



Course Syllabus: ART - 4703 Graphic Design IV

TUE/THU 5:00 pm-7:50 pm; FA-C115

Fall, 2026

Credit Hours: 3; Contact Hours: 6 per week

Prerequisites: Graphic Design III

Instructor: Ernest Nsimbe, Assistant Professor

Office: C107 Fain Fine Arts

Office hours: Tuesdays, 2:00 pm - 4:00 pm; Thursdays, 2:00 pm - 4:00 pm; Fridays, 11:00 am - 12:00 pm, by appointment. (Email Subject: ART-4703)

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Syllabus Disclaimer

The information in this syllabus is subject to change. Changes to the course syllabus will be provided in writing and announced via course-wide announcements.

Course Description

Prerequisite(s): ART 3703 – Graphic Design III

Graphic Design IV focuses on advanced typographic systems, motion, and complex visual communication problems. Students investigate typographic hierarchy, sequence, and context, and extend that thinking into time-based and interactive media – integrating type, image, sound, and motion through concept-driven, research-informed design projects. Emphasis is placed on critical thinking, iteration, and refined execution across print, screen, and animated formats.

Course Overview

Building on skills developed in previous courses, this class deepens students' understanding of how typography functions as both form and meaning – not only on the page and screen, but across time. Students will explore how designers encode meaning and how audiences decode it through

typographic contrast, hierarchy, and composition, then apply the same thinking to motion: pacing, sequence, sound, and interaction. The course treats typography as a dynamic system, examining the relationships between type, image, space, sequence, and context, while preparing students to address complex, real-world design challenges – static and time-based alike – with clarity and intention.

Course Learning Outcomes

Upon successful completion of this course, students will be able to:

- Distinguish between design and production within a typographic context, demonstrating an understanding of how conceptual decisions translate into material, digital, and time-based outcomes.
- Apply advanced conventions and best practices of micro- and macro-typography, balancing typographic principles with informed intuition.
- Analyze and employ typographic contrast to communicate meaning, structure content, and establish hierarchy.
- Design typographic compositions and layouts that respond effectively to different modes and contexts of reading, including print, screen, and time-based experiences.
- Demonstrate foundational skills in creating letterforms and letterform systems for varied applications, including an introduction to contemporary digital type design practices.
- Apply foundational principles of motion and time-based composition, timing, sequence, and pacing, to typographic and brand systems.
- Demonstrate proficiency in core visual communication competencies within advanced typographic and motion design.
- Apply an iterative design process, research, making, testing, and refinement, across static and time-based project formats.
- Demonstrate awareness of professional practices in graphic design, including workflow, critique, and presentation standards.
- Apply ethical considerations in typography and design, including authorship, intellectual property, accessibility, and cultural responsibility, to both static and time-based work.

Course Objectives

During this course, students will:

- Develop and apply complex typographic systems informed by historical precedent and contemporary practice.
- Apply elements and principles of design, including Gestalt principles, to create effective compositions, communicate clearly, and express individual sensibility, while cultivating mood and typographic voice.
- Apply narrative and temporal sequencing, timing, pacing, and structure to organize content and typography across time-based and interactive formats.
- Conduct research and documentation addressing precedent, audience, and medium to support informed and intentional design decisions.
- Employ iterative design processes, including ideation, prototyping, critique, documentation, and refinement, to produce resolved typographic and motion outcomes.

Studio Projects

- Projects build on the core principles from Graphic Design: composition, hierarchy, typography, and visual communication, and apply them to more complex, multi-part design problems.
- All work must be original and created specifically for this class.
- Assignments are due on their assigned dates; plan your process time accordingly, as critique days depend on everyone having work ready to discuss.

Critiques

- Studio projects are reviewed and discussed as a class. Critique is where design gets sharper; it's one of the most valuable parts of a design education, not an afterthought.
- Feedback is about the *work*, not the person who made it. Keep critique professional, constructive, and focused on how the piece communicates.
- In-process critiques happen one-on-one and in small groups throughout the project, so you get feedback while there's still time to act on it, not just at the finish line.

Writings and Sketchbooks:

You will be required to keep a sketchbook (approximately 9" x 12") with white, blank pages - no lined/ruled paper. This will include thumbnail sketches of projects, as well as visual and/or written responses to exhibitions, articles, studio projects, videos, etc. This will be required for every project as a process book as you prepare your final submission for each project. It is important to keep your sketchbook neat and organized with dates, assignment criteria, and no loose pages.

PLEASE TAKE NOTES always - do not trust your brain to retain new information you passively receive while listening to a lecture.

Work Ethic:

Personal motivation and discipline are keys to a student's success in this course. These qualities are demonstrated to me by actions - such as preparation for each class, thoughtful inquiry, involvement in projects, discussions, and critiques, and the successful resolution of various problems and challenges presented throughout the course. Students should expect to spend at least 8 hours per week on homework in addition to studio/class time. Further, all work should be stored and transported in a manner that preserves it for critiques and portfolio reviews. Late work will be penalized by -5 for each project submitted.

Engagement and Professionalism:

- Actively engage with the material and cultivate curiosity.
- Participate in discussions, ask questions, and show genuine interest.
- Demonstrate professionalism by being punctual, prepared, and organized.
- Take detailed notes, follow instructions carefully, and meet deadlines.
- Embrace revisions as a critical part of the creative process.
- Communicate proactively; for example, if an emergency requires you to take a personal call, notify me in advance.

Class time and conduct.

- Use class time exclusively for activities related to this course, such as sketching, ideation, production, and research.
- Avoid working on assignments for other courses during class hours
- Headphones are allowed during individual work periods to support focus
- Silence your phone and turn off notifications to prevent disruptions

- Be on time (or better yet, be a little early). (10 minutes will be considered an absence)
- On workdays in class, please set mobile devices to vibrate.
- Please turn off mobile devices during critique, lecture, and presentation days.
- Submit projects neatly and in an orderly manner, and ensure that your name, course number, and project number are included on every single file you submit. (Art-4703
Lastname_projX.pdf) Improper naming of files/work submitted will be penalized by -2 for each project submitted.
- Digital craft will be stressed throughout the semester. This includes image quality, file organization, and overall presentation for anything submitted (Keynote, PDF, etc.). The understanding is that to complete the assignments well, you will need to spend at least as much time outside of class working as the class is scheduled for in a week. There will be in-class time devoted to troubleshooting, but it will not be enough to complete the assignments satisfactorily or back up your digital work. Given the current size and affordability of storage devices, there is no excuse for losing digital files. Get in the habit of doing regular backups.

Commitment:

Studio Access

Expected Workload: The generally accepted ratio of outside-of-class study and preparation for college-level coursework is two to three times the number of in-class contacts with your professor. Therefore, you should invest 6-10 hours per week outside of class to complete coursework successfully outside of class meetings.

The Mac lab is available whenever scheduled classes are not in session.

IF YOU ARE IN THE BUILDING AFTER CLASS HOURS, YOU MUST BE ABLE TO PROVIDE YOUR STUDENT ID AND PROOF OF ENROLLMENT IN CLASS IF AN OFFICER ASKS FOR IT. IF YOU HAVE A PROBLEM AND NEED ASSISTANCE, CALL THE CAMPUS POLICE AT 397-4239.

Studio Maintenance

General studio cleanup will take place during the last 10 minutes of each class session. Students will maintain discipline in studio safety precautions, maintenance, and upkeep throughout the semester.

The instructor will drop those students who are unwilling to actively participate in those goals. Follow the posted lab rules.

Feedback:

You will receive frequent feedback from your instructor and classmates throughout the course.

Regular opportunities for self-reflection, evaluation, and discussion will also be provided to support your development.

Process:

For this course, you will be asked to be thoughtful and creative in your approach to your projects. You will also be asked to demonstrate how you arrived at every submission. To do this, **you will need to document, collect, and organize your research throughout the entire semester.**

This final process documentation will be printed or scanned into a digital form. **Process documentation will be graded** on the thoroughness of the investigation, creativity in approach, and diversity in the exploration. It will contain sketches, storyboards, documentation (images of photos/videos), critical analysis, reflections, observations, research findings, & etc. Everything should be included with intent. This means that the images and texts you've collected include notes and analysis. Do not simply post pages or content from the web. It will show that you haven't taken the time to analyze and reflect on what you are including in your research. Save all your processes and keep them organized. When designing a book, it is easy to lose track of your process as you move from one phase of the project to another.

Note: If you incorporate AI-generated content or use AI tools in your projects, please disclose this clearly. Be transparent about how the AI was used and include the prompts or instructions you provided to generate the content.

Course standards and instructional methods

We meet twice a week. **PLEASE TAKE NOTES** - do not trust your brain to retain new information you passively receive while listening to a lecture. Active student participation is encouraged through learning activities, including individual and/or collaborative learning, lecture, guided discussion and feedback sessions, student presentations, and personal/group-based exercises and projects. Students should bring all materials they need to work to class. Lack of preparation and preparedness will affect grades. Not following instructions can result in the loss of a full letter grade. Time management is an integral part of any learning process or creative project. Review of student work can take several forms, ranging from wall critiques that engage the entire class at one time to one-on-one Critiques (Crits) or feedback sessions with individual students.

Critiques/presentations

Critiques: Critiques are formal discussions that can happen as group or individual discussions. During a critique, every project will be evaluated. It is essential to bring all research, sketches, notes, ideation, and project development for discussion.

Critiques and presentation skills are a crucial part of the learning environment. Your dialog with your fellow students about your work helps you grow and learn as an artist. The discussions you have about their work help you build your skills to analyze and communicate about the work of others. Attending every critique and being entirely prepared is in your best interest. Class critiques cannot be made up should you be absent. In this class, there will be one-on-one desk critiques, minor group critiques, and full-class critiques at key points throughout the project. During small-group and full-class critiques, everyone involved is expected to participate for the entire time. These will be identified in the project schedule.

During the critique, you will receive a lot of feedback and information in a very short time. It is up to you to determine a method for capturing this information that works best for you. The discussions that occur during a critique or in a presentation are impossible to recall later, and it is, therefore, recommended that if you do not already have a strategy for this, you should develop one.

At a minimum, you should be taking notes. Consider asking another student to take notes for you.

There are two kinds of analysis of student work:

Pin-up Critiques: These informal group discussions use student exercises, projects, and research as touchstones for further exploration. All students participate in a class that looks for common themes and problems, and for examples of successful and unsuccessful solutions. Not every student's work will be discussed. The goal is to generate a group dialogue.

For pin-ups, Work has to be printed before class, not on the day of class.

Evaluation

Student work will be reviewed through formal critique evaluations and portfolio reviews. Students will be evaluated according to predetermined requirements for all projects. Individual projects will have a grade weight attached when given to the class.

Final Grade Summary:

A = 90 –100% B = 80 – 89 % C = 70 – 79% D = 60 – 69% F = 59 % OR LESS

Your final grade will be calculated from the entirety of major projects, Discussions, and quizzes, while also factoring in attendance, participation, and work ethic.

Total points for final grade.

Grade	Points
A	900 - 1000
B	800 to 899
C	700 to 799
D	600 to 699
F	Less than 600

All assignments must be completed and presented in the specified formats on the given due dates.

Failure to submit a finished design presentation solution, as specified, will result in an F for that assignment. Assignments will not be accepted after the specified due date and time.

- Attendance 10% / 100 points (Should we move to remote learning? Your attendance will be counted through D2L login and access.)
- In-class exercises/presentations/ Reflection articles/ papers 15% / 150 points
- Projects/ Artwork and Research 60% / 600 points
- Critiques 15% / 150 points

Work Submissions:

All work must include digital submissions, which must be made via electronic file transfer (not email).

The following are requirements for digital submissions. Failure to adhere to any of these will result in a project grade deduction:

- artwork must be packaged appropriately (image files, fonts, etc., made available)
- artwork for logos, applications, and sign design should NOT be rasterized
- must be submitted via electronic transfer (no thumb-drive submissions)

If your document doesn't open wholly and accurately, it receives a zero. Your folders must be named in the following format: all files inside that folder must be named the same, with their various extensions as appropriate.

For example:

- 4703_Lastname_projX (outer folder)
- 4703_Lastname_projX.indd
- 4703_Lastname_projX.pdf
- 4703_Lastname_projX.docx

Work Submissions:

All work must include digital/ physical submissions, which must be made via electronic file transfer (not email). The following are requirements for digital submissions. Failure to adhere to any of these will result in a project grade deduction:

- Must be submitted via electronic transfer (no thumb-drive submissions)

If your document doesn't open wholly and accurately, it receives a zero. Your files must be named in the following format:

For example:

- 4703_Lastname_projX.pdf
- 4703_Lastname_projX.docx

Any file that does NOT arrive in the correct format will not be accepted. Points (-2) will be taken off for each missing or incorrectly formatted item, which could affect your final grade dramatically. **THIS IS A NON-NEGOTIABLE POLICY.** Your final projects will be stored in a digital archive for future reference. We reserve the right to use these in the future as educational aids in the graphic design program.

Late Work

All work is expected to be completed and ready for presentation on the assigned date. It is essential to stay up to date with assignments and projects. Late work is unacceptable. Every effort must be made to turn projects in on time. YOU are responsible for finding out what work was missed during your absence and turning in work missed due to your absence. I will not remind you that a project was due during your absence. Late work will be counted against one letter grade for each class period after it is due. Ex: An A grade is lowered to B after one period late; after two periods late, the A is lowered to C, etc.

Students should never miss a class critique. Apart from late grades on projects, this counts against overall participation.

Plagiarism is unacceptable and will result in a 0 for the project. No exceptions. Any student found guilty of academic dishonesty is subject to disciplinary action in accordance with the student handbook.

Course Materials

Have the required materials with you every day. I will specify any additional materials for the assignments. There will be required readings and discussions for everyone in the class. I'll assign readings and discussion topics

Required materials

- Laptop with Creative Cloud installed.
- Sketchbook and drawing/note-taking materials of your choice.
- Cell phone camera.
- External hard drive.

Optional materials

- Mouse, Wacom tablet, or another alternative to a trackpad.
- An iPad or other drawing tablet with the necessary software.

Software Used in This Class

Students will use industry-standard software as needed for project requirements, spanning static design, motion, and interaction. Instructors will provide training and resources as needed to ensure students have the skills to work effectively and meet course objectives.

- Adobe Illustrator
- Adobe Photoshop
- Adobe InDesign
- Adobe Acrobat
- Figma
- Procreate
- Cinema 4D or Blender
- Premier pro
- After effects

Learning Activities

- Watch lectures and/or other assigned media.
- Read D2L instructions and any assigned readings.
- Participate in workshops or exercises.
- Participate in discussions (group/small group, progress reviews, critiques).
- Execute assignments across static, motion, and interactive formats.

Attendance Policy, Late Grades, and Academic Integrity

Students are expected to attend all meetings of the classes in which they are enrolled. Although in general students are graded on intellectual effort and performance rather than attendance, absences may lower the student's grade where class attendance and class participation are deemed essential by the faculty member. In those classes where attendance is considered part of the grade, the instructor should so inform students of the specifics in writing at the beginning of the semester in a syllabus or separate attendance policy statement. An instructor who has an attendance policy must keep records on a daily basis. The instructor must give the student a verbal or written warning prior to being dropped from the class. The instructor's records will stand as evidence of absences. A student with excessive absences may be dropped from a course by the instructor. Any individual faculty member or college has the authority to establish an attendance policy, provided the policy is in accordance with the General University Policies.

Students enrolled in the Juanita and Ralph Harvey School of Visual Arts must comply with the following department-wide Attendance, Absence, and Lateness Policy:

- Students arriving 10 minutes after class begins will be considered late and will be counted absent.
- Three late arrivals count as a single absence.
- Students may be absent from class up to 2 times without penalty or documentation.
- If a student incurs a 4th absence, his or her final course evaluation will be reduced by a full letter grade.
- If a student is absent 5 times, whatever the reason, he or she will receive a failing grade (F) for the course, be dropped from the class roll, and be asked to stop attending class
- Students are required to remain in class for the entire class session. Students will earn an absence if they leave before the professor has dismissed class.

- Excused absences must be brought to my attention before the absence, or, if later, the student must have supporting documentation (academic, medical, or family emergency) for excessive absences.
- Students are required to remain in class for the entire class session. Students will earn an absence if they leave BEFORE the professor has dismissed class.

Art Shows

Students must attend 2 art show openings for credit. Attendance must be for a reasonable amount of time (not just to eat food!). Criteria, place, date, times, and other information will be given out in class as the show approaches. If a student does not attend, he or she will turn in a typed paper on a related topic.

Project evaluation

Research and Process: You will submit a PDF containing all research, process, and development for every project submitted in this course.

Your Research and Process will include:

- Both native files and a high-resolution PDF
- Research (include how research relates to your project and include all URLs)
- Ideation, analysis, and process: thumbnails, sketches, type, grid tests, color studies, photo/image manipulation experiments, laser output, inspirational samples, notes to self, etc.
- Creative Strategy
- Visual Language: Explain how your font(s), color(s), image(s), live area/page size, etc., relate to your creative strategy.

Important Dates

- Last day for term schedule changes: **December 4/2026**. Check date on [Academic Calendar](#).
- Deadline to file for graduation: **September 21/2026**. Check date on [Academic Calendar](#).
- Last Day to drop with a grade of “W:” **November 23/2026**. Check date on [Academic Calendar](#).
- Refer to: [Drops, Withdrawals & Void](#)

Desire-to-Learn (D2L)

Extensive use of the MSU D2L program is a part of this course. Each student is expected to be familiar with this program as it provides a primary source of communication regarding assignments, examination materials, and general course information. You can log into [D2L](#) through the MSU Homepage. If you experience difficulties, please contact the technicians listed for the program or contact your instructor.

Recording Classes

****Recording classes is generally prohibited without the professor's explicit permission.*** Such recordings, when permitted, are for personal use only and may not be uploaded to the internet or otherwise shared, transmitted, or published without the professor's prior consent. Some faculty may not permit recordings of their classes. When it is feasible and appropriate, students may record classes to accommodate disabilities under the Americans with Disabilities Act, with prior approval of Disability Support Services. Such recordings may not be uploaded to the internet or otherwise shared, transmitted, or published.

Change of Schedule

A student dropping a course (but not withdrawing from the University) within the first 12 class days of a regular semester or the first four class days of a summer semester is eligible for a 100% refund of applicable tuition and fees. Dates are published in the Schedule of Classes each semester.

Refund and Repayment Policy

A student who withdraws or is administratively withdrawn from Midwestern State University (MSU) may be eligible to receive a refund for all or a portion of the tuition, fees, and room/board charges that were paid to MSU for the semester. HOWEVER, if the student received financial aid (federal/state/institutional grants, loans and/or scholarships), all or a portion of the refund may be returned to the financial aid programs. As described below, two formulas (federal and state) exist in determining the amount of the refund. (Examples of each refund calculation will be made available upon request).

Services for Students with Disabilities

In accordance with Section 504 of the Federal Rehabilitation Act of 1973 and the Americans with Disabilities Act of 1990, Midwestern State University endeavors to make reasonable accommodations to ensure equal opportunity for qualified persons with disabilities to participate in all educational,

social, and recreational programs and activities. After notification of acceptance, students requiring accommodations should make application for such assistance through Disability Support Services, located in the Student Wellness Center, (940) 397-4140. Current documentation of a disability will be required in order to provide appropriate services, and each request will be individually reviewed. For more details, please go to [Disability Support Services](#).

Emergency Aid Resources for Basic Needs

Unexpected life circumstances can affect anyone. If you are experiencing challenges meeting basic needs, such as housing, utilities, food, transportation, healthcare, technology, textbooks, or other life necessities, resources may be available to help. Visit the [Student Emergency Support and Resources webpage](#) to learn more, and explore emergency support opportunities through MSU and how to access them. For additional information, please contact the Office of Student Affairs: Clark Student Center #108, (940) 397-7500, student.affairs@mstuexas.edu.

College Policies

Campus Carry Rules/Policies

Refer to: [Campus Carry Rules and Policies](#)

Smoking/Tobacco Policy

College policy strictly prohibits the use of tobacco products in any building owned or operated by WATC. Adult students may smoke only in the outside designated-smoking areas at each location.

Alcohol and Drug Policy

To comply with the Drug-Free Schools and Communities Act of 1989 and subsequent amendments, students and employees of Midwestern State are informed that strictly enforced policies are in place that prohibit the unlawful possession, use, or distribution of any illicit drugs, including alcohol, on university property or as part of any university-sponsored activity. Students and employees are also subject to all applicable legal sanctions under local, state and federal law for any offenses involving illicit drugs on University property or at University-sponsored activities.

Campus Carry

Effective August 1, 2016, the Campus Carry law (Senate Bill 11) allows those licensed individuals to carry a concealed handgun in buildings on public university campuses, except in locations the University

establishes as prohibited. The new Constitutional Carry law does not change this process. Concealed carry still requires a License to Carry permit, and openly carrying handguns is not allowed on college campuses. For more information, visit [Campus Carry](#).

Active Shooter

The safety and security of our campus is the responsibility of everyone in our community. Each of us has an obligation to be prepared to appropriately respond to threats to our campus, such as an active aggressor. Please review the information provided by MSU Police Department regarding the options and strategies we can all use to stay safe during difficult situations. For more information, visit [MSUReady – Active Shooter](#). Students are encouraged to watch the video entitled “*Run. Hide. Fight.*” which may be electronically accessed via the University police department’s webpage: ["Run. Hide. Fight."](#)

Grade Appeal Process

Update as needed. Students who wish to appeal a grade should consult the Midwestern State University [MSU Catalog](#)

***Notice:** Changes in the course syllabus, procedure, assignments, and schedule may be made at the discretion of the instructor.

Course breakdown

CLIENT: Who is your client?

OBJECT: What object or objects will your design be applied to?

TOPIC: What is the subject or theme that connects to your proposal?

Each assignment will involve custom art design, incorporating symbolism tailored to a specific order. The client typically provides directions or asks designers for suggestions to create something unique. Custom designs include anything, from dresses to utensils, T-shirts, and shoes. If something is custom-made, it is made according to someone’s special requirements. In the proposals, you must use symbolism, which refers to the use of symbols to represent ideas or qualities.

Fall 2026 Course Calendar: **subject to change**

GRAPHIC DESIGN IV (ANIMATION) – FALL 2026 COURSE CALENDAR

Classes meet Tuesdays & Thursdays, 5:00–7:50 PM | Aug 25 – Dec 3, 2026 | Final: Tue, Dec 8, 2026

Week	Type	Date	Topic / Activity
Project 1: Brand Guidelines & Motion Identity			
Week 1		Tue, Aug 25	Course intro, syllabus review, software overview (Illustrator/Photoshop/InDesign/After Effects/Cinema 4D/Blender/Figma); lecture: motion-identity case studies (animated logos, brand motion systems)
		Thu, Aug 27	Project 1 assigned - Brand Guidelines & Motion Identity; select or develop a brand concept; research phase begins
Week 2		Tue, Sep 1	Research & mood boarding - brand strategy, motion precedent research (animated logos, GIF branding)
		Thu, Sep 3	Sketching - static brand elements (logo, color, type) thumbnails (Sketchbook check #1)
Week 3		Tue, Sep 8	Studio work session - continue sketching & concept refinement; instructor check-ins
		Thu, Sep 10	Static brand guideline production - finalize logo, color palette, typography system
Week 4		Tue, Sep 15	Storyboarding for motion logo/GIF; intro to animation principles (timing, easing, weight)
	Crit	Thu, Sep 17	In-process critique on brand guidelines & motion storyboards
Week 5		Tue, Sep 22	Production - build motion logo/GIF (After Effects / Cinema 4D / Blender / Procreate)
	Final	Thu, Sep 24	Project 1 due - brand guidelines + animated motion logo/GIF presentation & critique
Project 2: Five-Movie Trailer Mashup			
Week 6		Tue, Sep 29	Project 2 assigned - remix trailer combining 5 favorite movies into one; lecture: trailer editing conventions, pacing, sound design basics
	Discuss	Thu, Oct 1	Select 5 films & gather source clips; Discussion: copyright, fair use & authorship in remix/parody work
Week 7		Tue, Oct 6	Storyboard / paper edit - sequence structure & narrative arc planning
		Thu, Oct 8	Rough-cut production - assemble initial edit
Week 8	Crit	Tue, Oct 13	In-process critique on rough cut
		Thu, Oct 15	Refine edit - pacing, transitions, typographic title cards
Week 9		Tue, Oct 20	Sound design - music, SFX, voiceover integration
		Thu, Oct 22	Color grading & polish (Sketchbook/process check #2)
Week 10	Crit	Tue, Oct 27	Final proofing / peer review (4pm: Part of Term A last day for “W”)
	Final	Thu, Oct 29	Project 2 due - trailer screening & critique
Project 3 (Joint w/ GD3 & GD5, Final): UN Global Goals App + Animation			

Week	Type	Date	Topic / Activity
Week 11	Joint	Tue, Nov 3	Project 3 assigned - joint kickoff with GD3 & GD5; team formation; select UN Sustainable Development Goal focus; lecture: motion in UI/app design (micro-interactions, onboarding animation)
		Thu, Nov 5	Research day - SDG target research, precedent app & animation audit
Week 12		Tue, Nov 10	Concept development - user flows, information architecture, sitemap + animation-moment mapping
		Thu, Nov 12	Studio work session - continue concept development; instructor check-ins
Week 13		Tue, Nov 17	Sketching - wireframes & storyboards for animated transitions/micro-interactions (Sketchbook check #3)
	Crit	Thu, Nov 19	In-process critique on wireframes & animation concepts
Week 14		Tue, Nov 24	Visual design - UI style system + motion style frames (4pm: Last day for "W," Long Semester & Part of Term B)
		Thu, Nov 26	No class - assumed Thanksgiving break (please confirm)
Week 15		Tue, Dec 1	Prototype building - animated interactions (Figma / After Effects); high-fidelity screens
	Crit	Thu, Dec 3	Final critique / dress rehearsal for joint presentation
Week 16	Final	Tue, Dec 8	Project 3 joint final presentation (GD3/GD4/GD5) - UN Global Goals App with animation (Final Exam Week)