the instructor 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 this link.

COURSE POLICIES

Best Practices

Active engagement is expected every time the class meets. This means sharing your thoughts and work progress in as part of:

In-class discussions: that require you to add your own ideas and points of view to the conversation based on previous completion of assignments.

To enjoy an engaged meeting environment, cell phones should be turned to silent mode during class sessions. be turned to silent mode during class sessions.

Design requires intensive and smart work. If you do not make enough sketches, design iterations, prototypes, or just do the minimum, your work will reflect that, and this will be reflected in your grade. Quantity/Quality: Exceed the minimum, Seek critique. Innovation: Seek difference, not similarity.

Due Dates

Just like in the professional world, due dates are firm and meeting them is critical. To earn full credit, assignments must be turned in when class begins on their due date. Late work loses 10% from the project grade for each 24 hour day it's late, including work that's turned in after class begins on the due date. Emergency situations should be documented in writing with an official excuse like a doctor's note when you return to school; alternative arrangements can be made in advance for non-emergency, university-approved situations like illness, university/military travel, or unsafe roads for commuters – just email the instructor before the due date to communicate what's happening.

Academic Integrity

If you use words, images, or ideas that are not your own, 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. View the Honor Code online.

Typefaces

For all projects requiring the use of digital typefaces, you must use professional type. This includes the typefaces in Adobe Font Folio Education Essentials (what you have if you're subscribing to Adobe CC through UF) and other professional typefaces, including typefaces available through Google Fonts and Adobe Fonts. Display type of your own creation is welcome when appropriate.

Process

An engaged process of development is vital to successful graphic design practice. You can demonstrate commitment to process by:

- showing work during process critiques, participating in classroom discussions, actively seeking feedback about your work, communicating in a direct and professional way if you have concerns or questions, being punctual and prepared for all class meetings, and actively using each project to build skills and meet.
- Follow-ups and report sessions: that require you to show the on-going process of your research and creative activities.
- Feedback sessions: that require you to comment on the work of your peers and to listen to the constructive comments and suggestions other students offer you. Document these sessions and reflect on how this feedback can improve your work.

Keep in mind the studio is our learning community: Collaborate, listen and share. Be open and constructive. Critique ideas, not people.

To enjoy an engaged meeting environment, cell phones should be you want to be. If you let me know what these are, we can work together to make sure your project work lets you meet them.

Craft

Professional presentation skills are an important aspect of graphic design and poor presentation negatively impacts your project grades. You can demonstrate commitment to professional craft

by: meeting industry standards for image resolution – 300dpi minimum for print, 72dpi for screen; meeting project requirements for size, materials, and file delivery; and taking care with cutting, folding, and gluing – no messy or loose edges, bent corners, pixelated or smudged prints, or sticky surfaces.

SAAH + UF POLICIES

Health And 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: <http://arts.ufl.edu/site/assets/files/37319/saahhealthandsafetyhandbook.pdf>

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) to the university, or (2) as evidence in, or in preparation for, a personal educational use, (3) in connection with a complaint to the university, or (4) 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 hired or appointed by the University, or by a guest instructor, as part of a University of Florida course. A class lecture does not include lab sessions, student presentations, clinical presentations such as patient history, academic exercises involving solely student participation, assessments (quizzes, tests, exams), field trips, private conversations between students in the class or between a student and the faculty or lecturer during a class session.

Absences For Religious Holidays

Students, upon prior notification of their instructions, shall be excused from class or other scheduled academic activity to observe a religious holy day of their faith. Students shall be permitted a reasonable amount of time to make up the material or activities covered in their absence. A student who believes that he/she has been unreasonably denied an education benefit due to religious beliefs or practices may seek redress through the student grievance procedure: <http://www.registrar.ufl.edu/catalog/policies/regulationattendance>

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.

Gator Evals

Students are expected to provide professional and respectful feedback on the quality of instruction in this course by completing course evaluations online via GatorEvals. Visit this link: <https://gatorevals.aa.ufl.edu/students/> 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: <https://gatorevals.aa.ufl.edu/publicresults/>

CAMPUS RESOURCES

Health And Wellness

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.

GatorWell Health Promotion Services:

For prevention services focused on optimal wellbeing, including Wellness Coaching for Academic Success, visit the GatorWell website or call 352-273-4450.

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.

STUDIO PROJECTS

60 percent of this course is based on 3 major studio projects. There is a fourth optional project worth up to 10 points added to your final grade. Details are posted to Canvas. Reminder: all of

your work must be 100% yours; do not look at the Internet for “inspiration”. The academic honesty policy fully applies.

PROJECT 1: LETTERMARK

Goal: Gather a personal library of inspiring letterforms, then use these as a springboard to design a lettermark for an imaginary local start-up or small business. Add typography (to spell out the business name), color, and simple animation. Display the results using the provided InDesign template with style sheets, as well as showing the solution in context at large and small scales.

Deliverables: Image library of 12+ images; multiple ideas, sketches, and revisions; 1 finalized lettermark in color and b/w; mockups and simple animated .gif of final lettermark; combined .pdf of deliverables using InDesign stylesheet.

PROJECT 2: TYPOGRAPHIC PACKAGING REMIX

Goal: Purchase an item for \$2 or less. Using only a single type family, the words originally printed on the item’s packaging, and no image information: (1) make a 12x18 poster reflecting its original intent and (2) radically re-brand/re-imagine your product by creating a new packaging. The re-design should have a concetual goal centered around social critique and/or drastically shifting the target audience for the item.

Deliverables: One 12x18 posters print resolution .pdf. and one assembled re-designed packaging.

PROJECT 3: DESIGN HEROES

Goal: Design 4-5 iPad Pro screens for display online introducing a “design hero” to an audience of graphic designers. Assets: two typefaces; one image; written content as described in project brief.

Deliverables: A PDF of the static content, a .gif of the “splash screen” animation at 800px wide, and an interactive PDF with an .mp4 version of the animation embedded in the first page, set to auto-play.

PROJECT 4: DAILY DROP CAP CHALLENGE (OPTIONAL, + 10 EXTRA CREDIT)

Goal: Become familiar with letterform construction.

Experience letterform anatomy through studio making. Process many ideas quickly by sketching. Work effeciently to produce a solution. Solve design problems every day. Produce a series of work for your portfolio.

Deliverables: One drop cap, posted to Instagram, Monday through Friday between 8/30 and 12/01 (except for days when UF classes do not meet due to holidays).

TENTATIVE COURSE SCHEDULE

Specific details or changes on each week's activities will be announced in advance. Semester schedule intentionally less detailed to allow for fluctuation in class activities as needed.
DDC: x = Daily Drop Cap letter we will complete that day.

WEEK 1	08/22 Project 1 introduction and syllabus review.
WEEK 2	08/27 Lecture 1, Project 1, 08/29 DCC review, Workshop 1
WEEK 3	09/03 Project 1 sketches review, Intro Type 09/05 Workshop 2, DCC review
WEEK 4	09/10 Project 1 critique 09/12 Workshop 3, DCC review
WEEK 5	09/17 Project 1 due 09/19 Intro Project 2, Workshop 4, DCC review
WEEK 6	09/24 Lecture, Project 2 studio hours 09/26 Workshop 5, DCC review,
WEEK 7	10/01 Project 2 critique, Type measurement activity 10/03 Workshop 6, DCC review
WEEK 8	10/08 Project 2 due, Type classification activity 10/10 Workshop 7, DCC review
WEEK 9	10/15 Intro Project 3, Type anatomy activity 10/17 Workshop 8, DCC review
WEEK 10	10/22 Studio time 10/24 Workshop 9, DCC review
WEEK 11	10/29 Project 3 critique 10/31 Workshop 10, DCC review
WEEK 12	11/05 Project 3 due 11/07 DCC review
WEEK 13	11/12 Final portfolio intro 11/14 DCC review
WEEK 14	11/19 Final portfolio critique 11/21 DCC review
WEEK 15	HOLIDAY
WEEK 16	12/03 Final portfolio due.