2019 FALL SEMESTER 59 Carroll Hall Tuesdays and Thursdays 4 p.m. Terence Oliver Associate Professor 236 Carroll Hall (919) 843-5841 olivert@email.unc.edu

Office Hours Mondays and Wednesdays 12:15 p.m. to 1:45 p.m. and by appointment

MEJO683

Magazine Design



The magazine industry is characterized by **competition**. Whether a magazine is nationally distributed for a mass audience or a highly specialized title, it will likely have several direct and many more indirect competitors fighting for the same subscribers and advertisers.

To stand out in this crowd, magazines must establish a **recognizable** brand. And while this is done through unique content and the voice of the publication, these concepts are projected through design.

In MEJO683 you will work in a team to develop a design strategy for a new magazine, and then you will produce the first edition.

Magazine Design

Description and policies

Course Description

In Magazine Design you will put the skills from Introduction to Graphic Design and News Design to work as you prototype and create a new publication from scratch. In this class you will continue to develop your skills in Adobe InDesign, Photoshop and Illustrator. This is a capstone project-based class, and you will be working in teams for the semester. Thus, attendance and participation will be crucial, and unexcused absences will affect your final grade (policy on page 4). Note: The schedule in this syllabus is a guideline, and the production schedule is likely to be updated as the semester progresses.

Honor Code:

I expect that each student will conduct himself or herself within the guidelines of the University honor system (http://honor.unc.edu). All academic work should be done with the high levels of honesty and integrity that this University demands. You are expected to produce your own work in this class. If you have any questions about your responsibility or your instructor's responsibility as a faculty member under the Honor Code, please see the course instructor or Senior Associate Dean Charlie Tuggle, or you may speak with a representative of the Student Attorney Office or the Office of the Dean of Students.

Seeking Help:

If you need individual assistance, it's your responsibility to meet with the instructor. If you are serious about wanting to improve your performance in the course, the time to seek help is as soon as you are aware of the problem – whether the problem is difficulty with course material, a disability, or an illness.

Diversity:

The School of Media and Journalism adopted Diversity and Inclusion Mission and Vision statements in spring 2016 with accompanying goals - http://www.mj.unc.edu/diversity-and-inclusion.

The University's statement:

UNC is committed to providing an inclusive and welcoming environment for all members of our community and does not discriminate in offering access to its educational programs and activities based on age, gender, race, color, national origin, religion, creed, disability, veteran's status, sexual orientation, gender identity, or gender expression.

Special Accommodations:

If you require special accommodations to attend or participate in this course, please let the instructor know as soon as possible. If you need information about disabilities visit the Accessibility Services website at https://accessibility.unc.edu/

ACCREDITATION

The School of Media and Journalism's accrediting body outlines a number of values you should be aware of and competencies you should be able to demonstrate by the time you graduate from our program. Learn more about them here:

http://www2.ku.edu/~acejmc/PROGRAM/PRINCIPLES.SHTML#vals&comps

No single course could possibly give you all of these values and competencies; but collectively, our classes are designed to build your abilities in each of these areas. In this class, we will address a number of the values and competencies, with special emphasis on the last seven bullet dots under "Professional values and competencies" in the link above.

Magazine Design

Assignments and grading

Grading

This is a project-oriented course. Therefore, the grading will be based on various in-class/take-home projects (The magazine prototype and style guide, FOB content, BOB content and the design of your well content). Because this class is also about working in groups, some of your evaluation of will be determined by how you worked and communicate with your art director and others.

| Components | | Scale |
|--------------------------------------|-------|--------|
| | Value | Points |
| Front or Back of Book Content/Design | 25% | 94-100 |
| Well Content/Design | 30% | 90-93 |
| Digital Design/Promo | 15% | 87-89 |
| Creative Covers | 30% | 83-86 |
| Total | 100 | 80-82 |
| | | 77-79 |
| | | 73-76 |
| | | 70-72 |
| | | 67-69 |
| | | : |

| Points Grade 94-100 A 90-93 A- 87-89 B+ 83-86 B 80-82 B- 77-79 C+ 73-76 C 70-72 C- 67-69 D+ 63-66 D | Scale | |
|--|--------------|-------|
| 90-93 A- 87-89 B+ 83-86 B 80-82 B- 77-79 C+ 73-76 C 70-72 C- 67-69 D+ | Points | Grade |
| 87-89 B+ 83-86 B 80-82 B- 77-79 C+ 73-76 C 70-72 C- 67-69 D+ | 94-100 | A |
| 83-86 B 80-82 B- 77-79 C+ 73-76 C 70-72 C- 67-69 D+ | 90-93 | A- |
| 80-82 B- 77-79 C+ 73-76 C 70-72 C- 67-69 D+ | 87-89 | B+ |
| 77-79 C+ 73-76 C 70-72 C- 67-69 D+ | 83-86 | В |
| 73-76 C 70-72 C- 67-69 D+ | 80-82 | B- |
| 70-72 C- 67-69 D+ | 77-79 | C+ |
| 67-69 D+ | 73-76 | С |
| | 70-72 | C- |
| 63-66 D | 67-69 | D+ |
| | 63-66 | D |
| 65 and below F | 65 and below | F |
| | | |

Grading criteria

Be prepared to work on your magazines outside of class. You will have time during class for hands-on work, but this generally will not be nearly enough. Computer labs can be used outside of class hours, and you are encouraged to work on your laptop. It is the responsibility of each design team to organize their time in order to meet the deadlines. Each individual must take responsibility and will be held accountable.

These are the main general grading criteria I will be using for the projects:

- 1. Aesthetic design and good use of typography.
- 2. Innovation/creativity (efforts that go beyond the status quo to further the story and enhance communication in different and effective ways).
- 3. Execution.

Every project must be completed on schedule and how you work with the leadership and team at every stage also will have a strong bearing on the assessment.

This will be a newsroom-type atmosphere, so you are expected to conduct yourself in a professional mapper

Grad students: The grade of H should be reserved for truly outstanding work, and it is given rarely. A grade of P is the most common grade, and one students should be proud of. A grade of L is cause of concern. Some of your assignments will also be different from undergraduates.

Other

Attendance Policy

Each student will be allowed two unexcused absences. Since any absence will affect the team, when you are not going to make it to class you must email the professor and the art director before class. Each additional absences beyond two will result in a 5% reduction in your final grade. In addition, every four late arrivals will result in a 5% reduction in your final grade.

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Course calendar

NOTE: This schedule is a guide that is based on real world start-ups and digital supplement creations and will change somewhat as the semester progresses.

| August | Tuesday 20 | Introduction to the course, orientation to the lab, setting goals and expectations. |
|-----------|-------------|--|
| | Thursday 22 | Creative Assignment given and Design Talk 1. |
| | Tuesday 27 | Creative Magazine Design Talk 2 Creative Production |
| | Thursday 29 | Creative Production |
| September | Tuesday 3 | Creative Production |
| | Thursday 5 | Creative Production Discuss Idea Pitches. |
| | Tuesday 10 | Creative Production & Continue Magazine Idea Discussions |
| | Thursday 12 | Creative Cover & Spread Due Continue Magazine Idea Discussions |
| | Tuesday 17 | Magazine idea presentations. Make Decision. Start work on style guide and story list. |
| | Thursday 19 | Continue work on style guide and story list. Work on FOB/BOB |
| | Tuesday 24 | Work to finalize style guide and page templates. Discuss solid ideas with leaders. |
| | Thursday 26 | Production |
| October | Tuesday 1 | Production |
| | Thursday 3 | Production |
| | Tuesday 8 | Production |

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Course calendar

| | 4 | |
|------------|-------------|---|
| | Thursday 10 | FOB/BOB Due |
| October | Tuesday 15 | Well Production |
| Fall break | Thursday 17 | |
| | Tuesday 22 | FOB/BOB Put to Bed Well Production |
| | Thursday 24 | FOB pdfs due to leaders |
| | Tuesday 29 | Production |
| November | Thursday 31 | Production and leaders discuss cover art ideas with professor. Well Due |
| | Tuesday 5 | Production |
| | Thursday 7 | TOC lines should be figured out. |
| | Tuesday 12 | Production and should have ads from Dana PDF of cover for professor to see. |
| | Thursday 14 | Wells put to bed |
| | Tuesday 19 | Production digital proofs due to leaders |
| | Thursday 21 | Production to finalize digital |
| | Tuesday 26 | Thanksgiving Break |
| | Thursday 28 | Complete digital design production for upload |
| December | Tuesday 3 | Final cleanup and Package creation for printing |

Any loose ends finished