



Graphic Design

Class Outline

Duration: 2 hours per day (Total: 10 hours)

Goal: To equip students with practical design skills to create impactful visuals

Week 1: Introduction to Graphic Design and Design Principles

- Overview of graphic design
- Basic design principles (balance, contrast, alignment, repetition, proximity)

Week 2: Typography

- Understanding fonts and typefaces
- Hierarchy and readability
- Pairing fonts effectively

Week 3: Color Theory

- Color wheel and color schemes
- Psychology of color
- Applying color in design

Week 4: Layout and Composition

- Grids and alignment
- Creating visual hierarchy
- Designing with space and imagery

Week 5: Software Basics and Final Project

- Introduction to tools (like Adobe Photoshop, Illustrator, or free alternatives)
- Hands-on mini project
- Final review and feedback