

## MODULE/COURSE HANDBOOK

TWO DIMENSION BASIC DESIGN (2D BASIC DESIGN)								
Module/Course Title	Student Workload	Credits (ECTS)	Semester	Frequency	Duration			
2D Basic Design	3 Credits x 16 meetings x 170 /60 = 136 hours/Semester	3 Credits x 1.59 = 4,77 ECTS	1	16 meetings (include Mid-term Exam and Final Exam)	16 meetings			
1	<b>Type of course</b> <ul style="list-style-type: none"> <li>• Experience</li> <li>• Lecture-Lab</li> <li>• Studio</li> </ul>	<b>Practice Lecture</b>  $28,55 \times (3 \text{ Credits} \times 1.59) = 136,18 \text{ hours/Semester}$			<b>Class size</b>  30 students			
2	<b>Prerequisites for participation (if applicable)</b>							
3	<p>Learning outcomes (PLO+CLO)</p> <p>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.</p> <p>PLO-8 Capable of producing original and innovative works and effectively presenting them in a variety of forums, both independently and in collaboration.</p> <p>CLO-3 Students understand the fundamental principles, concepts, and theories of two-dimensional art and master various techniques, mediums, and styles used in the creation of two-dimensional artworks.</p> <p>CLO-8 Students are able to apply their knowledge and technical skills to create original and innovative two-dimensional artworks, as well as evaluate and develop their work based on critique and self-reflection.</p>							
4	<p><b>Subject aims/content</b></p> <p>This course examines the application of the basics of visual engineering as an effort to provide students with the elements and principles of two-dimensional art. The material elements of art include color theory, the concept of point, line, shape, space, texture. The principles of organization of visual elements include balance, rhythm, unity, harmony, perspective, and dominance. Elements and principles as rules for the</p>							

	formation of artistic visualization, as well as their application in 2-dimensional visualization that utilizes variations in the medium, nature, and structure of 2-dimensional visuals in geometric or non-geometric forms, through training in sensitivity to organizing visual elements and the practice of making basic two-dimensional works of art.
5	<p><b>Teaching methods</b>            Interactive lecture, <b>project-based learning</b>, role plays and simulations              Guided instruction, project based learning</p>
6	<p><b>Assessment methods</b>            Project assessment(Design), portfolios of students work, presentation              Project assessment, portfolios of students work, written test, quiz</p>
7	<p><b>This module is used in the following study program/s as well</b>            Undergraduate program</p>
8	<p><b>Module Coordinator</b>            Fera Ratyaningrum, S.Pd., M.Pd.            Aqim Amral Hukmi, S.Pd., M.Pd.</p>
9	<p><b>Reference</b></p> <p>Mayor</p> <ol style="list-style-type: none"> <li>1. Marcolli, M. (2020). <i>Lumen Naturae: Visions of the Abstract in Art and Mathematics</i>. MIT Press.</li> <li>2. Magsamen, S., &amp; Ross, I. (2023). <i>Your Brain on Art</i>.</li> <li>3. Björgvinsson, E., Björgvinsson, E., Ehn, P., &amp; Hillgren, P.-A. (2012). Design Things and Design Thinking: Contemporary Participatory Design Challenges. <i>Design Issues</i>, 28(3), 101–116. <a href="http://www.jstor.org/stable/23273842">http://www.jstor.org/stable/23273842</a></li> <li>4. Mejlhede, D. T. (2015). Design Research and Art-Based Design Education Programs. <i>Design Issues</i>, 31(4), 44–55. <a href="http://www.jstor.org/stable/43830430">http://www.jstor.org/stable/43830430</a></li> <li>5. Hall, A. (2011). Experimental Design: Design Experimentation. <i>Design Issues</i>, 27(2), 17–26. <a href="http://www.jstor.org/stable/41261930">http://www.jstor.org/stable/41261930</a></li> </ol> <p>Minor</p> <ol style="list-style-type: none"> <li>1. Maddox Gallery. (2025). The 2025 Art Trends Forecast: A Look at 7 Key Art World Projections for the Year Ahead.</li> <li>2. Artsy Editorial. (2025). 12 Leading Curators Predict the Defining Art Trends of 2025.</li> <li>3. Architectural Digest. (2025). February 2025 Issue.</li> <li>4. Bates, Kenneth F. 1970. Basic Design Principle and Practice. New York: The World Publishing Company</li> <li>5. Alan Pipes. 2008. Foundations of Art and Design. Lawrence King.</li> </ol>

	<ul style="list-style-type: none"><li>6. Fukuda, Akio. 1992. Studio Design Patterns 2. Japan: Kashiwashobo.</li><li>7. Itten. 1970. The Element of Colour. New York: Van Nostrand Reinhold Company.</li><li>8. Sidik, Fajar. 1976. Desain Elementer. Yogyakarta: STSRI ASRI. Wong, Wucius. 1989. Principle of Two Dimensional Design. New York: Van Nostrand Reinhold Company</li></ul>
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*Link*

- 1. <https://www.youtube.com/watch?v=RZHZXv43Td8>
- 2. [https://www.youtube.com/watch?v=Aa\\_1Aid2Bhg](https://www.youtube.com/watch?v=Aa_1Aid2Bhg)