

**DESIGN STUDIES 102 • SYLLABUS • DESIGN STUDIO I
CORE DESIGN PROGRAM • IOWA STATE UNIVERSITY**

INSTRUCTOR INFORMATION

Coordinator Contact: Patience Lueth, popiyo@iastate.edu

INFORMATION ABOUT THE CORE

<https://www.design.iastate.edu/current-students/>

Core design program

LOCATION

King Pavilion, 722 Sheldon Ave, Ames, IA 50011

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Introduction

The Core Design Program is the foundation for all undergraduate degree programs in the College of Design: Architecture, Community and Regional Planning, Graphic Design, Integrated Studio Arts, Interior Design, Industrial Design and Landscape Architecture. Students are exposed to the practice of interdisciplinary work and to the fundamental languages and practices that support all design disciplines.

Course Description

The College of Design requires that beginning students acquire a range of abilities regardless of the program they intend to engage. Therefore, Dsn S 102 is an intensive project-based course that requires a lot of time and commitment. Each project is complex and can easily be a course in itself.

Learning Outcomes

By the end of this course, students will be:

1. Able to think Critically: Conceptualizing clearly and solving problems creatively when creating design projects.
2. Able to Organize their work visually: Recognizing, understanding and applying fundamental concepts of visual and spatial organization in both two and three dimensions.
3. Able to Translate Visually: Translating subjects observed and imagined through drawing, mapping, collage, model making, and other techniques.
4. Able to use and investigate media: Using and understanding the nature of a variety of media and material processes.
5. Able to Research on various topics related to their project: Researching, analyzing and appraising references and resources.
6. Ethically Aware: Awareness of the designer's potential impact on the individual, society, and environment.
7. Able to Communicate their concepts and final work to a variety of audiences: Demonstration of basic design literacy in verbal, visual, and written presentations.
8. Able to Collaborate with their peers: Working with others to conceive, develop, and produce collaborative design projects.
9. Able to Critically Evaluate their work and their peers' work: Analyzing and evaluating one's own design work and that of others against a range of criteria.
10. Able to Recognize professional paradigms: Awareness of the unique characteristics of the design professions and disciplines represented in the College of Design (Professional awareness).

General Course Information

- Studio sessions (M/W or T/Th) are held in the lower King Pavilion studios. Friday Discourse Sessions in the Fall 2019 are from 9-9:50am in Room #0125 Kildee Hall. Attendance will be taken from 8:45am to 9:10am.
- Course materials are available on Canvas. Please review these materials and make printouts if you need to.

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- There is a Facebook Group associated with this class, "Iowa State Dsn S 102", <https://www.facebook.com/groups/931961110164060/>. Please join and participate in the conversation – there will be a lot of information posted to help you as you develop your work.

Projects

You will complete four projects in this course. The individual projects are described fully in the project handouts and your instructor will introduce each project in detail during the semester.

30-20-10

Involves 6 exercises that move between 2D and 3D, and that require the creation of patterns, the use of photography, drawings with pen, collages, and construction with various materials.

Color Interaction

Color theory is investigated through collage, multimedia compositional studies, and a large-scale interpretation of these studies.

Place

An exploration of place through the creation of visual maps, environmental intervention, small-scale and detailed tangible embodiments, and creative presentation, all the while engaging the senses.

Wearables

The collaborative production of a large kinetic form that engages the body and space that is developed in part through the analysis of a piece of music. This form is documented and its kinetic qualities interpreted through performance.

Document Your Work

Keep a record of your design process for all projects. You should photograph your work as you produce it. Simply taking a snapshot of the work is not sufficient. You are encouraged to set up a photography set including a table, a plain cloth (black, white, or grayscale), a lamp, a tripod, and a good camera (can be checked out from the Parks Library, Durham Center or 4th floor of the COD). Photograph your work from multiple angles, high and low, and with strong lighting. Make sure to ask your instructor for tips on photographing your work! A successful end-of-year portfolio must include process work, in addition to final project examples. Process work includes sketches, notes, photographs, studies, and anything else you produce as you go. Save all your work until it is properly documented. Things that you initially think are inconsequential may become important parts of your portfolio. There are some flatbed scanners on the 4th floor of the College of Design free of charge.

Attend Design Critiques

Each department in the College of Design hosts design critiques throughout the semester for design studios. You are encouraged to attend critiques from all departments, of all years, to observe and listen to how instructors, professionals, and students discuss design work. Ask your instructor for more information concerning Design Critiques in departments of your interest.

Design Studies 102 Discourses + Workshops

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Faculty from the College of Design and other design practitioners will address critical topics to help you better understand design processes and workflows. These Discourses, which are a lecture-style approach, are supplemented by workshops that focus on skill-building. **You are required to attend all Discourse + Workshop sessions.** Refer to the Design Studies 102 Discourse schedule will be posted as soon as possible on Canvas.

Assessment

Work is assessed through a sequence of critiques, frequent discussions, interim and final reviews. The completion of each project, including your presence at every review, is necessary to pass the course, but completion in and of itself will not get you a good grade. Your grade is also based on your ability to take part in the studio working environment - to work on your projects, produce substantial design work during your studio time and to engage in thoughtful conversations with peers and faculty.

The evaluation criteria for each project and for the course are very clear and available to you on Canvas with the rest of the course materials.

Your **Final Course Grade** is determined by your **Total Project Grade** (affected by the # of unexcused absences in your studios & Discourse/Workshops combined) = [Total Project Grade (90%) + your participation in the Dsn S 102 Friday Discourse/Workshops (10%)]

Grading uses a number system that corresponds to a standard grading system, i.e., 100-90%=A, A- ; < 90-80%=B+, B, B- ; <80-70%=C+, C, C- ; <70-60%= D+, D, D- ; <60%= F. An F (or 0) grade will be given when a project (or the course) is not completed, handed in, understood or resolved at a passing level and/or if attendance policies are violated.

Attendance Policy

Studio + Discourse + Workshop: Attendance is mandatory for each Studio, Discourse and Workshop Sessions, for the entire class period. You may have a maximum of two unexcused absences for all sessions combined. At the third unexcused absence, your Final Course Grade will begin to drop by a 1/2-letter grade, and continue to drop for each subsequent absence thereafter (see example below). Five unexcused absences will result in course failure regardless of what your Total Course Grade is calculated to be on the Canvas grading system. Please talk to your studio instructor for more information.

Table 1. Example of grade reduction for unexcused absences in Studio + Discourse + Workshop

# and kind of Unexcused absences	Grade dropped by	Example of Final Course Grade
2		A
3	- 1/2	A-
4	- 1/2	B+
5		F

Studio Policy: Your Studio instructor will keep track of attendance. Arriving late and/or leaving early, counts as an absence. Attendance will be factored into you Total Course Grade. Your studio professor governs the evaluation of your performance in studio. Passing each project with a minimum grade of D is a requirement for passing the course. Failing one project is grounds for course failure. Not appearing at the final review for any project without an excuse is also grounds for failing the project and the course. Attendance and participation, factor significantly into your grades.

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Discourse Session + Workshop Policy: Attendance is mandatory and will be taken via your ISU card at the beginning of each session. Discourse attendance counts for 10% of your Total Course Grade.

Communication is key. Written notification of absences that you believe should be excused must be issued to your individual studio instructor on the first day of the studio or at least 10 days prior to the event. This is subject to approval by the instructor. Please see the provided link for a list of excusable absences: http://catalog.iastate.edu/academic_conduct/academic_conduct.pdf

If your absence is unexcused you are responsible for getting all course information independently and not from your instructor. If your absence is a planned excused ahead of time (e.g., Institutional sports), it is your responsibility to contact your instructor and make arrangements to hand in/complete work prior to the event. If your absence is not planned (e.g., sickness), contact the instructor as soon as possible (preferably within the day of the absence). If you cannot contact the instructor, communicate the appropriate university support systems (e.g. your advisor) or a reliable individual, who can help you in that communication.

Design Studio Culture

The design studio is a workplace. The studio is the central place of design education and its operating premise is based on ongoing, self-generated work, supported by a dialogue between student and instructor, as well as between students. Your studio is the place where, during and outside of class, you should do your work. During studio, you may move about freely, visit other studios, and take breaks without asking permission. However, one of the intentions of the three-hour studio is to develop concentration and stamina when you are working.

The role of your instructor, among other things, is to help you learn to think for yourself. If you expect to find out exactly how your instructor wants you to create, or what constitutes the correct response, design education might disappoint and frustrate you. Ambiguity is inherent in all creative processes, and a diversity of approaches is expected and valued. It is assumed that you are mature, have self-discipline, and accept responsibility for your education and therefore will intentionally explore your creative process.

Design is a critical endeavor. The more of your work you submit for criticism, the better the critique you receive and the better your design will become. Never take the critique of your work personally. Good criticism is a skill acquired with practice. The critique session, either at your desk or in a public forum, is one of the most important aspects of your design education. Differing opinions and constructive criticism will be consistently offered. You are expected to exert yourself as a critic and you may find that the more active you are in this role, the better your own work will become.

What you are learning will be evident in the nature of your questions and answers, your ability to take and generate criticism, and the quality of your design work. You must work independently and produce new work prior to and each time you meet with your instructor during studio. The amount of time and attention you will receive from your instructor will be in direct proportion to the effort you put into it. No work could mean no feedback.

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The culture of iteration and reiteration. These are perhaps the most crucial aspects of design. Have you made three designs? Make even more to explore your creative process. Was the critique challenging? Was the critique “amazing?”. Create more iterations with the feedback in mind.

College of Design Studio Responsibility Statement

Studios in all buildings of the College of Design at Iowa State University including the Rome campus and all satellite facilities are shared spaces for creative inquiry and production that support the development of both individual and collaborative work. All students must work together to maintain an ordered, respectful and productive studio environment free of spatial, visual and sonic impediments; environmental and personal hazards.

Storage & Tools & Materials use:

Materials and projects may only be stored in College of Design lockers to be checked out individually per student at the College of Design Dean’s office at the beginning of the semester. Any work left unattended anywhere in the College of Design at any time will be discarded. Work may not impinge on the workspaces of others, restrict free movement or block a designated egress passage at any time (attended or unattended). Waste should be regularly removed and disposed of properly. Some materials, tools and conduct are restricted or prohibited.

Unattended Projects:

Students leaving projects in classrooms or the halls without prior permission from the Dean’s Office (134 College of Design) will be fined \$200 for its removal. To get permission to display work in any space in the College of Design, speak with your instructor to workout appropriate procedures with the Dean’s Office. Please take proper responsibility of your work. Students are held responsible for breaking this policy. Following the storage and unattended projects policy is taken seriously by DsnS102 and the Dean’s Office and will have negative consequences if ignored and/or abused.

Equipment and Furniture:

Equipment and furniture are not transferable between studios. Removal of an item from a studio with which a student is not affiliated may be considered an act of theft.

Review Clean up:

When participating in reviews, pin-ups or other group exhibition activities, students must follow procedures established by their instructor with regard to use of the review or exhibition space. At the completion of any such event, the space must be left clean and any equipment used must be returned to its proper location in good working order.

End of Semester:

At the end of every semester, students are required to participate in a studio cleanup session scheduled by their instructor of record. At that time, all materials must be removed. Failure to attend and fully participate may affect student grades and incur other penalties.

Spray Paint use:

In the spirit of creating a healthier and more sustainable work environment within the College of Design, we would ask that you refrain from the use of all spray paint and spray adhesives for Dsn S 102. Any

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student abusing this will be fined \$200. There are numerous alternatives to spray and we encourage you to explore these options.

Required Course Materials:

Storage:

- Toolbox
- Portfolio (18"x24" minimum)

Books:

- Sketchbooks: An 18"x24" and a smaller one

Mark-making

- Micron pens (6 pen pack with 005, 01, 02, 03, 05, 06)
- Black markers – a variety of thicknesses – Sharpie standard and extra-fine point as well as
- White mat board or similar, white on both sides (no printing)
- Water-based paint (acrylic, watercolor, gouache)
- Paintbrushes (various sizes depending on work you are doing)
- Prismacolor pens in various hues
- Graphite pencils in a range of hardness, from 4H, 2H, H, HB, B 2B, 4B, 6B, 8B
- Koh-I-Noor® or Steadler® Lead holder
- Koh-I-Noor® or Steadler® leads in a range of hardness, from 6B, 4B, 2B, H, HB, 2H, 4H, 6H

Paper

- White Canson paper (2 sheets minimum) + Black Canson paper (2 sheets minimum)
- Canson paper of various colors (Ask your instructor before purchase)
- Acid-free paper pad, all-purpose, 18"x24" minimum (drawing + painting)
- Tracing paper roll and/or pad

Cutting

- Large Scissors
- Self-healing cutting surface, at least 12"x18" or larger- 18"x24" preferable
- X-Acto knife and X-Acto blades (#11)

Erasers:

- White eraser + Kneadable Eraser

Adhesives + Tape:

- White glue (Sobo)
- Stick Glue (Uhu)
- Super Glue (with purple cap from bookstore)
- Hot Glue Sticks + Glue Gun
- Matte Medium (CONSULT YOUR INSTRUCTOR BEFORE PURCHASE)
- Drafting tape + Masking Tape

Measuring/Precision

- Architect's scale (NOT ENGINEERS- READ THE LABEL BEFORE PURCHASE)
- Straight edge (cork back, metal rule, 24")
- 8" minimum 45-degree triangle and/or adjustable triangle
- Rolling Parallel Ruler

Making

- Color-Aid Paper, packet of 220 Colors, 4.5"x 6" (DO NOT PURCHASE UNTIL INSTRUCTED TO)

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- Recycled cardboard (Salvage lots at the beginning of the semester
Tech
- SD Cards (for cameras) (DO NOT PURCHASE UNTIL INSTRUCTED TO)

Most of these materials can be purchased at the ISU Bookstore. Many online retailers have better prices, for example dickblick.com. Compare prices before you buy and be proactive about purchasing supplies in advance.

Resources

- Computer stations are available in ISU Computer Labs and the shared computer lab on the 4th floor of the College of Design.
- The lower King Pavilion studios are available for your use when there are no classes in session. Please find Lower KP class schedules at entrance of Lower KP doors .
- The Print Center is located on the fourth floor of the College of Design.
- The College of Design Shop (Room 90) is located in the basement of the College of Design. Sign up for an orientation and safety short course. You will want to use the shop for the projects, which create three-dimensional constructions.
- Documentation stations- Please see schedule on Canvas Calendar. Ask your instructor for further information.
- Parks library: Equipment Checkout: Cameras, tripods, etc.

Academic Honesty

Any form of cheating and/or plagiarism will not be tolerated. Please refer to the "Policies and Practices" chapter of the ISU Student Information Handbook, Section XIII "Academic Dishonesty," for a description of what constitutes plagiarism: http://catalog.iastate.edu/academic_conduct/#academicdishonestytext. Any work that involves such activity will result in course failure and the student will be reported to the Dean of Students Office: <http://www.dso.iastate.edu/ja/academic/misconduct.html>

Accessibility Statement

Iowa State University is committed to assuring that all educational activities are free from discrimination and harassment based on disability status. Students requesting accommodations for a documented disability are required to work directly with staff in Student Accessibility Services (SAS) to establish eligibility and learn about related processes before accommodations will be identified. After eligibility is established, SAS staff will create and issue a Notification Letter for each course listing approved reasonable accommodations. This document will be made available to the student and instructor either electronically or in hard-copy every semester. Students and instructors are encouraged to review contents of the Notification Letters as early in the semester as possible to identify a specific, timely plan to deliver/receive the indicated accommodations. Reasonable accommodations are not retroactive in nature and are not intended to be an unfair advantage. Additional information or assistance is available online at www.sas.dso.iastate.edu, by contacting SAS staff by email at accessibility@iastate.edu, or by calling 515-294-7220. Student Accessibility Services is a unit in the Dean of Students Office located at 1076 Student Services Building.

Student Wellness

Iowa State University is committed to proactively facilitating the well-being of all students. We welcome and encourage students to contact the following on-campus services for assistance regarding their physical, intellectual, occupational, spiritual, environmental, financial, social, and/or emotional needs:

- Student Wellness call (515) 294-1099 or via the website (<http://studentwellness.iastate.edu>);

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- Thielen Student Health Center call (515) 294-5801 (24/7 Medical Advice) or via the website (<http://www.cyclonehealth.org>);
- Student Counseling Services call (515) 294-5056 or via the website (<https://counseling.iastate.edu>);
- Recreation Services call (515) 294-4980 or via the website (<http://recservices.iastate.edu>);
- Students dealing with heightened feelings of sadness or hopelessness, thoughts of harm or suicide, or increased anxiety may contact the ISU Crisis Text Line (Text ISU to 741-741) or contact the ISU Police Department (515) 294-4428."

Harassment and Discrimination

Iowa State University strives to maintain our campus as a place of work and study for faculty, staff, and students that is free of all forms of prohibited discrimination and harassment based upon race, ethnicity, sex (including sexual assault), pregnancy, color, religion, national origin, physical or mental disability, age, marital status, sexual orientation, gender identity, genetic information, or status as a U.S. veteran. Any student who has concerns about such behavior should contact his/her instructor, Student Assistance at 515-294-1020 or email dso-sas@iastate.edu, or the Office of Equal Opportunity and Compliance at 515-294-7612.

Fostering a Safe Community

Green Dot Project: A green dot is any choice, behavior, word or attitude that promotes safety for everyone and communicates utter intolerance for power-based personal violence in our Iowa State University community. A green dot is anything you do to make our community safer. What is your Green Dot? Visit the [Green Dot – Student Wellness](http://www.studentwellness.iastate.edu/greendot/) website <http://www.studentwellness.iastate.edu/greendot/>

Religious Accommodation

If an academic or work requirement conflicts with your religious practices and/or observances, you may request reasonable accommodations. Your request must be in writing, and your instructor or supervisor will review the request. You or your instructor may also seek assistance from the Dean of Students Office or the Office of Equal Opportunity and Compliance.

Dead Week

This class follows the Iowa State University Dead Week policy as noted in section 10.6.4 of the [Faculty Handbook](http://www.provost.iastate.edu/resources/faculty-handbook): <http://www.provost.iastate.edu/resources/faculty-handbook>

Safety

The University offers escorts between 9:30pm and 5:30am seven days a week to on-campus locations and Greek housing. Please see <https://www.parking.iastate.edu/escort> for more information.

First-aid kits: First Aid Kits with limited materials can be found at the entrance to each of the King Pavilion restrooms.

Student IDs to access Lower KP: Please practice safety and awareness of space when in the lower KP at all times. For a safety precaution, please don't prop exterior doors open after hours in the College of Design and King Pavilion. Use your student ID to gain access to the building. If you see a door propped open please shut it. **Please call 911 in case of an emergency. Please see the poster on the next page for instructions in case of emergency. You can also find it here:** <https://www.ehs.iastate.edu/sites/default/files/uploads/publications/posters/EmergencyPoster.pdf>

Other student Responsibilities:

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Students in this course are responsible for being familiar with the University's student rules and policies. Visit the [ISU Policy Library](http://www.policy.iastate.edu/) website <http://www.policy.iastate.edu/>