

# ART 2230

## A History of Graphic Design

\*\* O N L I N E

Professor Ed Midgett- Summer 2025  
<http://www.edmidgett.NET>

OFFICE HOURS:  
(by appointment)  
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### COURSE DESCRIPTION AND OBJECTIVES:

*ART 2230. History of Graphic Design*

**\*\*** *This class will be taught 100% entirely  
ONLINE with all course materials and tests  
found at:*

<http://www.edmidgett.NET>

and at ASUlearn

*A historical survey of visual communication,  
this course highlights key graphic designers  
and meta-disciplinary creative thinkers that  
have shaped significant innovations in the  
field. Examining relevant artistic, cultural,  
and technological events provides a context  
for understanding contemporary graphic  
design practice.*

*Lecture three hours.*

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### Disabilities Act

Section 504 of the Rehabilitation Act of 1973 and the Americans with Disabilities Act of 1990 requires Appalachian State University to provide an "academic adjustment" and/or a "reasonable accommodation" to any individual who advises us of a physical or mental disability. If you have a physical or mental limitation that requires an academic adjustment or an accommodation, please arrange a meeting with me at your earliest convenience, well in advance of the first test.

### Plagiarism and Cheating

Cheating and Plagiarism will be reported to the Dean for the College of Fine and Applied Arts. Cheating and Plagiarism will be dealt with in accordance with Appalachian's Code of Academic Integrity. Students enrolled in Art 2230 agree to abide by Appalachian's Code of Academic Integrity.

### REQUIRED TEXTBOOK:

The text for this course is Meggs' History of Graphic Design, Fifth Edition (New York: Wiley, 2006). There will also be important lectures and on-line media resources posted on the class website. Students will be expected to have viewed these resources in addition to reading the text. You are expected to have read the reading assignment for each class session, which appears in the calendar section, by the time indicated before class time. The video lectures will be based on the assumption that you have read and prepared for each class assignment.

The History of Graphic Design is an online course with all course lectures, reviews and tests online.

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### GRADES WILL BE DETERMINED FROM THE FOLLOWING:

from reading assignments from Meggs' History of Graphic Design

|     |   |
|-----|---|
| 20% | TEST 1 Part I The Prologue to Graphic Design        |
| 20% | TEST 2 Part II A Graphic Renaissance                |
| 20% | TEST 3 Part III The Bridge to the Twentieth Century |
| 20% | TEST 4 Part IV The Modernist Era                    |
| 20% | TEST 5 Part V The Age of Information                |

All tests will also have questions from online resources, video lectures and assignments.

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### Evaluation

Grades will consist of an average from 4 tests and a final (not cumulative) exam. The grades will be averaged to determine a final numeric grade. Students will be given a time in which to complete the exam which will also be timed. Letter grades will be assigned on the following scale:

A: 90-100  
B: 80-89.9  
C: 70-79.9  
D: 60-69.9  
F: 0-59.9

All tests will consist of 50 questions related to the assignments on the course calendar- usually 10 slide identification, 10 true false, and 30 multiple choice.

### Make-up tests

I will be most reluctant to agree to a make-up test due to the difficulty of scheduling them and having to make up a new exam. Permission for a make-up requires written medical or legal documentation and must be obtained before the test is given. Class tests will not be returned

### Course Objective

This course is a survey of the historical evolution of graphic communication, with a special focus on significant graphic design work from the late 19th century to the present. At the end of this course you should be able to discuss the evolution of visual communications starting from the turn of the Twentieth Century until the present. Students will gain skills in critical thinking looking at graphic design work from a range of perspectives: formal design aspects; technical aspects and innovations; social/political/historical contexts; intended message and intended audience; personal and cultural expression. Students will gain insights into the social, political, and cultural context of graphic design.

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