Foothill College Course Outline of Record

<table>
<thead>
<tr>
<th>Heading</th>
<th>Value</th>
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</thead>
<tbody>
<tr>
<td>Effective Term:</td>
<td>Summer 2022</td>
</tr>
<tr>
<td>Units:</td>
<td>4</td>
</tr>
<tr>
<td>Hours:</td>
<td>4 lecture per week (48 total per quarter)</td>
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<tr>
<td>Advisory:</td>
<td>Not open to students with credit in ART 36 or GRDS 36.</td>
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<tr>
<td>Degree &amp; Credit Status:</td>
<td>Degree-Applicable Credit Course</td>
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<tr>
<td>Foothill GE:</td>
<td>Area I: Humanities</td>
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<tr>
<td>Transferable:</td>
<td>CSU/UC</td>
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<tr>
<td>Grade Type:</td>
<td>Letter Grade (Request for Pass/No Pass)</td>
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<tr>
<td>Repeatability:</td>
<td>Not Repeatable</td>
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Student Learning Outcomes

- A successful student will analyze visual communication in historical and cultural context.
- A successful student will discuss the relation of visual communication in various societal and cultural settings.
- A successful student will understand the historical principles of visual communication.
- A successful student will discuss issues and ramifications of the use of technology in visual communication.
- A successful student will analyze content and purpose in relation to specific media.
- A successful student will interpret images, symbols and typography.
- A successful student will understand the influence and impact of informative and persuasive media on culture.
- A successful student will discuss how images and icons of the past are being recontextualized to form new ideas and cross-cultural identities.

Course Content

a. Historical survey
   i. Cave painting
   ii. The invention of writing
   iii. Graphic communication in Ancient Egypt
   iv. Printing and printing trades
b. Visual arts of the Renaissance
c. Typography in the Industrial Age
d. Photography as the new communications tool
e. Lithography and printing
f. Arts and crafts movement
   1. British
   2. American
g. Art Nouveau
   1. French/Belgian
   2. Jugendstil
   3. Glasgow Style
   4. Vienna Secession
   5. American
   6. Italian
h. The influence of modern & contemporary art
   1. Cubism
   2. Futurism
   3. Dada
   4. Expressionism
   5. De Stijl
   6. Constructivism
   7. Bauhaus
   8. Art Deco
   9. Surrealism
   10. Heroic Realism
   11. Abstract Expressionism
   12. Pop Art
   13. Conceptual Art & Fluxes
   14. Feminist Art Movement
   15. Printmaking resurgence
   16. Postmodernism
   17. Electronic Art
i. Early Modern graphic design
   1. Plakatstil
   2. Wiener Werkstatte
j. Modern graphic design
   1. Futurism
   2. Constructivism
   3. De Stijl
   4. Bauhaus
   5. New Typography

Description

A study of the development of visual communication in art, graphic design, illustration and popular culture. Emphasis on the role, impact and interpretation of images, symbols, and typography used in informative and persuasive media.

Course Objectives

The student will be able to:

a. analyze visual communication in historical and cultural context.
b. discuss the relation of visual communication in various societal and cultural settings.
c. understand the historical principles of visual communication.
d. discuss issues and ramifications of the use of technology in visual communication.
e. analyze content and purpose in relation to specific media.
f. interpret images, symbols and typography.
6. Art Deco
7. Heroic Realism
xiv. Late Modern graphic design
   1. Swiss International
   2. Corporate identity and visual systems
   3. Polish
   4. Revival and Eclectic
   5. Psychedelic
   6. Japanese Modern
xv. Postmodernism
   1. Counter culture influences
   2. Punk
   3. New Wave
   4. Memphis
xvi. Digital
   1. Emigre, Cranbrook, Cal Arts, Fuse
   2. Deconstruction
   3. Rave
   4. Kenetics

b. Historical analysis
   i. Relationships between historical periods and styles
   ii. Developments of traditions and iconography
   iii. Relationship of media and message
   iv. Relationship between communicator and audience
   v. Communication strategies and social conditions
   vi. New media and the global community

c. Visual experience
   i. Perception and response
   ii. Information, influence and propaganda
   iii. Media and experience
   iv. Images in art and advertising

d. The expressive image
   i. Interpreting images in art
   ii. Interpreting images in advertising
   iii. Interpreting images in graphic design
   iv. Interpreting symbols and identity systems
   v. Image appropriation and recontextualization

Lab Content
Not applicable.

Special Facilities and/or Equipment
1. A lecture room equipped with instructional computer, high resolution color monitor, software, projection system, sound system, and lighting suitable for listening to audio media and displaying projected media.
2. When taught via Foothill Global Access:
   a. Ongoing access to computer with email software and capabilities.
   b. Email address.
   c. JavaScript-enabled internet browsing software.

Method(s) of Evaluation
Methods of Evaluation may include but are not limited to the following:

Papers, projects, or field journals
Discussion

Method(s) of Instruction
Methods of Instruction may include but are not limited to the following:

Lecture presentations and classroom discussion using the language of graphic design
In-class reading of graphic design texts by the instructor and students followed by instructor-guided interpretation and analysis
Group presentations of major projects followed by in-class discussion and evaluation

Representative Text(s) and Other Materials

Although this text is older than the suggested “5 years or newer” standard, it remains a seminal text in this area of study.

Types and/or Examples of Required Reading, Writing, and Outside of Class Assignments
a. Weekly reading assignments from assigned textbook.
b. Weekly reading of lecture highlights covering subject matter from assigned textbook.
c. Weekly reading from assigned internet links.
d. Weekly essays based on lecture and reading.
e. Weekly participation in online discussions.

Discipline(s)
Art or Graphic Arts