

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