DEREE COLLEGE SYLLABUS FOR: **GD 4321 CONTEMPORARY DESIGN ISSUES**	
(Fall 2021)	**UK LEVEL: 6** **UK CREDITS: 15** **US CREDITS: 3/1/3**

PREREQUISITES:	AT 1001 History of Art II AR 2001 Visual Literacy GD 3111 History of Graphic Design
CATALOG DESCRIPTION:	An examination of contemporary design issues and how they apply to the work of the designer.
RATIONALE:	The course critically examines issues around ethics, sustainability, society, culture, and creativity, and the implications they have on design practice today. The course aims to equip students with valuable knowledge and critical thinking enabling them to face today's professional challenges and choose their approach as designers.
LEARNING OUTCOMES:	As a result of taking this course the student should be able to: 1. Undertake research on a theoretical topic related to design. 2. Examine how socio-political, cultural, and environmental issues affect design today. 3. Analyze the active role of the designer within the contemporary socio-cultural context and ethics. 4. Formulate arguments related to contemporary design issues.
METHOD OF TEACHING AND LEARNING:	→ In congruence with the teaching and learning strategy of the college, the following tools are used: → Classes consist of lectures and discussions. → Visits to companies and production sites. → Attendance of lectures/workshops by professionals offered on campus and/or in companies. → Office hours: students are encouraged to make full use of the office hours of their instructor, where they can ask questions and go over lecture and reading material. -Use of Blackboard, where instructors post assignments, instructions, announcements, as well as additional resources.

ASSESSMENT:	**Summative:**

First assessment: Research paper I	40%
Final assessment: S Research paper II	60%

Formative:

In-class test: In-class examination	0
In-class test: Presentation of a draft of the final research paper	0

The formative exercises aim to prepare students for the assessments.

The first assessment tests Learning Outcomes 1, 2.
The final assessment tests Learning Outcomes 3, 4.
Students are required to resit failed assessments in this module.

| **INDICATIVE READING:** | **REQUIRED READING:**
Armstrong, Helen. *Graphic Design Theory: Readings from the Field*. Princeton Architectural Press, 2009.

RECOMMENDED READING:
Baldwin, Jonathan, and Lucienne Roberts. *Visual Communication: From Theory to Practice.* AVA Publishing, 2006.
Bernard, Pierre. *My work is not my work. Pierre Bernard – Design for the public domain.* Lars Müller Publishers, 2007.
Bierut, Michael, William Drenttel and Steven Heller, eds. *Looking Closer: Critical Writings on Graphic Design.* Allworth Press, 2002.
ed. Bierut, Michael and Helfand, Jessica with Jarrett Fuller. *Culture Is Not Always Popular: Fifteen Years of Design Observer*. The MIT Press, 2018.
ed. Boelen,Jan; Botha, Nadine; Sacchetti, Vera. *Design as Learning – A School of Schools Reader*. Valiz with 4th Istanbul Design Biennial, Istanbul Foundation for Culture and Arts, 2018.
Booth, Gregory, Gregory Colomb and Joseph Williams. *The Craft of Research*. Chicago Press, 2008.
Farelly, L. *Tibor Kalman. Design and Undesign*. London: Thames & Hudson, 1998.
Flusser, Vilem. *Shape of Things: A Philosophy of Design*. Reaktion Books Limited, 1999.
Friedman, Dan. *Dan Friedman: Radical Modernism*. New Haven and London: Yale University Press, 1994. |

	Fuad-Luke, Alastair. _Design Activism: Beautiful Strangeness for a Sustainable World_. Routledge, 2009. Heller, Steven. _Design Studies: Theory and Research in Graphic Design._ Princeton Architectural Press, 2006. Heller, Steven. _Writing and Research for Graphic Designers: A Designer's Manual to Strategic Communication and_ _Presentation._ Rockport, 2013. Miller, Abbott, and Ellen Lupton. _Design Writing Research: Writing on Graphic Design_. Phaidon Press, 1999. Murphie, Andrew and John Potts. _Culture and Technology_. Palgrave Macmillan, 2003. Papanek, Victor. _Design for the real world: Human Ecology and Social Change_. Academy Chicago Publishers, 1972. Poynor, Rick. _Jan Van Toorn: Critical Practice_. NAi 010 Publishers, 2008 Poynor, Rick. _No More Rules: Graphic Design and Postmodernism_. Laurence King Publishing, 2003 ed. Pichler, Michalis. _Publishing Manifestos: An International Anthology from Artists and Writers_. MIT Press and Miss Read: The Berlin Art Book Fair, 2019 Rock, Michael. _Multiple Signatures: On Designers, Authors, Readers and Users_. Rizzoli, 2013. Royle, Nicholas. _Routledge Critical Thinkers: Jacques Derrida_. Routledge, 2003.
INDICATIVE MATERIAL: _(e.g. audiovisual, digital material, etc.)_	**REQUIRED MATERIAL:** **RECOMMENDED MATERIAL:**
COMMUNICATION REQUIREMENTS:	Ability to use the appropriate terminology when discussing or writing about design.
SOFTWARE REQUIREMENTS:	Ability to use the appropriate terminology when discussing or writing about design.
WWW RESOURCES:	www.designobserver.com
INDICATIVE CONTENT:	1. Design ethics 2. Copyright issues 3. Social design / design activism 4. _First things first_ 5. Consumer culture 6. Sustainability and design 7. Inclusive design 8. Gender issues in design today 9. The designer as author 10. Design trends and their theoretical context.