WHAT IS VISUAL COMMUNICATION DESIGN? A VISUAL EXPLANATION FOR STUDENTS, **UNIVERSITIES AND COMMUNITIES**

Visual communication design is the professional discipline of multidisciplinary graphic design. Through research and across an array of media channels, designers use images and type, space and time to create and give form to strategies, content, and ideas for communication and expression. Visual communication design can shape and affect how we think, behave, understand and experience information.

Considering a global context and the significant evolution and expansion of the roles, responsibilities, priorities, values, opportunities, challenges, tools and techniques of graphic design, Northern Kentucky University changed the name of its undergraduate program to Visual Communication Design (VCD). This name more accurately describes the robust state of current practice and the future trajectory of the field. Encompassing the combined forces of head (ideas and strategies), heart (emotion and empathy), and hand (making and craft), this poster features an original diagram that was designed to explain the program name and spread understanding of the

richness and breadth of the ingredients, applications, uses, and contributions of professional-level activity in this field among students, the broader university, local and regional communities.

The diagram illustrates that visual communication design lies at the intersection of art, technology, business and from an implicit embrace of media agnosticism, it accounts for principal created by Associate Professor Julie Mader-Meersman during a process of reimagining the design and communication of the NKU curriculum

The poster is used in courses, meetings with other units on campus, and on a large-format digital display in a public area of the Department of Visual



The poster can be ownloaded for use at

and culture. Considered in spheres, efforts of the field; the most common areas of application; and the main tools used in visual communication design. This interpretation was

Arts, which houses

WHAT IS VISUAL COMMUNICATION DESIGN?

Presented by Julie Mader-Meersman for the DEC AIGA 2013 Head, Heart, Hand Conference | Minneapolis, Minnesota

Associate Professor, Visual Communication Design Northern Kentucky University | Department of Visual Arts MFA, University of Washington

Bibliography Davis, Meredith, "The Anatomy of a Student Learning Experience." Proc. • Grefe, Richard. "Evolving of AIGA Pivot, Phoenix N.p., n.d. Web. Mar. 2012. Curricula." Proc. of Design Educators Conference, AIGA • Helfand, Jessica. Screen: Pivot, Phoenix Convention Essays on Graphic Design, Center, Phoenix. N.p., n.d. New Media, and Visual Web. Mar. 2012. —. Graphic Design Theory (Graphic Design in Context). Press, 2001. Print. London: Thames & Hudson, • —. "What Is Graphic 2012. Print. "Defining the Designer of (1997): n. pag. Excerpt 2015." AIGA.org. AIGA, n.d. in Paul Rand: American Web. Oct. 2010. "The Designers Accord."

The Designers Accord. N.p., n.d. Web. 04 July

2010. <http://edutoolkit.

Book Publishing in Digital on Design Education."

Expectations for Design for Design, 16 Aug. 2012. Web. 04 Mar. 2013. Culture. New York: Princeton Architectural Modernist. Print. Lippke, Deborah Littlejohn, • "The Living Principles Alice Twemlow, and Holly for Design." The Living Willis. "New Contexts/New Principles for Design, n.d. a Designer: Things, Places,

IDEO, 2010. Web. 2010. sional Association for

15 Jan. 2011. Convention Center, Phoenix. Education." AIGA.AIGA | • Heller, Steven. Education of AIGA Design Education Gavin Ambrose. The The Professional Association an E-Designer. New York: Community Conference, Art Fundamentals of Interactive Programs. New York: Allworth, 2003. Print. Kolko, Jon, and Chris Connors. Thoughts on Design?" The New Republic Interaction Design. 2nd ed. Mass.: MIT Press, Hall, Peter, Jon Kolko, Julie Theatre. Reading, Mass.: Add- Career Guide and Education

Allworth Press, 2001. Print. Center College of Design, Design. London: AVA —. Teaching Graphic Design: Pasadena. N.p., 14 Mar. Course Offerings and Class 2007. Web. Aug. 2007. Projects from the Leading • McLuhan, Marshall, and San Francisco, Calif.: Morgan 2007. Print. Kaufmann, 2011. Print. • Poggenpohl, Sharon Laurel, Brenda. Computers as Helmer. Graphic Design: A

www.livingprinciples.org/>. Press, 2002. Print.

Formats." Future of the Book. AIGA. AIGA | The Profes
• Lunenfeld, Peter. "Bespoke • Poynor, Rick. "First Things Futures: Media Design & First Revisited." Emigre 51 Design, 1 Dec. 2010. Web. the Vision Deficit." Proc. of (1999): n. pag. Print. Schools of Thoughts 3: An • Salmond, Michael, and

Graduate and Undergraduate Quentin Fiore. The Medium New Riders Pub., 2001. Print is the Massage. New York: • Skolos, Nancy, and Thomas Random House, 1967. Print. Wedell. Graphic Design Moggridge, Bill. Designing Interactions. Cambridge, Lasky, Andrea Coddington ison Wesley Pub., 1991. Print. Directory. New York: AIGA Research Manual: Succeed Press, 1993, Print. Potter, Norman, What is

Academia, 2013. Print. Shedroff, Nathan. Experience Design 1. Indianapolis, Ind.: Process: From Problem to Solution: 20 Case Studies. London: Laurence King Pub. Co., 2012. Print. Visocky-O'Grady, Jennifer, O'Grady. A Designer's Clients and What They Really Need. Gloucester, Mass. • "Exploring the Potential of Practices: Six Perspectives Web. 9 Jan. 2011. http:// Messages. London: Hyphen Rockport Publishers,

2006. Print.

