COURSE WEBSITE
http://msucreativecomp.wordpress.com/
This site will provide up-to-date information on anything related to the course. Please check regularly for changes and modifications to the schedule.

COURSE DESCRIPTION
This course explores the practical and theoretical aspects of information design by investigating basic principles of design and computation. Students will learn to visualize data by creating information rich and/or dynamic applications using illustrator, and interactive software research and presentation skills, conceptual thinking, story-telling, and the integration of technological and design methodologies are explored throughout the course.

Beyond design, this course focuses on research and the ability to visualize information or data successfully. In this course we will learn common techniques to visually represent quantitative and qualitative data, as well as some strategies for managing information digitally. You will need to invest time to succeed in this course. What is expected from you is a devotion to self-learning software through assigned homework and experimentation. This is an exciting opportunity to make new discoveries about how design can be an effective way to problem solve and tell stories with data. Because this is an introduction level course you will also be introduced to basic elements of graphic design, particularly how this applies to visualizing information. You will also learn the skills to communicate effectively, and provide a positive critical atmosphere to facilitate aesthetic appreciation of good design and effective problem-solving.

Projects are geared to applying and exploring the possibilities inherent in the principals introduced; they allow you to focus on content, meaning, aesthetics and functionality in graphic design. Conceptual development, verbal articulation of visual solutions, research, production and verbal and written presentation skills are all essential to this course. In some cases students may be involved in developing total solutions for designed media products that also include packaging and supplemental solutions for the media application. A blog journal that documents all your completed projects will be required at the end of the semester.

REQUIRED TEXTBOOKS
Design for Information / Isabel Meirelles
Readings from the required text and supplemental materials will be assigned frequently. Discussion will follow these readings to clarify, pose questions, and ensure understanding for the material which relate to the discussion of creative computation and data visualization. A written response to the material is required as a part of the reading assignment. Please write critical responses that challenge and/or support the reading at hand and post to your blog,
ALSO REQUIRED
• Guide to Information Graphics / Dona M. Wong

RECOMMENDED
Flowing Data Membership
https://flowingdata.com/membership/

GRADING BREAKDOWN (Subject to change):
HOMEWORK .......................................15%
PROJECT 1 .......................................10%
PROJECT 2 .......................................20%
PROJECT 3 .......................................20%
PROJECT 4 .......................................20%
WRITINGS + PARTICIPATION ...........15%

Final grades are the result of four areas of evaluation: Professionalism, Process, Realization, and Use of Technology.

REQUIRED MATERIALS
It is highly recommended that you own your own computer, applicable software and printer. You will be producing digital representations of your work. This will require you invest in papers for printing and inks if you do not use Communication Design Ink Voucher System (see pg 5). Other production materials will be self determined. The expectation here is that the student be responsible for these purchases as he/she sees fit for the project.

EXPECTATIONS & WORK LOAD
Throughout the course you will be assigned homework exercises relevant to class lectures and tutorials. The goal of these exercises is to build a specific skill that will be necessary to complete the assigned project. The basic structure of this course will revolve around 4 assigned studio projects. Approximately one-quarter of the class will be spent in lecture and class discussion; the remainder of the class will be spent in critique of student work. Therefore, it is very important that all students engage themselves in discourse of the work at hand. In turn, I will give each of you conscientious feedback on as much of your work as is possible. All students should be prepared to spend a significant amount of time outside of class time for research, process, and final production of assigned projects.

Students are expected to think creatively and critically as well as participate thoughtfully in class. As a good portion of this class is based in critique of student work, it is expected that all students will participate in this dialogue so that we may all benefit from the feedback. All comments are expected to be constructive and honest. It is the group dynamic that will inform and educate our individual projects. Be open to the critique process as your lack of participation will impact your final grade.
BLOGGING
Each student is required to create an individual blog (No tumblr blogs). I will link your blog to the main course blog. Your blog will be used to post homework assignments, interesting links, relevant articles, current events, as well as your reading responses that correspond with the required readings. You will also post your 250 word design event papers (see required activities). Post as much as you want and comment on anyone else’s blog. Your blog participation will count for a portion of your grade. Your blog is your process journal.

CLASS PREPARATION
Students are to arrive to class on time and be prepared for work with the requested supplies/materials/assignments. Lack of preparation on a continual basis will affect your final grade. Class preparation is essential to receiving feedback on one’s work. When assigned work is due for critique and you have not finished the assignment, do not present it. This work is considered incomplete and will not be reviewed by the group as the thoughts will be incomplete.

If you happen to miss a class or lecture, please make arrangements with a fellow student who can either take notes for you and/or get the required handouts, etc. While faculty will be happy to clarify information for students who are confused, instructors cannot repeat lectures or elaborate project descriptions on an individual basis. Students should make every attempt to obtain general information from classmates before discussing details with faculty.

ATTENDANCE POLICY
First week of class: All students (registered or wait listed) must attend all classes in the first week of the semester. Consistent with college practice, students are expected to attend all sessions of courses for which they are registered. Each instructor determines when a student’s absences have reached a point at which jeopardizes success in a course. Only 3 absences will be allowed. The 4th absence will lower your final semester grade by one letter grade. The fifth absence will lower your grade by two letter grades and so on.

Tardiness is defined as being ten minutes late for class or departing before class has been formally dismissed by the professor. Three tardies will be counted as one absence. Tardiness that exceeds one hour will be counted as an absence. If you are late it is your responsibility after that class period to make sure the professor has you added to the roll. Students should be informed that the allotted absences are to accommodate routine illness, weddings, car troubles, etc. Doctor appointments, advisor conferences, trips to supply stores and labs, employment, etc. should not be scheduled to conflict with class. Faculty cannot be placed in the position of determining which absences are excusable and which are not. All students are expected to attend class on a regular basis. Prolonged illness should be verified by a physician and may require the student to withdraw from class if he or she cannot complete work in a comprehensible and timely manner.
PLAGIARISM
Plagiarism will not be tolerated. Plagiarism is the copying of existing artwork, designs or written material that were not intended for use by others. Drawing inspiration from the layout and functionality of existing projects is allowed and sometimes necessary, however effort must be made to adapt and alter the design and code, as to not merely duplicate work done by someone else. In the field of data visualization and envisioning information, there are many open source tools that are available for your use. Incorporating open source tools into your project is allowed and encouraged, your project as a whole, however must reflect your own original designs, concepts, and code structure.

Failure to abide by these rules will result in failing the course and could result in expulsion from the university.

Final grades are the result of three areas of evaluation: Professionalism, Process and Realization.

Professionalism: Your grade in the area of professionalism will focus on issues of attendance, preparation, deadlines, critique participation, personal attitude and articulation - the ability to speak and write clearly about ideas/concepts presented in class. While attendance and class preparation appear to be related most directly to Professionalism they also indirectly affect other areas of evaluation.

Process: Faculty rely on classroom observation in evaluating a student’s process (in addition to process journals and other physical documents). Process evaluation will focus generally on how thoroughly the student pushes visual exploration and concept research through such processes as sketching/thumbnails and creative/thoughtful writing. Students who attend class, make visible their process investigations (through sketch or when appropriate computer generated concepts) and are prepared for the scheduled activities/discussions, reveal valuable information about their performance that may not be evident in the portfolio or process journal. In the absence of such information, faculty must resort to an unsatisfactory rating in evaluating the student’s process.

Realization: The final evaluation of work (realization) involves more than totaling the grades on individual projects and/or determining that all assignments have been completed. Faculty assess student’s abilities in realizing concepts and controlling the visual elements of communication throughout the semester. This includes such issues as craftsmanship and the improvement and progressive mastery of increasingly complex material are evaluated.
Students who miss lectures, project explanations, and class discussions may be able to complete projects within deadlines but rarely demonstrate the understanding of students who attend regularly. Since faculty organize courses of study so the projects build upon one another, students who miss information or fail to understand early projects are at a disadvantage throughout the semester. All projects and exercises are due on the day and time given, always at the beginning of class unless otherwise noted. A late accommodation is given only with the understanding that emergencies and unforeseen circumstances occasionally arise. In this course “C” work or average work is considered that which just satisfies the terms of the course. “A” work on the other hand, clearly takes the assignment to another level, pushing the boundaries of the project and that of your own personal limits. What this translates to is a willingness to take risks and experiment. Please use this classroom opportunity to try out new ideas, processes etc. Push yourself. This type of seriousness of investigation and pushing of one’s ideas will reap the benefit of a higher grade. (Please note: if you decide for any reason not to finish this course, you must drop the course through administrative procedures. See the Schedule of Classes for further policy clarification.)

**BFA in Communication Design Fall 2018 Portfolio Review and Admission**

All students entering the Art Department as majors are admitted under either the B.A. in Art or the B.A. in Art History, Theory, and Criticism. After completing the foundation courses and one other course in ART, CDES, or ARTH, those wishing to pursue the B.F.A. in Art or the B.F.A. in Communication Design will be required to pass a formal portfolio review for admittance. Portfolio submissions must be completed by the end of the 6th week of the fall and spring semesters. Faculty will conduct reviews and students will be notified of the results in time to make registration decisions for the following semester. Refer to portfolio submission deadlines below.

**Portfolio Submission Guidelines**

Please visit the department website for full details including credit and GPA requirements for application: https://msudenver.edu/art/programs/offerings/bfaportfoliorequirements/

**Portfolio Submission Workshops:**

submission process are encouraged to attend one of the following workshops or arrange an individual advising appointment with their advisor; Kelly Monaco, Peter Bergman, Shawn Meck or Lisa Abendroth. If you don’t know who your advisor is please call the Department of Art office at 303-615-0300.

In addition to the following, all students enrolled in Typographic Syntax CDES 2225 and CDES 3400 will participate in an in-class workshop.
http://msucreativecomp.wordpress.com  <-------- Bookmark the course blog

Portfolio Workshops

Open Workshop #1
CN311F; 11am – 12pm
Wednesday, February 11th, 2019

In Class Workshop #1
During CDES 2225 but open to all students
CN311F; 8-9am
Thursday, January 31st, 2019

In Class Workshop #2
During CDES 3400 but open to all students
CN311F; 2-3pm
Wednesday, February 13th, 2019

Open Workshop #2
CN311F; 11am – 12pm
Tuesday, February 19th, 2019

Notification Deadline:
Spring 2019 Portfolio Submission Deadline: Portfolios are to be submitted electronically to www.msudenver.slideroom.com by, Friday, March 1st, 2019 – midnight

Applicants will be notified via their MSU Denver email accounts of their acceptance status no later than Friday, March 15th, 2019 – midnight

Contact Peter Bergman, CDES Program Coordinator with questions:
pbergma3@msudenver.edu
Communication Design Equipment Check-Out Policy
Students enrolled in Communication Design courses have the ability to check out media equipment. Communication Design faculty and studio assistant and is not available to students in other areas/programs. Students interested in high-resolution digital SLR cameras, point and shoot cameras and video cameras as well as tripods, lighting equipment and other related devices should stop by CN311G for a full listing of available equipment and resources. Equipment is checked-out of a first come/first serve basis. Students must supply their student id and contact information. Check-out is for 24 or 48 hour periods only. Lighting equipment is to stay in the CN311 studio for use.

Communication Design Laptop Checkout
Please stop by CN311G to learn more about laptop check out options. This service is specifically for students who have applied for and been accepted into the BFA in Communication Design degree path.

Eligibility
In order to be considered for the Laptop checkout program, the Student Borrower must:

- Be a current MSU Denver student in good standing, with a declared major in the Communication Design Program;
- The student must have been accepted into the BFA in Communication Design degree program or have a declared Communication Design Concentration to be eligible.
- (BA students are not eligible)
- Students registered in CDES 4600 and CDES 4721 will have priority access to the checkout program;
- The Communication Design Program reserves the right to implement further qualifiers as needed in order to best serve demand from the student population.

CN311G Hours
Please see CN311G front door for updated and posted hours.

Communication Design Printing Policy
Students enrolled in Communication Design courses have the ability to make print outs in their classrooms for class assignments. In classrooms CN311H and F, students may print in advance of their class meeting time from the faculty workstations provided in the space. These inks and papers used are covered under program fees. Students who wish additional printing services including 11x17 color laser and large format archival poster prints should consider the optional purchase of a Communication Design Ink Voucher. (see next page).
Communication Design Ink Vouchers

Communication Design is able to offer students who are taking CDES courses a reduced rate for printing services through our CN311G office. Students may purchase a Communication Design Ink Voucher through the Auraria Bookstore, Supply Department located in the middle of the first floor of the bookstore. Vouchers can be purchased at any register for a cost of $60.00. The bookstore and MSU take a total of $13.00 for processing fees, which provides the student with $47.00 of resulting value—a rate much lower than commercially available equivalent printing. Additionally, the purchase of a voucher includes one free (no larger than) 18x24 large format archival print, a value of approximately $45.00. This new Communication Design Ink Voucher service is optional for students looking for convenience and cost-savings in relation to their design studies.

Student purchases are tracked in CN311G and all students must present their voucher at time of print request. The studio assistant in CN311G will calculate the cost of the print and add that value to the running tally of all prints against their $47.00 value. (If a student needs the amount of their print calculated before deciding to drop off their files it is their responsibility to submit files at a time when the studio assistant is present to help them. Faculty will not calculate print costs for students.) Once a student spends the value of $47.00, they will need to purchase a new voucher. Pricing and material options are posted outside CN311G for student reference.

Approved institutional ADA statement:

The Metropolitan State University of Denver is committed to making reasonable accommodations to assist individuals with disabilities in reaching their academic potential. If you have a disability which may impact your performance, attendance, or grades in this class and are requesting accommodations, then you must first register with the Access Center, located in the Plaza Building, Suite 122, 303-556-8387.

The Access Center is the designated department responsible for coordinating accommodations and services for students with disabilities. Accommodations will not be granted prior to my receipt of your ADA Accommodation Notification Letter from the Access Center. Please note that accommodations are never provided retroactively (i.e., prior to the receipt of your ADA Accommodation Notification Letter.) Once I am in receipt of your official Access Center ADA Accommodation Notification Letter, I would be happy to meet with you to discuss your accommodations. All discussions will remain confidential. Further information is available by visiting the Access Center website www.msudenver.edu/access.
Outside Resources:

**Recommended Publications**


**Recommended Memberships**

- FLoD Future Leaders of Design (MSCD Student AIGA chapter)
- ADCD Art Director’s Club of Denver (student chapter): www.adcd.com
- Metro Chapter of AIGA (All seniors should join this group): www.aigacolorado.org

**Local Supply Stores**

- Meiniger's: 499 Broadway (303) 698.3838
- Guiry's Art & Graphics: 2245 Market 292.0444
- 2468 S. Colorado 758.8244
- 8170 S. University 770.2572

**Local Paper Stores**

- Lewis Paper Place: 1820 W12 Place 573.9444
- Unisource: 12601 E38 Ave 371.4260
- xpedx: 5290 Vance, Arvada 940.6160
- 106 S Santa Fe 777.6688

**Local Bookbinders**

- Denver Bookbinding: 2715 17th Street 455.5521
- Dolan Bookbinding: 51 W. Alameada 777.7337
- Fine Bookbinder: 605 S Jersey 377.2382

**Local Production & Output Services**

**Digital Output**

- Clicks: Auraria Tivoli 556.3782
- Turbo Press: 100 Lipan St 534-4411
- Signal Graphics: 848 Broadway 837.1331
- 303 16th Street #12 825.0055
- Alpha Graphics: 1050 17th Street 820-2679
- 1140 S Colorado Blvd 691-0626

**Screen Printing**

- TOSA (6 wk workshops) 1644 Platte Street 561-3000
- INDYINK: 84 South Broadway (720) 937-9722
- Super Screen Print: 238 Santa Fe Drive 308-9099

**Wide Format**

- Eye Candy: 2244 Broadway 295-2270
- Qube: 1247 Santa Fe Dr 605-6100

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**Web:**

- www.processing.org
- www.learningprocessing.com
- www.lynda.com/datavisualization

**Stock Photography:**

- www.veer.com
- www.gettyimages.com
- www.corbis.com
- www.istockphoto.com

**Printers:**

- www.lulu.com
- www.blurb.com
- www.vistaprint.com
- www.postcardpress.com
- www.ondemandprinting.com
- www.printondemand.com
- www.shortrunondemandprinting.com
- www.oneinchround.com
- www.buttonsonline.com

**United States Postal Service**

- www.usps.gov

**Misc.**

- www.creativehotlist.com
- www.designersdiscountstore.com
- www.craigslist.com
- www.canpo.org
REQUIRED ACTIVITIES

Participation in at least two design related events will be required. Written response to the lecture or presentation may be a part of the assignment.

All students are expected to attend two events during this semester. They are not limited only to ADCD or AIGA as above. I will do my best to keep everyone appraised of upcoming activities of value. Such things may include lectures, presentations, studio tours, events of special interest, shows or exhibits associated with the broad field of design, etc. If you find an event of interest and are concerned if it would apply to this requirement please discuss it with me prior to attending. Note that this assignment is retroactive through the first week of classes (i.e. if you attended something right at the beginning of the semester, you may apply it to this assignment). As this activity will count for 5% of your final grade. It is important that the following be completed:

1. A 250 word overview/report of the event attended. Include the date and place. Include aspects which were of specific interest to you and include anything which you may have earned as a result of the event. Be clear in your writing and overall communication.

2. Include any documentation from the event like a promotional card, etc., (if available). This aspect will not affect your grade, it only serves to help inform me of activities in the community of value.

DUE DATES:
Event Paper #1 TBD
Event Paper #2 TBD

Please post papers to your blog with any photos or examples you’d like to add.