Design and Color Cluster: Course Assessment

ART – 104A Two-Dimensional Design, 104B Three-Dimensional Design, 104C Color

Course SLOs for 104A, 104B, 104C
1. Identify the visual elements of art, color theory and three dimensional design and the organizational principles for their use.
2. Demonstrate an understanding of the two dimensional design concepts (ie line, shape, color, value, scale, and perspective), three dimensional design concepts (ie form, scale, movement, texture), and color theory (ie color physics, color and form) through class projects presented in class lectures.
3. Use the techniques presented in class when working with the media selected for a particular project and expand and inform their art practice through various theories of color.
4. Produce a portfolio of finished work that represents the design and color concepts presented in class.

SLO(s) that were assessed
1. Identify the visual elements of art and the organizational principles for their use.
2. Demonstrate an understanding of the two dimensional design concepts (ie line, shape, color, value, scale, and perspective) presented in class lectures.
3. Use the techniques presented in class when working with the media selected for a particular project.

Assessment strategy that addresses the SLO(s):
- Portfolio Evaluation
- Rubrics for Evaluating Projects or Assignments
- Writing Assignments

Below you will see individual student projects, a typed evaluation of his/ her piece and description of the objective of the project, how it was achieved and the concept behind the art piece and the student must highlight the design principles he/ she used to make the work of art effective, and the rubric to evaluate the projects.

This particular project the students work is to demonstrate either symmetrical or asymmetrical balance through line, shape and form. The student may only use black and white paper. The paper must be cut with an exacto-knife and glued with acid-free permanent glue.

Individual projects:
Examples of Student Evaluations of their own work submitted for each project:

Rubric is based on Craftsmanship, Effort, Execution
See examples below:
This course is an excellent core class for art majors. The art faculty has been impressed with the level of knowledge students in their class have obtained from 2d design. The students are able to identify the visual elements of art and demonstrate an understanding of the two dimensional design concepts and finally use the techniques they learned in their subsequent art classes.

This is a very demanding course that has been altered slightly for eleven years. The latest revision was to change the scale of the projects so the students could work on a larger format. It has proved to be a successful change. The final results are a book each student makes which becomes a strong portfolio for entering a four year college and / or art school.