

Course Title	GRAPHIC AND INFORMATION DESIGN II				
Course Code	GID216				
Course Type	Compulsory				
Level	Bachelor				
Year / Semester	2nd / Spring				
Teacher's Name	Yota Passia, Panagiotis Roupas				
ECTS	5	Lectures / week	4	Laboratories / week	0
Course Purpose and Objectives	<p>The course further focuses on medium and infrastructure design as a means to better navigate through spatial and non-spatial problems. Pointing to the concepts of ground and field rather than to those of figure and object, respectively, the course speculates on ecological infrastructures and their importance in the modern scope. This course focuses on visual and information approaches to design thinking and representation. Readings explore issues of informational and visual aesthetics. Design experimentation will consider how attitudes and interpretations of information design are dynamic, fluctuating, and productive.</p>				
Learning Outcomes	<p>Through this course the student will be able to:</p> <ul style="list-style-type: none"> - Identify the information fields and employ them within the realm of visual communication. - Define and apply a wide range of data to express and visualize a specific world-view - Apply the appropriate contemporary visual language for producing change (societal, political, other) - Produce a body of work that demonstrates an aptitude to convey creative problem solving concepts in an appropriate manner. - Illustrate, through the final work the ability to persuade, convince and identify a specific target audience. 				
Prerequisites	-	Required	-		

Course Content	<p>The course explores</p> <ul style="list-style-type: none"> - The complexity of information design, its various elements -formal, structural and aesthetic - as well as their relations in providing a consistent world-view - The structuring of the design agenda as a problem to be solved - The methodological approach to explore information and visual design to address the range of formal issues, processes, and material practices - Specific methodological tools to conceptually think and design ecological infrastructures 								
Teaching Methodology	<ul style="list-style-type: none"> •Reading and resolving problems •Working on problem-solving •Attendance and participation in class •Monitor discussions •Brief oral presentation before starting a new chapter and reply to queries from students •Homework for revision purposes •Interaction and collaborative learning 								
Bibliography	<p>Bratton, B., Boyadjiev, N. and Axel, N., 2020. <i>The New Normal</i>.</p> <p>Ingold, T. (2020). Correspondences. http://www.vlebooks.com/vleweb/product/openreader?id=none&isbn=9781509544950.</p> <p>Corner, J. (2011). The Agency of Mapping: Speculation, Critique and Invention. 89-101.</p> <p>Easterling, K. (2018). <i>Medium Design</i>, Strelka Press.</p> <p>Easterling. (2016). <i>Extrastatecraft: the power of infrastructure space</i>. London, Verso.</p>								
Assessment	<table border="0"> <tr> <td>Participation</td> <td>20%</td> </tr> <tr> <td>Midterm Exam</td> <td>20%</td> </tr> <tr> <td>Project</td> <td>30%</td> </tr> <tr> <td>Final Exam</td> <td>30%</td> </tr> </table>	Participation	20%	Midterm Exam	20%	Project	30%	Final Exam	30%
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Language	English								