

# Bemidji State University

## TADD 3569: Exhibit Design/Environments

### A. COURSE DESCRIPTION

Credits: 4

Lecture Hours/Week: \*.\*

Lab Hours/Week: \*.\*

OJT Hours/Week: \*.\*

Prerequisites: None

Corequisites: None

MnTC Goals: None

Focused study of the essential components of the exhibition design industry as they relate to designing for three-dimensional environments such as corporate lobbies, educational/museum exhibits, outdoor installations/museums, visitor centers, etc. Prerequisites: TADD 1440, TADD 2440, TADD 3440, or consent of instructor; Corequisite: May be taken concurrently with TADD 3440.

**B. COURSE EFFECTIVE DATES:** 08/26/2013 - Present

### C. OUTLINE OF MAJOR CONTENT AREAS

1. Critiques, Museum/Educational Exhibits, Retail Environments, Artifact preservation standards, Traffic flow, Ergonomics & Anthropometrics, Request For Proposals

### D. LEARNING OUTCOMES (General)

1.
  - ¿ Students will apply the principles of design and visual organization to the design of an environment
  - ¿ Students will student will be able to critique a design solution
  - ¿ Students will apply interactivity of various forms to the design of a museum/educational exhibit
  - ¿ Students will be able to search and apply research material to individual solutions
  - ¿ Students will apply appropriate exhibit materials to design solutions
  - ¿ Students will design with attention to preservation of artifacts in museum design
  - ¿ Students will be able to identify various approaches to traffic flow in an environment

### E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

### F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

### G. SPECIAL INFORMATION

None noted