

SYLLABUS - FALL 2025

MCOM 4380.060 Brand Identity Design

Online

Instructor: Vanessa Joyner

Office: CAS 224

Phone: 903-566-7301

Email: vjoyner@uttyler.edu

(The best way to contact me is by email)

Office Hours: Wednesdays 11:00 AM and 2:00 PM and by appointment

Course Overview:

Brand Identity Design covers the theory and practice of creating brand identity design products. A brand is expressed in a system of tangible items that fuel the recognition of that brand. These items typically have a strong identity that separates them or makes them stand out. This course encourages students to learn brand strategy and what it takes to be very different. By practice, learn how to create and design projects, such as logos and business cards, that support and enhance a brand with various graphic applications. There will also be a special project to be announced each semester. (MCOM 2306 Media Design or demonstrated competency with software.)

Student Learning Outcomes:

1) Demonstrate progressive Adobe Creative Suite application competency with the following applications, Adobe InDesign, Adobe Illustrator, Adobe Photoshop.
2) Create their own graphics and creative projects such as logo design, ad designs, brochures, stationery, photography and more with the use of these applications.
3) To understand various methods of creating brand identity products such as (but not inclusive of all) logos, posters, ad design and campaigns, greeting cards, and more which will be useful for personal and/or commercial publication.
4) Using preferred brand identity methods, research and communicate the viability of an idea or a brand with a strategy.
5) With the creative brief as a guide, apply the theories of design to create an identity for a product or service. Construct a style or graphics standards guide to support a consistent brand image.
6) Understand what differentiates or sets a product apart from others.
7) Know how to draw up a brand strategy, client brief and design strategy.

Required Textbooks and Readings:

- LIBRARY: Free ebook
Brand Identity Essentials, Revised and Expanded, 100 Principles for Building Brands
by Kevin Budelmann; Yang Kim
<https://go.openathens.net/redirector/uttyler.edu?url=https%3A%2F%2Febookcentral.proquest.com%2Flib%2Futtyler%2Fdetail.action%3FdocID%3D5762383>
Publisher: Rockport Publishers
ISBN: 9781631597084, 1631597086
eText ISBN: 9781631597091, 1631597094
Copyright: 2019
(and in VitalSource – Not free)
 - Purchase – Bookstore
Do-It-Yourself Brand Design: Make Logos, Ads and Everything In-Between Paperback – March 27, 2014 by Gabrielle Weinman (Author)
ISBN-10: 1496143396, ISBN-13: 978-1496143396
Click link: <https://books.apple.com/us/book/do-it-yourself-brand-design/id871881123>
 - LIBRARY – Free ebook
Packaging Essentials: 100 Design Principles for Creating Packages, by Candace Ellicott and Sarah Roncarelli.
<https://ebookcentral.proquest.com/lib/uttyler/detail.action?docID=3399726>
-

Other items not required:

- Designing Brand Identity: An Essential Guide for the Whole Branding Team [Hardcover]
by Alina Wheeler Edition: 5th 18
ISBN: 9781118980828
EBOOK: by Wheeler, Alina (9781119375418) SKU:9781119375418 - 5TH 18
Or through VitalSource
<https://www.vitalsource.com/referral?term=9781119375418>
- Zag: The Number One Strategy of High-Performance Brands [Paperback]
ISBN-13: 978-0321426772 ISBN-10: 0321426770 Edition: 1st by Marty Neumeier
EBOOK: by Neumeier (9780132798129) SKU:9780132798129 – 07
Or through VitalSource at:
<https://www.vitalsource.com/referral?term=9780132798129>

[Adobe Creative Cloud Subscription](#) - \$29.99 Month (not required, but helpful for 24-hour access to Adobe applications).

Alternative: Make use of the school-supplied lab computers in CAS 106.

Additional Cost:

Piddlin' Pottery - \$15 - \$25 (required)
Additional supply cost - \$20?

Special Course Notes: -- The listed items are required.

- 1) A PC or Macintosh computer that is capable of running graphics applications. A minimum of 8 GB of RAM or more. Mini-computers are not recommended.
- 2) The computers in CAS 106 are available for your use according to the posted schedule, but only if another class is not in session.
- 3) Permission form for use of photographs and artwork in publications and websites.
- 4) Photography/Video Consent Form

Assignments and weights/point values

1. Exercises	25%
(May include: Field Trips, Guest Speakers, Critiques, Class Participation, and more)	
2. Exams or Quiz	30%
3. Projects	
(May include: Service Project, and more).	35%
Total	100%

Grading Scale:

A	93% or greater
B	83 – 92%
C	73 – 82%
D	63 – 72%
F	below 63%

Late Work and Make-Up Exams: For unexpected events in our lives, most of the time, you will receive full credit for late work. Other situations may result in a 10 – 20 pt grade reduction.

Graded Course Requirements Information: TEC 51.9705 (HB 2504) Detailed information will be provided in class and on Canvas.

- 1) Course Beginning
 - a) Introductory Exercise
 - b) Quiz - To show understanding of course objectives.
- 2) Brand Identity Essentials, Do-It-Yourself Brand Design and Packaging Essentials:
 - a) Exams
 - b) Design a personal brand identity
 - c) Special Project
 - d) Brand Bible
 - e) Portfolio

Calendar of Topics, Readings, and Due Dates

Note the last date to drop the course is included in the calendar along with the final exam date and time.

A – Assignment **LEC** – Lecture **DIS** – Discussion **CRIT** – Critique **G** – Graded **UG** – Ungraded

Module 1: Introduction / Zag / Graphic Design / Designing Brand Identity			
Week #	Date	Class Topic	Readings/Exams
1	T 8/26	Read – Syllabus Introduction and Welcome to Class in Canvas ASSIGN – Getting Started Quiz, and Introductory Exercise (Favorite Game) Both Due 9/4	Read: Brand Identity Essentials (BIE) Essential Tools Ch 1
	TH 8/28	Lecture: Chapter 1 of Brand Identity Essentials (BIE) <ul style="list-style-type: none"> Essential Tools Ch 1 Lecture: Brand Identity Historical Overview, Questions in Canvas Video: Canva	Read: Graphic Design Overview
2	T 9/2	Lecture: Continue Chapter 1 of BIE – Essential Tools Lecture: Graphic Design Overview <ul style="list-style-type: none"> Discussion Board – Submit Answers (G) 	Read: Do-It-Yourself Brand Design
	TH 9/4	Lecture: Continue Chapter 1 of BIE- Essential Tools, Cont. Lecture: Do-It-Yourself Brand Design ASSIGN – <u>DIYBD PERSONAL BRANDING – PART 1</u> (Template, Checkpoints, Name, Brief, Logo Thumbnail, Finished Logo) To Do: <ul style="list-style-type: none"> Critique 1 Part 1 – Logo thumbs Due 9/9 Critique 1 Part 2 – Template, Checkpoints, Name, Brief, Finished logo only Due 9/16 	QUIZ : Getting Started EXERCISE : Introductory Exercise Read: Brand Identity Essentials (BIE) Essential Decisions Ch 2
3	T 9/9	Lecture: Chapter 2 of BIE - Essential Decisions <ul style="list-style-type: none"> Critique 1 Part 1 – Logo Thumbs/ Pick Best 	Discussion Board – Answer Questions – Ch 1 Essential Tools (UG)
	TH 9/11	Lecture: Continue Chapter 2 of BIE - Essential Decisions	Read: Brand Identity Essentials (BIE) Essential Strategies Ch 3
4	T 9/16	Lecture: Continue Chapter 3 of BIE – Strategy <ul style="list-style-type: none"> Critique 1 Part 2 – Template, Checkpoints, Name, Brief, Finished logo 	Discussion Board – Answer Questions – Ch 2 Essential Decisions (UG)

	TH 9/18	<p>Lecture: Continue Chapter 3 of BIE - Strategy</p> <p>ASSIGN – DIYBD PERSONAL BRANDING – PART 2 (Mood Board, Style Clues, Ad Design Thumbnail, Business card, and Letterhead)</p> <ul style="list-style-type: none"> ○ Critique 2 Part 1 – Due 9/25 Mood Board, Style Clues, Ad Design Thumbnail, Business card, and Letterhead ○ Critique 2 Part 2 – Due 10/2 Finished Ad 	
5	T 9/23		Exam BIE Online – Ch 1,2
	TH 9/25	<ul style="list-style-type: none"> • CRITIQUE 2 Part 1 – (Mood Board, Style Clues, Ad Design Thumbnails, Business card, and Letterhead) 	
6	T 9/30	Work Day	Exam BIE Online – Ch 3
	TH 10/2	<ul style="list-style-type: none"> • CRITIQUE 2 Part 2 – Ad Design 	Read: Packaging Essentials
7	T 10/7	<p>Lecture: Packaging Essentials – Discussion</p> <p>ASSIGN PACKAGE – GAME BOARD (Includes: Creative Brief, Strategy, Mood Boards, Style Cues, Thumbnails of Logo, Thumbnails of Game, Game Design Cover, Game Design All)</p> <p>Critique 1 GB – Thumbnails Due 10/14</p> <p>Critique 2 GB – Logo 1st Proof Due 10/21</p> <p>Critique 3 GB – Game Board Cover Due 10/28</p> <p>Critique 4 GB – Game Board All Due 11/4</p>	
	TH 10/9	Work Day	Quiz Packaging Essentials
8	T 10/14	<ul style="list-style-type: none"> • Critique 1 GB - Game Board Logo Thumbnails/Pick best <p>Lecture: Packaging Essentials/Board Game Package/Set up in App (IND or ILLU or Canva)</p>	
	TH 10/16	Work Day	
9	T 10/21	<ul style="list-style-type: none"> • Critique 2 GB –Logo 1st Proof <p>Work on Package</p>	
	TH 10/23	Work Day	
10	T 10/28	<ul style="list-style-type: none"> • Critique 3 GB – Logo Finish/Game Board Cover/Test Game with Class Partner <p>Work on Package</p>	

	TH 10/30	Work Day	Quiz Online: DIYBD & Packaging Essentials
11	T 11/4	Critique 4 GB – Game Board All	
	TH 11/6	Work Day	
12	T 11/11	ASSIGN - BRAND BIBLE, Due 11/20 and 12/4	
	TH 11/13	Lecture: Brand Bible Work Day	
Week 13	T 11/18	Work Day	
	TH 11/20	CRITIQUE 1 BRAND BIBLE ASSIGN: PORTFOLIO	
Week 14	T 11/24	Thanksgiving	
	TH 11/28	Thanksgiving	
Week 15	T 12/2	Work Day – Submit Questions if needed.	
	TH 12/4	CRITIQUE 2 BRAND BIBLE CRITIQUE PORTFOLIO	
		Finals	