



About

This course is part of the [Learning Community: Ways of Seeing](#) created for COMD students taking COMD1100 & ENG1101. It will include field trips, hands-on projects, and cross-sensory experiences to help you discover and express your creative vision. One of the goals of the Learning Community is to integrate the concepts covered in ENG and COMD. We hope you will find meaningful connections between both disciplines and explore the variety of ways we see, hear, speak, touch, and understand the world.

A foundation design and color theory, Graphic Design Principles 1, explores graphic communication from idea development to final execution. Through hands-on experiments, collaborative learning, and individual projects students will learn the language and process of design thinking and gain a solid foundation in design principles and practices that will be used throughout their career.

While studying the [basic tenets](#) of design students develop visual literacy and a commitment to their practice by following a design process: Discover, Define, Develop, Deliver

Communication designers use the concepts explored in this course in disciplines such as advertising, graphic design, web design, illustration, broadcast design, photography, and game design.