



ORIGINAL COURSE IMPLEMENTATION DATE: September 2014
 REVISED COURSE IMPLEMENTATION DATE: September 2025
 COURSE TO BE REVIEWED (six years after UEC approval): March 2031
 Course outline form version: 26/01/2024

OFFICIAL UNDERGRADUATE COURSE OUTLINE FORM

Note: The University reserves the right to amend course outlines as needed without notice.

Course Code and Number: GD 498	Number of Credits: 3 Course credit policy (105)										
Course Full Title: Directed Study in Graphic and Digital Design Course Short Title: Directed Study in GDD											
Faculty: Faculty of Humanities	Department (or program if no department): Graphic and Digital Design										
Calendar Description: Students apply a culmination of skills and research methods, working independently on self-directed projects and written assignments developed in consultation with a faculty member. Note: The differential tuition fee includes an Adobe CC subscription for the class duration at no additional cost. Note: Students may take this course for credit up to three times.											
Prerequisites (or NONE):	9 credits 300-level or higher including 6 credits of 300-level or higher GD, and department permission.										
Corequisites (if applicable, or NONE):	None.										
Pre/corequisites (if applicable, or NONE):	None.										
Antirequisite Courses (<i>Cannot be taken for additional credit.</i>) Former course code/number: Cross-listed with: Equivalent course(s): <i>(If offered in the previous five years, antirequisite course(s) will be included in the calendar description as a note that students with credit for the antirequisite course(s) cannot take this course for further credit.)</i>	Course Details Special Topics course: No <i>(If yes, the course will be offered under different letter designations representing different topics.)</i> Directed Study course: Yes; 2 repeats for credit <i>(See policy 207 for more information.)</i> Grading System: Letter grades Delivery Mode: May be offered in multiple delivery modes Expected frequency: Every semester Maximum enrolment (for information only): 24										
Typical Structure of Instructional Hours <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 80%;">Supervised directed learning (directed studies only)</td> <td style="width: 20%; text-align: center;">50</td> </tr> <tr> <td>Lecture/seminar</td> <td style="text-align: center;">10</td> </tr> <tr> <td> </td> <td> </td> </tr> <tr> <td> </td> <td> </td> </tr> <tr> <td style="text-align: right;">Total hours</td> <td style="text-align: center;">60</td> </tr> </table>	Supervised directed learning (directed studies only)	50	Lecture/seminar	10					Total hours	60	Prior Learning Assessment and Recognition (PLAR) PLAR cannot be awarded for this course because: This is an independent study course
Supervised directed learning (directed studies only)	50										
Lecture/seminar	10										
Total hours	60										
Scheduled Laboratory Hours Labs to be scheduled independent of lecture hours: No	Transfer Credit (See bctransferguide.ca) Transfer credit already exists: No Submit outline for (re)articulation: No <i>(If yes, fill in transfer credit form.)</i>										
Department approval	Date of meeting: November 27, 2024										
Faculty Council approval	Date of meeting: January 17, 2025										
Undergraduate Education Committee (UEC) approval	Date of meeting: March 28, 2025										

Learning Outcomes *(These should contribute to students' ability to meet program outcomes and thus Institutional Learning Outcomes.)*

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

1. Identify opportunities for new projects.
2. Prepare creative briefs, strategies, and deliverables specific to a specialization in graphic and digital design.
3. Articulate project outcomes for a target audience.
4. Examine pluralistic perspectives to design processes that include Indigenous, non-Western, or marginalized groups.
5. Assess design outcomes for inclusivity and equity.
6. Employ self-reflection, contextual analysis, and constructive feedback for re-evaluation.

Recommended Evaluation Methods and Weighting *(Evaluation should align to learning outcomes.)*

Assignments:	100%	%	%
	%	%	%

Details:

Project proposal: 20%

Midterm student presentation and critique: 10%

Final student presentation 10%

Case study design and posting to GDD blog: 40%

Reflective writing: 20%

NOTE: The following sections may vary by instructor. Please see course syllabus available from the instructor.

Typical Instructional Methods *(Guest lecturers, presentations, online instruction, field trips, etc.)*

Independent projects, critiques, readings, discussions.

Texts and Resource Materials *(Include online resources and Indigenous knowledge sources. [Open Educational Resources](#) (OER) should be included whenever possible. If more space is required, use the [Supplemental Texts and Resource Materials form](#).)*

Type	Author or description	Title and publication/access details	Year
1.			
2.			
3.			
4.			
5.			

Required Additional Supplies and Materials *(Software, hardware, tools, specialized clothing, etc.)*

Studio spaces for this course provide access to Adobe CC, scanners and colour printing. It is recommended that students enrolled in the BFA Graphic and Digital Design major have a MacBook pro, but can access a Mac computer while on campus.

Course Content and Topics

Students will meet with a faculty supervisor through the semester and discuss topics such as:

- Options for advanced study of design objectives, processes, and outcomes.
- Standards of practice, proposal writing, presentation skills, and case study documentation.
- Understanding how to conceptualize and implement a purposeful design project independently.
- How pluralistic approaches to design processes should include Indigenous, non-Western or marginalized groups.
- Examining work from various viewpoints, emphasizing the importance of inclusive and equitable design practices.