

Add. 3		Course program for the first, second and third degree of studies			
1.	Course title	Graphic Design			
2.	Code	122			
3.	Study group(s)	IND			
4.	The organizer of the study program (unit, institute, department)	Faculty of Mechanical Engineering - Skopje, Ss. Cyril and Methodius University in Skopje			
5.	Level (first, second, third)	First			
6.	Academic year / semester	summer	7.	Number of ECTS credits	6
8.	Instructor	Asist. Prof. Ladislav Cvetkovski, MSc, Academy of Fine Arts, UKIM Skopje			
9.	Prerequisites	Industrial Design - passed Design Process - passed			
10.	Course objectives (competences): Historic and technologic development of graphic design, basic principles of formal aesthetic in graphic design. Training of the students for practical solving of design problems in graphic design: design of publications, books, brochures, flyers, logos, posters, banners.				
11.	Course content: History of graphic design, formal aesthetic elements, application of design elements and principles, inspiration, concept creation, application of contemporary graphic design software, practical design solutions and presentation techniques.				
12.	Study methods: interactive lectures, auditory practice and/or laboratory practice, self running and/or team work projects, self learning.				
13.	Total hours	6 ECTS x 30 hours = 180 hours			
14.	Hours allocation per activity:	30 + 30 + 120 + 0 + 0 = 180 hours			
15.	Lectures/Lab	15.1.	Teaching lectures	30 hours	
		15.2.	Practice, seminars, team work	30 hours	
16.	Project Work/Assignments	16.1.	Project assignments	120 hours	
		16.2.	Selfrunning assignments	0 hours	
		16.3.	Home studying	0 hours	
17.	Points/Marks:				
	17.1.	Tests			60
	17.2.	Projects			30
	17.3.	Attendance			10
18.	Grading scale	Under 50		5 (five) (F)	
		51 - 60 points		6 (six) (E)	
		61 - 70 points		7 (seven) (D)	
		71 - 80 points		8 (eight) (C)	
		81 - 90 points		9 (nine) (B)	
		91 - 100 points		10 (ten) (A)	
19.	Prerequisites for taking the final exam	Finished activities 15.1; 15.2; 16.1			
20.	Language of Instruction	Macedonian language			
21.	Course evaluation				
22.	Textbooks				
	22.1.	Instruction materials			
		No.	Author	Title	Publisher
1.	R. Arhajm	Umetnost i vizuelno zabeležuvanje	Studentski kulturen centar, Belgrad	1998	

		2.	Josip Restek	Osnovi grafičkog dizajna	Viša grafika škola, Zagreb	1975
		3.	Hejdo Klajn	Mali leksikon štamparstva i grafike	Jugoslavija, Beograd	1979
	22.2.	Supplemental Instruction Materials				
		No.	Author	Title	Publisher	Year
		1.	Charlotte Fiell, Peter Fiell	Graphic Design for the 21-st Century	Tashen	2005
		2.	Steve Caplin	Art and Design in Photoshop	Elsevier Ltd.	2008
		3.	Adobe Creative Team	Adobe Photoshop CS5 Classroom in a Book	Adobe	2010