MODULE/COURSE HANDBOOK

<table>
<tr><td colspan="7">TWO DIMENSION BASIC DESIGN (2D BASIC DESIGN)</td></tr>
<tr><td colspan="2">Module/Course Title

Basic Form—Two Dimensional</td><td>Student Workload

3 Credits x 16 meetings x 170 /60 = 136 hours/Semester</td><td>Credits (ECTS)

3 Credits x 1.59 = 4,77 ECTS</td><td>Semester

1</td><td>Frequency

16 meetings (include midterm Exam and Final Exam)</td><td>Duration

16 meetings</td></tr>
<tr><td>1</td><td colspan="3">Type of course
● Experience
● Lecture-Lab
● Studio</td><td colspan="2">Practice Lecture

28,55 x (3 Credits x 1.59) = 136,18 hours/Semester</td><td>Class size

30 students</td></tr>
<tr><td>2</td><td colspan="6">Prequisites for participation (if applicable)</td></tr>
<tr><td>3</td><td colspan="6">Learning outcomes (PLO+CLO)

PLO 3 Develop logical, critical, systematic, and creative thinking when doing specific tasks in their area of competence and in compliance with the appropriate work competency requirements.
PLO 9 Capable of designing, implementing, and developing artistic skills to produce innovative works, media, and learning resources for educational and entrepreneurial purposes.

CLO 3 Students are able to analyze basic concepts, elements and principles of basic 2-dimensional shapes.
CLO 9 Students are able to apply creativity in designing and producing original and innovative two-dimensional works of art by combining various visual elements and techniques that have been learnt.</td></tr>
<tr><td>4</td><td colspan="6">Subject aims/content
This course examines the application of the fundamentals of visual engineering to equip students with the essential elements and principles of two-dimensional art. The material elements of art covered in the course include colour theory, and the concepts of point, line, shape, space, and texture. In addition, students will explore the principles that govern the organisation of visual elements, such as balance, rhythm, unity, harmony, perspective, and dominance. The course emphasises the use of these elements and principles as guidelines for forming artistic visualisations and their practical application in two-dimensional media. This involves experimenting with variations in the medium, nature, and structure of visuals in both geometric and non-geometric forms.

Learning indicators and expected outcomes for this course include the ability to:
● Demonstrate an in-depth understanding of colour theory and its practical applications.
● Accurately identify and employ the basic elements (point, line, shape, space, and texture) in artwork creation.
● Produce original artworks that reflect a sophisticated use of both geometric and non-geometric</td></tr>
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	forms. ● Critically evaluate visual compositions and articulate the underlying principles and techniques used in their creation.
5	**Teaching methods** Interactive lecture, **project-based learning**, guided instruction
6	**Assessment methods** Project assessment (design), portfolios of students' work, presentation
7	**This module is used in the following study program/s as well** Undergraduate program
8	**Module Coordinator** Ika Anggun Camelia., M.Pd. Aqim Amral Hukmi, S.Pd., M.Pd.
9	**Reference** Major: 1. Wardaya, M. (2023). Buku Ajar Mengenal Dasar Desain. Penerbit Universitas Ciputra. 2. Hendriyana, H. (2022). Rupa dasar (nirmana): Asas dan prinsip dasar seni visual. Penerbit Andi. 3. Pentak, S., Roth, R., Lauer, D. A. (2021). Design Basics: 2D And 3D (8th Edition). (n.p.): Cengage Learning. 4. Bleicher, S. (2021). Art and Design Fundamentals: 2D and Color. United States: Oxford University Press. 5. Alan Pipes. (2003). Foundations of Art and Design. Lawrence King. 6. Fukuda, A. (1992). Studio design patterns: for the 21st century. Kashiwashobo. 7. Wong, W. (1988). Principles of Two-dimensional Form. United States: Van Nostrand Reinhold. 8. Sidik, F., & Prayitno, A. (1981). “Desain Elementer” (Diktat Mata Kuliah Desain Elementer, Elementer, STSRI “ASRI”), Yogyakarta 9. Bates, Kenneth F. (1975). Basic Design: Principles and Practice. New York: The World Publishing Company 10. Itten, J. (1970). The Element of Colour. New York: Van Nostrand Reinhold Company. Minor: 1. Setiasih, N. W. (2023). Efektivitas Penerapan Elemen Desain Pada Matakuliah Nirmana Dwimatra di ITB STIKOM Bali Studi Kasus: Dual Degree. Innovative: Journal Of Social Science Research, 3(5), 5763-5771. 2. Mubarat, H., & Ilhaq, M. (2021). Telaah nirmana sebagai proses kreatif dalam dinamika estetika visual. Ekpresi Seni, 23(1), 125-139. 3. Mejlhede, D. T. (2015). Design Research and Art-Based Design Education Programs. *Design Issues*, *31*(4), 44–55. http://www.jstor.org/stable/43830430

	4. Björgvinsson, E., Bjögvinsson, E., Ehn, P., & Hillgren, P.-A. (2012). Design Things and Design Thinking: Contemporary Participatory Design Challenges. *Design Issues*, *28*(3), 101–116. http://www.jstor.org/stable/23273842 5. Hall, A. (2011). Experimental Design: Design Experimentation. *Design Issues*, *27*(2), 17–26. http://www.jstor.org/stable/41261930 *Link* 1. https://www.youtube.com/watch?v=RZHZXv43Td8 2. https://www.youtube.com/watch?v=Aa_1Aid2Bhg