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Education

- [2021] – Postgraduate Certificate in Typeface Design, Cooper Union, New York
- [2014] – MFA, Studio Art, University of Nevada Las Vegas
- [2010] – BFA (Cum Laude), Concentration in Graphic Design, Drawing and Painting, University of Nevada Las Vegas
- [2007] – Associate of Art Degree (with Distinction), Truckee Meadows Community College, Reno, Nevada
- [2005] – Diploma, Business Office Technology Vocational, Sierra Nevada Job Corps Center, Reno, Nevada

Solo Exhibition

- [2021] – “eMERGEncy”, Macon Arts Alliance, Macon, Georgia
- [2018] – “ጉዞ ፫ = Journey III”, Charleston Heights Art Gallery, NV
- [2017] – “ጉዞ ፪ = Journey II”, Leland Art Gallery, Milledgeville, GA
- [2015] – “ጉዞ = Journey”, Rotunda Gallery, Las Vegas, NV
- [2014] – “X Y Z = ኤክስ ዋይ ዚ” Donna Beam Art Gallery, Las Vegas, NV
- [2013] – “እራስን ፍለጋ: Self Quest”, Grant Hall Art Gallery, Las Vegas, NV
- [2011] – “The Other Side of Las Vegas”, Winchester Gallery, Las Vegas, NV
- [2009] – “The Beginning of Odyssey”, Clark County Library Art Gallery, Las Vegas, NV
- “The Quest”, Grant Hall Art Gallery, Las Vegas, NV
- “በጦሃል: In Between”, Whitney Library Art Gallery, Las Vegas, NV
- [2005] – “Reflection of Ethiopia” John Ben Snow Memorial Trust Art Gallery, Reno, NV

Selected Group Exhibition

- [2019] – “Form and Function”, The 567 Center, Macon, GA
- [2018] – “Oconee Artist Exhibition” (35th Annual Juried Exhibition), Marlbor Art Center, Milledgeville, Georgia
- “Drawn to Macon” (juried exhibition), Macon Arts Gallery, Macon, Georgia
- “(E)MERGED”, Middle Georgia State University, Cochran, Georgia
(three person exhibition)
- “Meraki”, (Georgia College Art Faculty Exhibition), Leland Gallery, Milledgeville, Georgia
- “Structural Probability”, Greenville Center for Creative Arts, Greenville, SC **(three person exhibition)**
- [2017] – “(E)MERGED”, Mercer University, Macon, GA **(three person exhibition)**
- Invitational exhibition, ASBDA (Asian Society of Basic Design & Art), Seoul, S. Korea
- COPLAC 2017: Group show, Asheville, NC
- [2016] – “Life Is Beautiful”, Life is Beautiful Festival at Downtown Las Vegas, NV
- “Sights Unseen at UNLV”, Lee and Thomas Beam Music Center, Las Vegas, NV
- [2015] – “The Auction”, MCQ Fine Art, Las Vegas, NV
- “ZAP! 7 The Artists Who Took Over Maryland Parkway”, Nevada Humanities

Selected Group Exhibition (cont.)

- Program Gallery, Las Vegas
- [2015] – “Q4 2015”, R. Cline Arts, Las Vegas, NV **(two person exhibition)**
- [2013] – “Selected works from UNLV Masters of Fine Arts Graduate Studio”, Curated by Marty Walsh, Trifecta Gallery
 - “The Point of View”, SpringHill Gallery, Las Vegas, NV
 - “Looking the Other Way,” A Juried Art Exhibition, Left of Center Art Gallery, Las Vegas, Nevada
 - “ArtNight Juried Exhibition: Luminous Passage”, SpringHill Gallery, Las Vegas
- [2012] – “Vegas Scapes”, City Hall Chamber Gallery, Las Vegas, NV
 - “We Will Survive”, Barrick Museum, Las Vegas, NV
- [2011] – “2011-2012 BFA/MFA Auction”, MCQ Fine Art, Las Vegas, NV
 - “Time For a Hundred Visions”, Left of Center Art Gallery, Las Vegas **(two person exhibition)**
- [2010] – First Friday Art Show, 8 Ball Bail Bond, Las Vegas, NV
 - “Bachelor of Fine Arts Exhibition”, Donna Beam Fine Art Gallery, Las Vegas, NV
 - “Bachelor of Fine Arts Exhibition”, Grant Hall Gallery, Las Vegas, NV
 - “Bachelor of Fine Arts Exhibition”, Brain and Jesse Metcalf Art Gallery, Las Vegas
 - “Las Vegas Perspective”, City Hall Bridge Gallery, Las Vegas, NV
 - “Red”, Vagus Nerve Gallery, Las Vegas
 - “A curated exhibit by Associate Professor Mary Warner of 2D work of UNLV Art Students”, Rainbow Library Art Gallery, Las Vegas, NV
 - “Bamboozled” graphic design group show, the Marjorie Barrick Museum, Las Vegas, Nevada
 - Juried Art Show, Centennial Hills Library Art Gallery, Las Vegas, NV
 - “Stimulate the Foreign Mind”, Grant Hall Gallery, Las Vegas, Nevada **(three person exhibition)**

Work Experience

- [Present-2021] – Associate Professor of Art – Graphic Design, Georgia College & State University
- [2021-2016] – Assistant Professor of Art – Graphic Design, Georgia College & State University
 - Developing Curricula for the BA in Art with Graphic Design Concentration, and
- [2019-2016] – Graphic Design Minor, Georgia College & State University
 - Adjunct Professor of Design & Media Studio, University of Nevada Las Vegas
- [2016-14] – Oversee the Design Fundamentals III (Digital), UNLV
- [2016-15] – Create, develop and maintain the Department of Art website, UNLV
- [2016-15] – Create, develop and maintain UNLV- MFA Graduate Studies in Studio Art website
- [2016-12] – Independently Teach Art 256 (Graphic Design I), UNLV
 - [2014] – Graduate Teaching Assistant in Painting for Assistant Professor Jose Bellver, University of Nevada Las Vegas
 - Independently Teach Art 156 (Design Fundamentals III), UNLV
- [2013] – Independently Teach ART 356 (Graphic Design II), UNLV
 - Graduate Teaching Assistant for Associate Professor Helga Watkins, UNLV
 - Independently Teach ART 256 (Graphic Design I), UNLV
- [2012] – Graduate Teaching Assistant for Associate Professor Helga Watkins, UNLV
- [2012-11] – Graduate Teaching Assistant for Associate Professor Sang-Duck Seo, UNLV
 - Graduate Teaching Assistant for Instructor Fred Mitchell, UNLV
- [2010-09] – Computer Assistant, Lied Library, UNLV

Awards & Honors

- [2018] – Third Place winner at 35th Annual Juried Exhibition, Marlor Art Center
- [2017] – Faculty Research Grants, GCSU
 - Faculty Development Grant, GCSU
- [2015] – Jackpot Grant, Nevada Arts Council (NAC), Carson City, NV
 - “Zap 7: Mural painting on utility boxes”, Metro Arts Council and Clark County Parks and Recreation
- [2014-11] – Graduate Assistantship, University of Nevada Las Vegas
- [2014-11] – Marjorie Francis Laird Scholarship
- [2014-08] – African Heritage Award, University of Nevada Las Vegas
- [2013] – “Zap 5: Mural painting on utility boxes”, Metro Arts Council and Clark County Parks and Recreation
 - Honorable Mention, “Social Justice Juried Show”, Left of Center Art Gallery, Las Vegas, Nevada
- [2012] – Best of Student: College Level, “ArtNight Juried Exhibition: Luminous Passage”,
 - Spring Hill Gallery, Las Vegas, Nevada
- [2012-07] – Dean’s Honor List, University of Nevada Las Vegas
- [2010-09] – DeVos Scholarship
- [2009] – Best in Show award for “The 2009 Annual: Bring It To Life” Graphic design competition, University of Nevada Las Vegas
- [2007-05] – Golden Key International Honor Society
- [2007-05] – Dean’s Honor List, Truckee Meadows Community College, Reno, NV
- [2007] – Medal recipient – student of the year for best of Meadow art, Truckee Meadows Community College, Nevada
 - First place for the Meadow Journal art award, Truckee Meadows Community College, Reno, Nevada
 - First place in Mixed Media category, Truckee Meadows Community College, Reno, Nevada
 - Honorable Mention in the Drawing category, Truckee Meadows Community College, Reno, Nevada
- [2006] – Third place in the Drawing Category, Truckee Meadows Community College, Reno, Nevada
- [2004] – First place for artistic interpretation of the poem “The Road”, Sierra Nevada Job Corps Center, Reno, Nevada
 - Third place for artistic interpretation of the poem “The Road”, Sierra Nevada Job Corps Center, Reno, Nevada

Mentorship & Curating

- [2021] – Mentored senior student Stephanie Johnson for 2021 National Conference on Undergraduate Research (NCUR), Accepted project title: “Trakr: A Mobil Application Design to Improve Consistency and Efficiency of Pet Care”
 - Mentored senior student Jenna Bryson for 2021 National Conference on Undergraduate Research (NCUR), Accepted project title: “ZEIZURE - A Safety Protocol & Data Collection Appliation”
 - Mentored senior student Ruthie Hagler for 2021 National Conference on Undergraduate Research (NCUR), Accepted project title: “Interface for Mobile Application to Assist Pet Owners”

Mentorship & Curating (cont.)

- [2021] – Mentored senior student Stephanie Johnson for the 24th Annual GC Research Conference, Accepted project title: “Trakr: A Mobil Application Design to Improve Consistency and Efficiency of Pet Care”
- Mentored senior student Jenna Bryson for the 24th Annual GC Research Conference, Accepted project title: “ZEIZURE - A Safety Protocol & Data Collection Appliation” (**Poster Presentation Winner**)
- Mentored senior student Ruthie Hagler for the 24th Annual GC Research Conference, Accepted project title: “Interface for Mobile Application to Assist Pet Owners”
- Mentored senior student Jenna Bryson for the Southeast COPLAC Conference 2021, Accepted project title: “ZEIZURE - A Safety Protocol & Data Collection Appliation”
- [2020] – Mentored senior student Lindsey Watts for 2020 National Conference on Undergraduate Research (NCUR), Accepted project title: “National Park Services Rebranding: Increasing the National Park Budget through Design”
- Mentored senior student Zade Zafar for 2020 National Conference on Undergraduate Research (NCUR), Accepted project title: “Designing for Modern Luxury: Research of the Process of Modern Design and Application to Luxury Branding”
- Mentored senior student Jonathan Masters for 2020 National Conference on Undergraduate Research (NCUR), Accepted project title: “Exploration of Currency Design Through Modernization and Historical and Natural Inspiration”
- [2019] – Mentored senior student Claire Crowe for the COPLAC Southeast Regional Undergraduate Research and Creative Activity Conference, Accepted project title: “Mobile Application Design Research to Improve Quality of Work for Taxi Drivers”
- Mentored senior student Jamie Pfeifer for the 22nd Annual GC Research Conference, Accepted project title: “Dog-Designed for Culinary Creativity: “Hungry Hound” Application Aids in Easiness of Cooking”
- Mentored senior student Sierra White for the 22nd Annual GC Research Conference, Accepted project title: “Mobile Application for Animal Health: A Design Research in User Interface”
- Mentored senior student Zade Zafar for the 22nd Annual GC Research Conference, Accepted project title: “Designing Mobile Applications for Traditional Photography: Modern design for traditional work”
- Mentored senior student Jonathan Masters for the 22nd Annual GC Research Conference, Accepted project title: “Gallerie: A solution to the museum headache”
- Mentored senior student Claire Crowe for the 22nd Annual GC Research Conference, Accepted project title: “Mobile Application Design Research to Improve Quality of Work for Taxi Drivers”
- Mentored senior student Elizabeth Sockwell for the 22nd Annual GC Research Conference, Accepted project title: “Mobile Application for Georgia College Students: Design Research Study to Increase Connection Between Georgia College Students and Georgia College”
- Mentored senior student Lindsey Watts for the 22d Annual GC Research Conference, Accepted project title: “Hyke: A Mobile App to Assist in Hiking”

Mentorship & Curating (cont.)

- [2019] – Mentored senior student Jamie Pfeifer for 2019 National Conference on Undergraduate Research (NCUR), Accepted project title: “Dog-Designed for Culinary Creativity: “Hungry Hound” Application Aids in Easiness of Cooking”
- Mentored senior student Sierra White for 2019 National Conference on Undergraduate Research (NCUR), Accepted project title: “Mobile Application for Animal Health: A Design Research in User Interface”
- Mentored senior student Zade Zafar for 2019 National Conference on Undergraduate Research (NCUR), Accepted project title: “Designing Mobile Applications for Traditional Photography: Modern design for traditional work”
- Mentored senior student Jonathan Masters for 2019 National Conference on Undergraduate Research (NCUR), Accepted project title: “Gallerie: A solution to the museum headache”
- Mentored senior student Claire Crowe for 2019 National Conference on Undergraduate Research (NCUR), Accepted project title: “Mobile Application Design Research to Improve Quality of Work for Taxi Drivers”
- Mentored senior student Elizabeth Sockwell for 2019 National Conference on Undergraduate Research (NCUR), Accepted project title: “Mobile Application for Georgia College Students: Design Research Study to Increase Connection Between Georgia College Students and Georgia College”
- Mentored senior student Lindsey Watts for 2019 National Conference on Undergraduate Research (NCUR), Accepted project title: “Hyke: A Mobile App to Assist in Hiking”
- [2018] – Mentored senior student Kristen Pack for 2018 National Conference on Undergraduate Research (NCUR), Accepted project title: “The Future of American Currency Through Improved Artistic and Security Elements”
- Mentored sophomore student Jacalyn Carper for 2018 National Conference on Undergraduate Research (NCUR), Accepted project title: “Mobile Application to Assist Learning: Design Research to Increase Productivity”
- Mentored senior student Kristen Pack for the 21st Annual GC Research Conference, Accepted project title: “The Future of American Currency Through Improved Artistic and Security Elements”
- Mentored sophomore student Jacalyn Carper for the 21st Annual GC Research Conference, Accepted project title: “Mobile Application to Assist Learning: Design Research to Increase Productivity”
- [2017] – Led and guided intermediate and advanced Graphic Design students to create logo and guide booklet for the Milledgeville Museum Association
- Led and guided Graphic Design students to create postcards for the GCSU Advancement Department.
- Co-curated online exhibition for COPLAC 2017
- Juried art exhibition by Inmates of the Baldwin State Prison, Milledgeville, GA
- [2015] – Curated “256” Graphic Design show at the Grant Hall Gallery, LV

Press, Publication & Workshop

- [Present -2019] – Andafta Media uses 5 of my Ethiopic (Ge’ez) typefaces on their daily television and YouTube productions
- Zehabesha: an online media uses 4 of my Ethiopic (Ge’ez) typefaces for their daily online and YouTube production

Press, Publication & Workshop (cont.)

- [Present -2019] – Arts Tv uses 4 of my Ethiopic (Ge'ez) typefaces for the intro part of their different programs produced and aired during their weekly schedule and holiday specials such as New Year, Christmas, and Easter
- [2019] – Participated in the “Fall Fest” Representing the Department of Art, Milledgeville
- [2018] – Participated in the “Deep Roots Festival” Representing the Department of Art, Milledgeville, Georgia
- [2017] – Participated in the “Deep Roots Festival” Representing the Department of Art, Milledgeville, Georgia
 - One of my designs featured in the book published by ASBDA (Asian Society of Basic Design & Art), Seoul, S. Korea
- [2016] – Participated in the “Deep Roots Festival” Representing the Department of Art, Milledgeville, Georgia
- [2016] – Participated COPLAC conference, Summer Institute on Liberal Learning, University of North Carolina Asheville, NC
 - Juried art exhibition by Inmates of the Baldwin State Prison, Milledgeville, GA
 - Participated in the “Deep Roots Festival” Representing the Department of Art, Milledgeville, GA
 - “20/20 What’s in a Sketch?” Organized by Associate Professor Sandra Trujillo, Georgia College & State University
- [2015] – Jun, Y., Jang, G., Cho, B.-K., Trubatch, J., Kim, I., Seo, S.-D., Oh, P.Y. (2016) “A humanoid doing an artistic work - graffiti on the wall,” 2016 IEEE/RSJ International Conference on Intelligent Robots and Systems (Participated in developing illustration of Las Vegas cityscape so that the robot could paint it on the wall).
 - “Zap 7”, Clark County, Las Vegas, NV
- [2013] – “The Meadow” Journal, Reno, NV
- [2012] – EBSTV interview, Semonun Addis Program
 - Ethiopian Television (ETV) Entertainment News an interview about the poetry book I published, Addis Ababa, Ethiopia
 - Addis Ababa Mestedader TV, Addis Ababa, Ethiopia
- [2011] – Steve Bornfeld, “Artist travels from Ethiopia to ‘The Other Side of Las Vegas’ at Winchester Gallery, Las Vegas Review-Journal, Las Vegas, NV
 - Kristen Peterson, “Local artist Abraham Abebe’s dreamy take on the Las Vegas landscape, Las Vegas Weekly, Las Vegas, NV
 - Jarret Keen, “Power Lines and Parking Lots: A new art show digs beneath Vegas’ glitzy veneer to show us what we’d otherwise ignore, Vegas Seven, Las Vegas
 - Helina Radio, Las Vegas, NV
 - Clark County Television (CCTV) Channel 4, Las Vegas, NV
 - Facilitate and lead scratch art workshop for Winchester Skating Team, Winchester Cultural Center, Las Vegas, NV
 - Facilitate and lead scratch art workshop, Left of Center Art Gallery, Las Vegas
- [2009/07] – “The Meadow” Journal, Reno, NV
- [2009] – “Vagus Nerve” UNLV Art Journal, Las Vegas, NV
 - Helina Radio, Las Vegas, NV
- [2005] – Encore newspaper, Vol. 30 No, 11, Reno, NV

Book Publication

- [2018] – “Professor Fuzo: Poems and Short Stories” (experimental typography book written in Amharic, published in the USA)
- [2012] – “Eggmel”, (a book of poetry written in Amharic, published in Ethiopia)

Typeface Design

- [2020] – “Shiromeda-Serif”, Ethiopic (Ge’ez) typeface that contains three weights (regular, semi-bold and bold), was designed, digitalized and distributed for free. It includes all characters and glyphs.
 - “Entoto”, Ethiopic (Ge’ez) typeface, was designed, digitalized and distributed for free. It includes all characters and glyphs.
 - “Arada”, a sans serif Latin typeface, was designed, digitalized and distributed for free. It includes all characters and glyphs.
 - “Shiromeda Outline”, Ethiopic (Ge’ez) typeface, was designed, digitalized and distributed for free. It includes all characters and glyphs.
 - “Meaza”, Ethiopic (Ge’ez) typeface, was designed, digitalized and distributed for free. It includes all characters and glyphs.
- [2020-2019] – “Menelik”, a sans serif Latin typeface, was designed, digitalized and distributed for free. It includes all characters and glyphs.
 - “Anbassa”, a serif Latin typeface, was designed, digitalized and distributed for free. It includes all characters and glyphs.
 - “Neteru”, Ethiopic (Ge’ez) typeface, was designed, digitalized and distributed for free. It includes all characters and glyphs.
 - “Tayitu”, Ethiopic (Ge’ez) typeface, was designed, digitalized and distributed for free. It includes all characters and glyphs.
 - “Adwa”, Ethiopic (Ge’ez) typeface that contains two weights (regular and bold), was designed, digitalized and distributed for free. It includes all characters and glyphs.
 - “Shiromeda”, Ethiopic (Ge’ez) typeface that contains three weights (regular, semi-bold and bold), was designed, digitalized and distributed for free. It includes all characters and glyphs.

Services

- [Present-2021] – Diversity Committee
- [Present-2019] – Chair - Visiting Artist & Scholar Committee (VASC)
- [Present-2016] – Senior Capstone Advising Committee
- [Present-2020] – Supervise, update and maintain the Senior Capstone Exhibition website, GCSU
- [Present-2017] – Update and maintain the Department of Art website, GCSU
 - [2021-2020] – Graphic Design faculty Search committee
 - [2021-2020] – University Senate
 - [2020-2018] – FAPC (Faculty Affairs Policy Committee)
 - [2020-2017] – Dean’s Advisory Committee
 - Faculty Advisory Committee for Academic Advising
 - Department Excellence Award Committee
- [2019-2017] – President’s Purchase Award Committee
- [2018] – Ceramics Technician Staff Search Committee

Courses Taught

– ***Special Topics in Design***

This course allows students to investigate advanced and sophisticated design methodologies to solve complex visual problems. Emphasis is given to aesthetic, function and security. Projects are intended to teach students the foundation principle of designing sequential book, website prototype, currency, passport, identification card and other related subjects. Students will learn color application, structure formation, content development, pattern invention, and security implementation.

– ***Graphic Design Studio III***

Graphic Design Studio III is an advanced studio class focuses on researches, case studies, experiments, and prototypes. In this course, students will develop critical thinking and design expertise to be able to solve visual problems in professional manner. This course will allow students to work as a team, and the specific project will provide guidance to establish professional relationship with real time clients.

A major focus in this class will be given to the development of framework within appropriate context. Students will learn how to develop comprehensive design using different methods and techniques. Student will also use their skill-set and knowledge learned from previous design classes to further their expertise in combining design principle, color theory, typography, grid, layout and form.

– ***Typography***

Typography provides a platform for students to learn theoretical and practical methodologies so that they be able to refine their design skill in using typeface. Typography is one of the fundamental elements in graphic design and it requires understanding of history, structure, hierarchy, composition, communication and terminology. Understanding of type in the design context will allow students to expand their creativity into the advanced level of design courses.

Greater emphasis is given on the area of grid structure, paragraph aesthetics, content hierarchy and kinetic expression. Topics in the projects will address variety of issues such as understanding of formal and conceptual typeface systems, learning the history of typeface, understanding of the static and dynamic aspects of typographic elements, and the anatomy and aesthetic qualities of letterforms.

– ***Graphic Design Studio II***

Graphic Design Studio II is an intermediate studio class focusing on solving design problems through conceptual thinking and creative process. Course study will focus on understanding of grid structure, typeface, symbology, hierarchy, focal point, and visual balance. Students gain understanding of design theory, research methodology, critical thinking and marketing strategy in order to cultivate creative solutions to their design projects. This course provides platform for students to participate and collaborate in hands on group projects so that it will allow students to develop their design and communication ability to engage and work with real clients from the community.

Courses Taught (cont.)

– Graphic Design Studio I

Graphic Design Studio I is a beginning studio class focusing on vector drawing, idea development and skill refinement. Students will learn basic design principle through theoretical methodologies and practical experimentations. The emphasis is given to develop expertise in the area of computer programs such as Adobe Illustrator, Photoshop and InDesign.

– Intro to the Computer in Art

Intro to the Computer in Art is an introductory course that emphasizes in the foundation of digital media. Through hands-on projects, lectures and tutorials, students will learn the basic techniques and will gain the knowledge in the area of critical thinking and conceptual understanding. Assigned projects are divided into three parts to help students develop technical skill, design methodology and critical thinking. The following are digital programs to be used in the class as a main medium such as Adobe Photoshop, Illustrator, InDesign, After Effects and PowerPoint.

– Two-Dimensional Design

Two-Dimensional Design is addressing the principles of design such as color, value, line, shape, form, texture, perspective, depth, value, contrast, unity, balance, emphasis, harmony, and aesthetic. Projects are given to challenge students in the problem solving process. Students will be guided to develop foundational skill, critical thinking and visual communication through theoretical and practical methodology.

– Drawing

This introductory drawing course is designed to provide students with basic observational drawing skills. Through exercise and practice students will learn about mark making, line weight, perspective, value structure, and composition. Students will develop a vocabulary to discuss concerns relating to their drawings as well as others.

– Design Ideation and Process

This course explores a range of approaches and strategies to develop conceptual and theoretical design frameworks. Students will apply design methodology to utilize creativity and critical thinking. Projects are designed to guide students in the process of solving visual problems conceptually. The course will also explore design principles and research methodologies to solve design problems.

– Graphic Design: Independent Study

This course allows the student to explore topics of interest to conduct in-depth research under the close supervision and evaluation of a faculty member.

– Advanced Studio Problems

This course explores individual problems in the studio and graphic design areas.

– Arts Practicum

This course provides students with opportunity to develop graphic design skill, to

Courses Taught (cont.)

expand research capacity, to learn teaching methodology, and to acquire studio maintenance capability.

– **Digital IV: Community Projects**

This course serves as a hybrid to crossover between motion and print based design ideology. Computer is mainly used to explore creative and time-based medium. Concepts such as typographic motion, illustrative animation, and sound manipulation will be introduced to help students understand how time based animation works.

– **Digital III: Video & Sound**

Community based design will bring understanding of User Experience (UX) and User Interface (UI). Students will explore surroundings to improve visual communication for better and easier navigation. Emphasis in this course will be put on art making and reception within cultural, historical, and technical context. Many strategies such as experimental narratives, research development, sketch experiment, and peer to peer assessment will be considered.

– **Digital I: Digital Print**

Digital Print is a studio class focusing on idea development and skill refinement. The computer is used as a creative print medium introducing software, technique, and marketing strategy that will help students to achieve effective visual communication. The course primarily emphasizes in vector drawings and digital manipulation within cultural, historical, and social context.

Curriculum Development

– **BA in Art with Graphic Design Concentration** (authored)

Authored the new curriculum for the Graphic Design Concentration, which gained university and state approval. The curriculum included the development of seven new courses:

- ARTS 2630 Graphic Design Studio I
- ARTS 3631 Typography
- ARTS 3635 Graphic Design Studio II
- ARTS 4630 Graphic Design Studio III
- ARTS 4635 Special Topics in Design
- ARTS 4981 Graphic Design Capstone I
- ARTS 4982 Graphic Design Capstone II

– **Graphic Design Minor** (authored)

Authored the new curriculum for the Graphic Design Minor, which gained university and state approval.