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| BA Graphic Communication Design  ORIENTATION TIMETABLE | | |
| COURSE LEADER – COLIN bAILEY/hEAD OF SCHOOL – MICHAELA O’BRIEN  |  | | --- | | Hello new students, | | |  | | --- | | Congratulations on being accepted onto the BA Graphic Communication Design. My colleagues and I look forward to working with you over the next few years and we will endeavor to ensure that your time with us will be creative, exciting and fulfilling.  On the attached pages you will find details of your time with us at the start of the year. During Orientation week we will go through the course programme with you in detail. We have arranged a number of activities to help you settle in and prepare for your time with us. This will include familiarising you with workspaces, who you will be working with, the campus and its community before you start the formal, scheduled learning weeks.  We have also included a short list of books and other resources that will help you to get a good start in your studies pre-arrival, as well as a note on equipment and materials. If you are extra keen, don’t worry, there will be plenty more later!  If you have any queries, please do not hesitate to contact me at the email address below.  Best wishes and welcome to University life. We look forward to seeing you in September.  Kind regards  **Colin Bailey**  Course Leader  BA Graphic Communication Design  C.R.Bailey@westminster.ac.uk | | | | |
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| |  |  |  | | --- | --- | --- | | **Tuesday 17 September** | | | | **Time** | **Event** | **Location** | | **11:00** | **Meet your Course Leader** | **J2.43 Harrow Campus HA1 3TP** | | **13:00** | **Welcome meeting** | **Auditorium** | | **13:45** | **Enrolment** | **Forum** |  |  |  |  | | --- | --- | --- | | **Wednesday 18 September** | | | | **Time** | **Event** | **Location** | | **11:00 – 16:00** | **Arrival Fair (*optional event)*** | **Forum** |  |  |  |  | | --- | --- | --- | | **Thursday 19 September** | | | | **Time** | **Event** | **Location** | | **11:00** | **Meet the staff and personal tutor allocation** | **J2.43** | | **14:00** | **Introduction to your Virtual Learning Environment** | **J2.43** |  |  |  |  | | --- | --- | --- | | **Friday 20 September** | | | | **Time** | **Event** | **Location** | | **11:00 – 15:00** | **London exhibition trip** | **J2.43** | | | |
| **READING LIST AND USEFUL LINKS**  Graphic Design. The New Basics. Ellen Lupton and Jennifer Cole Phillips. Princeton Architectural Press.  Visual Grammar. Christian Leborg. Princeton Architectural Press.  Graphic Design Theory: Readings from the Field. Edited by Helen Armstrong. Princeton Architectural Press.  Thinking with Type. Ellen Lupton. Princeton Architectural Press.  Graphic Design Visionaries. Caroline Roberts. Lauwrence King Publishing.  Mapping it Out. Hans Ulrich Obrist. Thames and Hudson.    **On the web:**  *Eye* magazine [www.eyemagazine.com/](http://www.eyemagazine.com/)  *Creative Review magazine / website / blog* https://www.creativereview.co.uk/  Typeroom http://www.typeroom.eu/  Scratching the Surface <http://scratchingthesurface.fm/>  Design Observer <https://designobserver.com/>  Readings http://readings.design/ | | |
| ADDITIONAL INFORMATION **EQUIPMENT**  The course studios are all equipped with iMacs running most of the standard design and creative software (Adobe CC, Autodesk suite) plus a range of other production software (Office etc.) and more specialised programs.   The studio is equipped with basic design materials and you will be provided with graphics materials to start your modules (workbooks etc.). However, it is advisable that you start to gather your own toolset (papers, pens, drawing materials) to best support and explore your creative practice.  Throughout your study the use of digital cameras will be necessary (creative process, documentation of work, research). The university has a photographic resource where DSLR cameras can be loaned, however having your own good camera (even a good smartphone camera) will support your study.  The university has an Emergent Media Space where students can access AR, VR and physical computing technologies. We have workshops that contain 3D printers and laser cutters alongside wood and metalwork tools. The university also has an excellent print facility that caters for most forms of printmaking (screen print, intaglio, lithography etc.) | | |
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