# Visual Learning Map
## Digital Arts, Department of Art & Music

| I=Introduce<br>R=Reinforce<br>E=Emphasize | Art 11 Intro to Art | Art 15 Graphic Design | Art 21 Drawing | Art 22 Painting | Art 55 Modern Art | Art 56 Graphic Design History | Art 72 Digital Photo | Art 79 e 1 | Art 81 Type 2 | Art 82 Illustration | Art 84 Comp Imaging | Art 86 Comp Illus | Art 87 WWW | Art 88 Multi-media Design | Art 90 GD Project | Art 91 Portfolio |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Design | | | | | | | | | | | | | | | | |
| Understand the basic principles of design: design elements, visual organization, composition, information hierarchy, symbolic representation, typography and aesthetics. | | | | | | | | | | | | | | | | |
| The ability to solve design problems, including the skills of problem identification. Use research to gather information; generate solutions based on findings. | | | | | | | | | | | | | | | | |
| Use the principles of design to address narrative, or other expressive needs. | | | | | | | | | | | | | | | | |
| Describe and respond to clients' needs and develop solutions to design problems. | | | | | | | | | | | | | | | | |
| Articulate and communicate a design concept and its relevance as a solution (class presentations). | | | | | | | | | | | | | | | | |
| Use of Tools and Technology | | | | | | | | | | | | | | | | |
| An understanding of digital technologies and materials, including their roles in the creation, production, and use of visual forms. Use digital tools to create art and design, including software, printing, photography, time-based and interactive media. | | | | | | | | | | | | | | | | |
| Use of traditional tools to create art and design, including various media for drawing, painting, collage, scratchboard, etc. | | | | | | | | | | | | | | | | |
| Hands-on knowledge of cutting, mounting, pasting, and matting of work for display and presentation. | | | | | | | | | | | | | | | | |

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|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Typographic | | | | | | | | | | | | | | | | |
| Show understanding of type as a vehicle of communication. Demonstrate the ability to create legible layouts to facilitate access to information. | | | | | | | | | | | | | | | | |
| Apply the basic principles of design:<br>visual organization, composition, information hierarchy, in typographic design and compositions. | | | | | | | | | | | | | | | | |
| Use typography as an element of design to address narrative, or other expressive needs. | | | | | | | | | | | | | | | | |
| Art/Design History | | | | | | | | | | | | | | | | |
| Analyze works of art perceptively. | | | | | | | | | | | | | | | | |
| Evaluate works of art/design critically. | | | | | | | | | | | | | | | | |
| Understand the common elements and vocabulary of Art & Design. | | | | | | | | | | | | | | | | |
| Place works of Art/Design in a historical context. | | | | | | | | | | | | | | | | |
| Place works of Art/Design in a stylistic context. | | | | | | | | | | | | | | | | |
| Understand the influence of history & culture on the creative process. | | | | | | | | | | | | | | | | |