

# ED: ED–Exhibition Design (MA)

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## **ED 521 — The Museum's Role: Museums & Permanent Exhibits**

3 credits; 3 lecture hours

Explores the history of the museum and its role in modern society. Students will work with exhibit designers and other museum professionals to examine the effects of technology, special interests, nationalism, scientific advancement, nostalgia, and entertainment on both temporary and permanent installations. The role of governmental, private, corporate, art, science, and historical museums is reviewed, along with the educational mission of the institution.

## **ED 523 — Exhibition Design for the Museum Setting**

3 credits; 6 lab hours

This studio-based course explores the great diversity of museum exhibitions such as permanent, pop-up, traveling, virtual and collections-based, and the myriad types of museums including art, historic, children's, science, halls of fame, zoos, botanic gardens, religious, and memorials. This course incorporates multiple applied projects featuring a complete exhibition concept design program for a museum client.

Prerequisite(s): ED 591

Co-requisite(s): ED 543.

## **ED 531 — Presentation Techniques**

3 credits; 6 lab hours

Introduces the planning and design of professional presentations, including drawings, digital images, and boards. Quick and formal sketch techniques, as well as appropriate materials, are reviewed. This course functions in an interdisciplinary manner with ED 542.

## **ED 532 — Advanced Presentation Techniques**

3 credits; 6 lab hours

Covers digital enhancement of manual sketches, portfolio development, and the design, style, layout, content, labeling, and material for each individual's thesis project.

## **ED 541 — Introduction to Exhibition Design Graphics**

1.5 credits; 3 lab hours

Introduces the principles and history of graphic design. Develops a working knowledge of the complementary role graphics plays in exhibit design, as well as an understanding of typographic style, image concept, theme response, brand identity issues, and product graphic requirements. This course will function in an interdisciplinary manner ED 581.

## **ED 542 — Exhibition Design Graphics I**

3 credits; 6 lab hours

Explores graphic design communication system, including graphic identity and program development. Imagery and typographic solutions, with an emphasis on two- and three-dimensional design development, are covered. Guest lecturers and site visits included. This course functions in an interdisciplinary manner with ED 582.

## **ED 543 — Exhibition Design Graphics II**

3 credits; 6 lab hours

Focuses on the development of the interactive components and graphic elements, specifically all collateral and print items, for each individual's thesis project. Covers the graphics requirements of the Americans with Disabilities Act (ADA). This course functions in an interdisciplinary manner with ED 532, ED 551, and ED 583.

### **ED 551 — The Exhibition Model**

3 credits; 6 lecture hours

Focuses on the construction of three-dimensional exhibition models, and the role these models play in communicating exhibition design concepts. Students develop projects from initial visits to finished presentation pieces. Includes lectures, industry presentations, and site visits to professional model-making facilities.

### **ED 571 — Illuminating the Exhibition Experience**

3 credits; 6 lab hours

Introduces the role of light in exhibition design in the conversation and interpretation of objects. Topics include illumination of art and text; the relationship between illumination, color, and human response; light as a facilitator of visual communication, merchandising, and education; and light in theatric and thematic exhibition experiences. Illumination methods and the needs of museums, galleries, and trade shows are explored. Assigned reading, demonstrations, guest lectures, and hands-on experience are included.

### **ED 572 — Historical Perspective and Theory**

3 credits; 1 lecture and 4 lab hours

This studio-based course explores the history, theory, and practice of exhibition design. Through presentations, studio design work and visits to design firms, museums, public and corporate venues, students examine key events and issues. Emphasis is placed on exhibitions as arbiters of fact and content authority, and the extraordinary gains being made in design innovation.

### **ED 573 — International Professional Practices Seminar**

3 credits; 1 lecture and 4 lab hours

In this seminar featuring domestic and overseas sessions with industry partners, students learn to apply fundamental and state of the art business practices. Through panel discussions, presentations, industry-led tours, and studio work, they delve into current marketing, management, and vendor relationship issues that impact the world of exhibitions and project management.

### **ED 581 — Introduction to the Exhibition Design Studio**

1.5 credits; 3 lab hours

Addresses the three-dimensional challenges faced by exhibition designers. Topics include space design; conceptual development of a thematic approach; and creation of a presentation system for products, artifacts, or artwork. Guest lecturers include exhibition designers, producers, and historians. Site visits incorporated when possible. All student projects must meet American with Disabilities Act (ADA) standards. This course functions in an interdisciplinary matter with ED 541.

### **ED 582 — Exhibition and Planning Design Studio**

3 credits; 6 lab hours

Develops an understanding of small- and large-scale projects. Three assignments drawn from such exhibition venues as galleries, museums, trade shows, symposia, and traveling exhibitions are required. Students develop exhibition-design programs that include research, programming, space planning, lighting, graphics, audiovisual components, electronic media, and proposal/presentation development.

### **ED 583 — Exhibition and Planning Design Studio II**

3 credits; 6 lab hours

Students continue to develop thesis design projects, focusing on theme development, the visitor experience, exhibit narrative, and spatial analysis. Projects must incorporate interactive and audiovisual technologies, lighting design, and a strong graphics communication system. Each thesis project is linked to ED 532, ED 543, and ED 551. Culminates with a presentation to both faculty and industry professionals.

### **ED 584 — Exhibition Development and Evaluation**

3 credits; 6 lab hours

This studio-based course introduces students to exhibition design development processes and the variations in practice across different venues. Brainstorming and ideation techniques are exercised and key phases and deliverables explored. The role that exhibition evaluation plays within the exhibition development and design process will be introduced and applied, including Front-End, Formative and Summative.

### **ED 591 — Exhibition Design Thesis: Directed Research**

3 credits; 1 lecture and 4 lab hours

Development of the individual's thesis program, including the development of the design hypothesis, identification of design criteria, and appropriate research methods for data analysis. Critiques and guidance are provided by both faculty and exhibition design professionals.

### **ED 592 — Internship**

3 credits; 3 lecture hours

Supervised field work experiences with designers and exhibition producers in museums, interpretive centers, and professional design offices. Completed individually for a minimum of 240 hours. All internships must be approved by the department chairperson and satisfy department guidelines.

### **ED 632 — Advanced Presentation Techniques**

3 credits; 6 lab hours

Covers digital enhancement of manual sketches, portfolio development, and the design, style, layout, content, labeling, and material for each individual's thesis project.

### **ED 643 — Exhibition Design Graphics II**

3 credits; 6 lecture hours

Focuses on the development of the interactive components and graphic elements, specifically all collateral and print items, for each individual's thesis project. Covers the graphics requirements of the Americans with Disabilities Act (ADA).

### **ED 651 — The Exhibition Model**

3 credits; 6 lecture hours

Focuses on the construction of three-dimensional exhibition models, and the role these models play in communicating exhibition design concepts. Students develop projects from initial visits to finished presentation pieces. Includes lectures, industry presentations, and site visits to professional model-making facilities.

### **ED 691 — Capstone Project Development & Qualifying Paper**

3 credits; 6 lab hours

This capstone course is a continuation of ED 591, with co-requisites ED 643, ED 651, and ED 632. Students further develop the foundation of their capstone exhibition design project, and complete a graduate-level thesis qualifying paper.

Prerequisite(s): ED 591

Co-requisite(s): ED 643, ED 651, and ED 632.