

SI 520 // Graphic Design and Visual Communications

Estimated reading time: 20 min

Term: Fall 2024

Contact weeks: 14 weeks (Aug 26, 2024 - Dec 20, 2024)

Contact time: 4 hours | @Home time: 9 hours

Lecture: Mondays, 9.00–11.00 am | G390 (School of Dentistry Building)

Lab Section A: Monday, 5.00–7.00 pm | 1570 NUB

Lab Section B: Tuesdays, 1.00–3.00 pm | 1570 NUB

Teaching Team

Vadim Besprozvany | vbesproz@umich.edu

Elena Godin | yelena@umich.edu | 734.945.1940 (emergency only)

Pedro Pazmino Carrera , Chinmay Inamdar | GSIs

Jinnan Chen , Reuben Crasto | IAs

Office Hours and Remote Support

- Google Space for quick Q&As
- Google Calendar with classes/office hours listed: goo.gl/yhJFB
- Please use the [Office Hours Sign-up to book your spot.](#)

We strongly encourage **in-person attendance** during the in-person office hours (TBA).

Remote attendance is during specially reserved times (TBA). Email Elena Godin or

Vadim Besprozvany if you need individual time to discuss personal/sensitive issues.

Important Deadlines

- Homework is always due on **Monday at 9 AM.**
- Activities and lecture hands-on - by **Monday midnight** on the day of the class meeting
- You can resubmit all the homework revisions except for the Ideations (Part I) until the last day of our class meeting **Dec 9, 2024 11:45 PM**
- Lab work is due at midnight of the next day. There is one round of corrections before the closing date, which varies (usually three weeks after the due date).
- We will not accept any late submissions after **Dec 13, 2024 11:45 PM**

About the course

The Graphic Design & Visual Communications course supports students in developing their professional skills by exploring the principles and practices of visual communication. The course covers the theoretical aspects of graphic design and emphasizes the practical application of critical thinking, analysis, and conceptualization. Students will learn to interpret and apply designs in various cultural, technological, and social contexts. The course includes hands-on training in essential software skills, establishing brand guidelines, and choosing appropriate tools and media for their projects. Students will enhance their aesthetic sensibilities and design skills by mastering visual language vocabulary, understanding effective visual communication methods, solving complex problems, and developing analytical thinking. The course also aims to prepare students to adapt professionally to the evolving needs of the modern design world. Students will study color theory, composition, grid systems, typography, illustration, and UI design. Many students showcase their best projects from this class in their portfolios.

Goals and Learning Objectives

In this course, you will:

- Investigate and define visual design concepts and practices
- gain graphic design skills to visualize effectively and present design solutions and ideas clearly and concisely, elevate high-fidelity prototyping skills
- learn how cultural and social factors play a vital role in shaping visual design solutions
- study the graphic design process and components
- understand branding
- Understand the concept of design language and design system

Ethical Considerations

Inclusion and Justice

We work together to cultivate a respectful and inclusive learning community. We will not tolerate any demonstration of hate speech or humiliation of others because of their race, origin (xenophobia), sexual identity, gender, age, socioeconomic status, or religious beliefs.

We acknowledge our students' different identities and experiences. In this course, students have a range of backgrounds; this is normal and expected. We have high expectations, yet we believe all students can succeed in this course.

We draw our course examples from various social or cultural domains that may not align with our students' past experiences. We are happy to share our cultural background with our

students and are eager to learn about theirs. We aim to develop students' sense of connection to our course and a broader community of designers.

We value critical thinking, self-reflection, open-mindedness, and imagination.

Creativity

As Wikipedia defined it, creativity is a phenomenon whereby something new and somehow valuable is formed. The created item may be intangible (such as an idea, a scientific theory, a musical composition, or a joke) or a physical object (such as an invention, a literary work, or a painting). We share and support this idea; thus, before creating something new and valuable, students first should learn what concepts and principles form creativity in Graphic Design. Graphic designers create, but it doesn't necessarily mean they're creative. The role of creativity is vital, especially for designers, whom most people consider creative simply by virtue of their work. While creativity is subject to multiple definitions, it must work in tandem with other concepts before it can be taken advantage of (—Johnny Kilhefner, *Role of Creativity in Graphic Design*.)

Subjectivity

Subjectivity refers to how personal opinions and feelings shape someone's judgment instead of outside influences. Since a subject is a person, subjectivity refers to how a person's uniqueness influences their perceptions. Example: Our perception of loudness is subjective, but the sound has an intensity, independent of our hearing, that is measured in decibels (dB). —Jennifer Barone, *Discover*, 2009 (from www.merriam-webster.com)

In our class, our judgments are based on principles of Graphic Design, not on personal opinions. We rely on our professional background and expertise.

An opinion is different from a grounded understanding (e.g., knowledge).

Course Organization and Requirements:

Your class performance is based on the successful completion of all projects, adequate group work, and active participation. Attendance and participation grades include your synchronous presence, discussion involvement, group work, and peer feedback.

Assessments

- Attendance and Participation - 25%
- Labs - 15%
- Homework - 50%
- Quiz - 5%
- Sketchpad - 5% f

Course Grading Scale

("=" - "equal", no rounding, 93.95 is A-, not A)

99 – 100 = A +
94 – 98 = A
90 – 93 = A –
87 – 89 = B +
86 – 84 = B
80 – 83 = B –
77 – 79 = C +
74 – 76 = C
70 – 73 = C –

Attendance

- We expect you to attend this class in person. In-class group activities and your class participation grade rely on your physical presence in the classroom and being on time.
- Fill in the attendance form for every lecture within the first 15 minutes of class. We will also monitor your lab attendance. You are responsible for signing up for your attendance at the beginning of the class via the Google form link provided in the corresponding Attendance assignment.
- Valid reasons for not attending the class are illness, quarantine, conference participation, job interview, religious holiday/observation, or family emergency. Have supportive documentation ready.
- Please notify us in advance about your planned or unplanned absence: email or go to the Attendance assignment, use the Comments text area to explain your situation, and attach supporting documentation.
- We excuse one absence for everyone and two absences for student-caregivers (parents or others with similar responsibilities); the rest will result in a 0 grade for a given class unless supportive documentation is provided and arrangements are made with the instructors (make-up quiz).
- To get your absence excused, attend office hours and complete the make-up quiz covering the lecture's content (**week 1**). You are responsible for finding out what you have missed in a class by referring to the syllabus, learning material on Canvas, and your peers.
- Arriving/registering after 15 minutes after class start time is considered late (-10 pts of the grade for a scheduled class). You may be regarded as absent if you do not attend at least 70% of any scheduled class.
- Do not submit the attendance form without being present in the classroom - this is misconduct. We will take action: 1st occurrence - 0% for the given class and discussion. Second occurrence: report to Academic Programs and Student Life (APSL) unit and the course grade reduction.

Participation

Participation is an essential part of the class. We expect you to participate actively in class, and we will do individual and group activities each week.

- Participation credit may include reading the assigned texts, meaningful contributions to in-class discussions, and active participation in group work or other in-class activities.
- Participation is based on your involvement in the discussion, in-class activities, and the Canvas Analytics log.
- Based on a student's participation merit, instructors reserve the right to upgrade or downgrade the course's final grade up to a notch.

Small group discussions: 2-4 participants per group. Discussion time: 15-20 min. During the discussion, the presenter of the work will keep notes and use the feedback received to improve their work. Discussion notes count toward your homework assignment grades. Discussion is an in-class activity and, as such, merits points based on timely submission.

Disruptive Behavior in the Classroom

Disruptive behavior [1] negatively affects the classroom environment and students' educational experience in the course. Examples of disruptive behaviors include, but are not limited to:

- Failing to respect the rights of other students to express their viewpoints. Classroom discussion should be civilized, respectful, and relevant to the topic discussed.
- Entering the class late, leaving early, or packing up your belongings before the end of class disrupts others around you and the instructor. If you need to leave early, do so in the **least disruptive manner possible**.
- Constant interruptions which interfere with the instructor's presentation
- Creating excessive noise. Talking when the instructor or others are speaking
- Overt inattentiveness: use of cell phones in the classroom, text messaging, listening to music, gaming, checking emails, Facebooking, browsing the web (excluding instances when it is a part of the instructor's assignment), sleeping
- Inordinate or inappropriate demands for time or attention. Repeated requests for special arrangements, such as an extension of the deadline, with the request(s) filled with emotion
- Students exhibiting these behaviors can expect a warning from the instructor and/or a 0 grade for attendance/participation in a given class. We will report the failure to correct such behaviors to the Academic Programs and Student Life (APSL) unit.
- More extreme examples of disruptive behavior include, but are not limited to, the use of profanity or derogatory language; intoxication, verbal abuse of instructors or other students; harassment of instructors or other students; and physical violence.
- Students exhibiting these more extreme examples of disruptive behavior may be dismissed from the lesson or the entire course.

[1] The description of disruptive behavior and listings of examples of disruptive behavior are taken from the Web sites of James Madison University, the University of Delaware, the University of West Florida, and Virginia Tech.

Lab Works

Labs are generally short and easy assignments that help you better understand the methods and rules of design and software techniques. Most of these works are intended to be completed within an hour or less. To be successful with your lab, review the tools, panels, and other materials provided before lab time. Labs are graded on the following criteria:

- applying graphic design concepts learned in class
- following instructions
- technical accuracy, and craftsmanship
- fulfillment of the assignment objectives
- one round of lab corrections is allowed and will be open until three weeks after the due date
- late labs are accepted while the assignment is still open; however, late submission will result in a reduced score (-10%).
- **The due time for labs is 24 hours after the given lab meeting**

Homework Assignments

Homework is due at the beginning of the class. The due date is listed on Canvas > Assignments.

Each homework assignment will have a corresponding checklist you must upload together with the submission. **No checklist = no full grade.** A partial grade (usually 50%) will be provided to acknowledge the timely submission, plus a markup to help you fix the obvious mistakes.

Late homework is accepted; however, late submission will result in a lower score (-10%).

A submitted project that contains inappropriate images or language will receive no credit.

Homework graded on the following criteria:

- applying graphic design concepts learned in class
- technical accuracy, and craftsmanship
- effective use of skills developed in labs
- following instructions
- fulfillment of the assignment objectives

Time Estimates for the Homework:

easy: 1.5 - 4 hrs

medium: 5 - 7 hrs

hard: 8 - 9 hrs

HW 01 - Text & Images - Easy

HW 02 - Promo Banners - medium

HW 03 - Typographic Collage (isolations + mask) – medium/hard

HW 04 Part I - Grid-Based Layout Ideation - easy

HW 04 Part II - Grid-Based Layout (Alphabet poster) - medium/hard

HW 05 Part I - Logo Ideation - medium

HW 05 Part II - Logo Guide - medium (may be assigned as a printed submission)

HW 06 - High-Fi Mockups - hard (may be assigned as a printed submission)

We encourage you to make corrections/revisions to your work (refer to the Revisions / Corrections section below).

In-Class Hands-on & Activities

In-class activities will be outlined in the Participation assignments. Their completion is part of your grade for this rubric. Submit these at the end of the class.

Revisions & Corrections

In this class, we cultivate a growth mindset: risk, struggle, and failure are essential parts of the learning process. Thus, revisions are a necessary part of your learning and creative process. There are optional and mandatory revisions (which will be indicated on the checklist/grade book notes). Revising your homework allows you to improve your grade, polish your design skills, and enhance your portfolio.

It happens! As you iterate your work, we may spot new mistakes. Your work will not receive a lower score than the original; however, we may ask you to address the newly discovered errors.

Note that the Final Project (if assigned) and the quiz are not subject to revision/resubmission due to the nature of the course timeline.

Revisions for the Homework:

- You can resubmit all the homework revisions except for the Ideations until the last day of the classes **Dec 9, 2024 11:45 PM**
- Post the updated file to Canvas. Printed works may require printed resubmission.
- Fill and attach the corrections checklist (Canvas > Files > `_corrections_checklist.pdf`) with the notes from in-class discussions and your own observations.
- Apply your newly gained skills to revised works.
- Revised work without a completed corrections checklist is not accepted / may be returned ungraded.
- Two rounds of resubmissions are allowed (3 attempts total). The instructional team may grant additional attempts at its discretion. Plan to stop by during office hours to discuss this.

Lab and Hands-on Revisions

- These assignments can be revised. Upload the revised file to Canvas and comment on your completed revisions. The corrections checklist is not needed.
- Works must have comments to be re-graded.
- These resubmissions are due three weeks after the original due date or while the assignment is still open.
- One round of revisions for the labs (2 attempts total)

Missed Assessments

Missed assessments can be submitted as late work until **Dec 13, 2024 11:45 PM** unless there are other arrangements with the instructor. These works are marked as "late" and are subject to the late penalty point deduction.

Assignment Grades Posting

- Grades are posted via the Canvas grade book.
- We try our best to grade your labs before your homework is due.
- Homework is graded within a week after the due date.
- Resubmissions of any kind are graded once a week. Each Grader will have a specific time during the week to review your revisions.

Academic Integrity

Unless otherwise specified in an assignment, all submitted work must be your own original work. Any excerpts, statements, or phrases from the work of others must be clearly identified as a quotation, and a proper citation must be provided.* Any violation of the School's policy on Academic and Professional Integrity (stated in the Master's and Doctoral Student Handbooks) will result in serious penalties, which might range from failing an assignment to failing a course to being expelled from the program. Violations of academic and professional integrity will be reported to UMSI Student Affairs. The faculty instructor determines consequences impacting assignments or course grades; the assistant dean for academic and student affairs may impose additional sanctions.

All visual material used or created as a result of your work must be original and not the product of collaboration, reuse of templates, or file sharing/transferring unless otherwise specified in the instructions. Reusing/building upon the projects from other courses, internships, or work is only allowed with permission from the instructional team.

AI and Generative Art

Our take on AI and generative art is that you may use them for inspiration and as an illustrative

tool—just as you would use a stock photo or vector art. However, you should not produce complete graphic design pieces using these tools. The same applies to writing - it is normal and expected to use AI-powered spellcheckers, but we expect you to produce your own ideas based on the writing prompts.

The Learning Environment

Course materials, grading, assignment submission: Canvas. The corresponding section on Canvas describes all homework, lab, and activity/participation assignments. Course materials are shared via Canvas > Files. You will get weekly Canvas announcements with the to-do list.

Google Forms, calendar, and docs for collaborative work

Textbook? No textbook is required for this class. You may use Visual Quickstart Guides (available via ProQuest) or other resources (like Adobe Help Center) for your reference while mastering the software. Required reading materials (articles, manuals, etc.) will be available online (Canvas, Safari Books) if assigned.

Sketches & Process Notepad

Sketches are required in concept development, discussion, and brainstorming sessions. Please use them for all projects. You will attach your sketches to the homework submission package. You will need a pencil or a pen and an eraser.

Working on the sketches during the lecture is also part of your participation grade. Your sketchpads will be checked several times during the term for a meaningful and complete set of sketches. We will check your sketches every 3-4 weeks.

We suggest using [this notepad](#) and a 6-12 color set of [colored pencils](#) or [Sharpies](#).

Hardware

Laptop or desktop (learn more about [Adobe requirements here](#)) + An external mouse or stylus is a plus if you use your own laptop.

Software

Adobe Creative Cloud is automatically available to all active students. [Download Creative Cloud](#) from Adobe. Once you download the Creative Cloud app, you can select which products to download onto your computer. Before using it for the first time, see [How to Log In to Adobe Products](#).

Figma and FigJam are design and collaboration software professional designers and creators use. You qualify for Figma's Education plan as a University of Michigan student. Make sure to [verify your education status](#).

Communications

- Be professional - polite, respectful, and engaged.
- Using names in communication is a powerful way to build connections and acknowledge and include individuals. We aim to learn, pronounce, and use student names accurately, along with their preferred pronouns. We encourage you to do the same with your peers and the instructional team.
- We are here to help you succeed. If you have a personal concern or a private matter you'd like to discuss, don't hesitate to book time or email the instructors directly:
 - Vadim Besprozvany | vbeprozz@umich.edu
 - Elena Godin | yelena@umich.edu
- If your personal situation challenges your academic performance, we encourage you to contact UMSI's academic success team. You can share questions and concerns by emailing umsi.advising.msi@umich.edu.

Channels

Office Hours: Use office hours for in-depth questions about homework and the course. Schedule time with any of the instructors [here](#).

Google Chat Spaces: Use the "Discussion Q&A" space for quick homework-related questions.

- Once an instructor reads your question, they will react with a '+' emoji to indicate they've reviewed it and will respond in a thread. The thread will be marked with a 'Check' emoji when resolved.
- Before asking a question, please browse through peer questions, as they might already be answered.
- Be concise and specific with your questions to help us address them effectively.
- If your question is unresolved or better suited for an in-person discussion, please schedule an office hours.

Emails: Use email for non-homework-related matters.

- Include your course and section number in the subject line of your message (e.g., "SI 520 Section 01, Lab 02").
- Expect a response within 24 hours or less.
- We reserve the right to refrain from responding to emails about an assignment on its due date or late at night. If you haven't heard back, please send a follow-up or talk to us directly after the lecture or lab.
- Grades will not be discussed via email except for simple math or entry errors. Please schedule office hours to review any questions about your grades.

- We prefer not to use Canvas for direct communication, so please don't message the instructional team there.

Announcements

- The instructional team will release weekly **@Home** announcements through Canvas, and you will be notified via email. Make sure to adjust your Canvas notification preferences.

Audio and Video Recordings

Please note: Lecture Capture technology is used in the UMSI classrooms; the recording begins a few minutes before class and ends a few minutes after. **Be careful if you have conversations that are not intended to be recorded.**

We may use **Zoom** to record class lectures, group work, and labs for those in quarantine, sick, or absent from class for other respectable reasons. We may also use Zoom chat to monitor in-class Q&As. Please [configure your U-M Zoom account](#) to join our Zoom meetings. These meetings are listed on your Canvas calendar.

These recordings will not be made available publicly. Recordings of all sessions will be available on Canvas only to students registered for this class. You may be recorded as part of your participation in this course. If you wish to refrain from being recorded, please contact the teaching team during the first week of class to discuss alternative arrangements. The camera only picks up the front of the room (instructor and slides), but this may require you to sit in a particular place in the room outside the camera's view.

- Students may not copy and share the lecture videos with others outside the class or upload them to any other online environment (this violates the Federal Education Rights and Privacy Act (FERPA)).
- Personal recordings are prohibited except with permission.
- Students are prohibited from recording or distributing any class activity without written permission from the instructor, except as necessary as part of approved accommodations for students with disabilities.
- Any approved recordings may only be used for the student's private use.

We Care

We do our best to respond to and adapt to students' diverse circumstances. We aim to engage empathetically with student needs, both emerging and persistent. We are ready to provide accommodations for equitable learning. You are invited to attend our office hours if you need to share your concerns and/or identify how to get help and support.

Student Mental Health and Wellbeing

Students may experience stressors that can impact both their academic experience and their well-being. These may include academic pressures and challenges associated with relationships, mental health, alcohol or other drugs, identities, finances, etc. If you are experiencing concerns, seeking help is a courageous thing to do for yourself and those who care about you. If you are experiencing concerns, seeking help is a courageous thing to do for yourself and those who care about you. If the source of your stressors is academic, please contact UMSI's academic success team via umsi.academicssuccess@umich.edu or your primary instructor to find solutions together.

Accommodations for Students with Disabilities

If you need an accommodation for a disability, please let your lead instructor know at your earliest convenience. Some aspects of this course, the assignments, the in-class activities, and the way we teach may be modified to facilitate your participation and progress. As soon as you inform us of your needs, we can work with the Office of Services for Students with Disabilities (SSD) to help us determine appropriate accommodations. SSD (734-763-3000; ssd.umich.edu) recommends students request disability-related academic accommodations via the Accommodate system, a core electronic case management system that will assist students, faculty, instructors, and staff in requesting, approving, and implementing disability-related accommodations. We will treat any information that you provide in as confidential a manner as possible.

- Three absences are offered to VISA holders with a modified attendance policy. Everything else is discussed on a case-by-case basis; a doctor's note can be requested (modified attendance does not cover cases of being sick with flu or COVID), or an email from SSD support can do it. Any issues or concerns are most effectively addressed by talking to the SSD coordinator, who can loop back to the instructional team and help establish clear communication with a student in need.
- At the beginning of the term, all VISA holders are prompted to attend office hours to review the accommodations they need and establish their learning and attendance plan.
- If you are a pregnant student, a parenting student, or primarily responsible for providing care for a loved one or family member and need accommodations, please let us know by **Sep 13, 2024** or as soon as a new issue arises. You may also contact mcasp.org and CEW+ for resources and community support.

Religious/Cultural Observance

Those with religious or cultural observances that coincide with this class should comment on their planned absence within the second week from the start of the class. We encourage you to honor your cultural and religious holidays. However, if we do not hear from you by **Sep 13, 2024**, we'll know that you do not plan any absences due to your religion's holidays.

Syllabus Updates

The instructional team reserves the right to modify the syllabus at any time. If we update the syllabus during the term and it affects deadlines or grading, we will notify you via Canvas or other class communication channels.

Current term syllabus updates log

Aug 28, 2024 - lab deadline adjuted: lab work is due at midnight the next day.

Schedule

Week 1 - Aug 26, 2024

Intro. What are Graphic Design and Visual Communication? About the course.
Hands-on, Lab - Intro to Layers -

To-Do @ Home

1. Get familiar with the course syllabus. If you are a student-parent (caregiver), plan to miss class due to a religious holiday or conference participation, or need special accommodations beyond the extra time of the quiz (see your VISA letter), please stop by the office hours to discuss how we can support you in the course.
 2. Complete the Course Onboarding assignment.
 3. Have your sketchpad and sketching tools (pencils, eraser, etc.) ready for the lecture.
 4. Look again at the Photoshop [Crop Tool](#) to prepare for the next lab.
 5. Have a picture of yourself available for the hands-on.
 6. Complete **Homework 00** (timing: 2 hours or less): Students use the software of their choice to complete the work.
 7. If you missed the first lecture and want to make up for it, please email [Vadim Besprozvany](#)
-

Week 2 - Sep 9, 2024

Graphic Design Core Concepts: Text & Images. Hands-on, Lab.

Homework 01 - Visual storytelling: tell a story in a series of photos. Explore crops, shots, and angles - Photoshop for image processing, Figma for layout.

Week 3 - Sep 16, 2024

Graphic Design Core Concepts: Color Models, Properties, Harmonies, Anthropological and Cultural aspects.

Hands-on, Lab. Homework 02 - shape the message and work with complex color solutions for a graphic series. Photoshop, CC Library, and Figma for layout

Sketchpad Check 1

Week 4 - Sep 23, 2024

Graphic Design Core Concepts: Composition. Contrast. Emphasis. Free (White) Space. Movement.

Hands-on, Lab. Homework 03 - Composition, Depth, Masking.

Week 5 - Sep 30, 2024

Graphic Design Core Concepts: Gestalt.

Design cure/challenge: Proximity, Common Region, Similarity - Use the software of your choice to complete the work. Homework 04 - gestalts

Week 6 - Oct 7, 2024

Graphic Design Core Concepts: Typography.

Homework 05 - Illustrator or Figma for layout. CC Library.

Study Break - Oct 14, 2024, Oct 15, 2024 - no classes

Week 7 - Oct 21, 2024

Graphic Design Core Concepts: Semantics. Hierarchy. Grids Systems.

Homework 05 (cont) - Master the multi-grid layout. Illustrator or Figma for layout. CC Library.

Sketchpad Check 2

Week 8 - Oct 28, 2024

Branding & Identity. Logo. Logotype. Logomark. Hands-on, Lab.

Homework 06 - Design a Logotype - Part I (research, ideate, sketch)

Week 9 - Nov 4, 2024

Branding and Identity Guidelines. The Identity Guide (Brand Book)

Hands-on, Lab. **Homework 06 - Part II** Identity Guidelines (Illustrator, CC Library)

Week 10 - Nov 11, 2024

Branding & Identity. Design for Digital Environment and User Interface (UI)

Identity Guidelines and User Interface (UI).

Week 11 - Nov 18, 2024

Branding & Identity. Design for Digital Environment and User Interface (UI)

Atomic Design. Design Language and System.

Homework 07. Hig-fidelity Mockups. Photoshop for image editing, Illustrator for vector work, CC Library, Figma for layout

Week 12 - Nov 25, 2024

iOS and MD.

Week 13 - Dec 2, 2024

Data Viz. Guest speaker (TBA). Data and Info Viz hands-on

Week 14 - Dec 9, 2024

Quiz. Portfolio. Resume Layout

The quiz will consist of 20-25 essay-type (short answers) and multiple-choice questions. You will be asked to describe and apply design principles to various layouts, which may include visual materials for analysis. Additionally, there might be a hands-on component to evaluate your practical skills with design software and the application of design principles (TBA).

The missed quiz cannot be retaken and will result in a "0" grade unless an alternative date is arranged with the instructors before the quiz scheduled time (this applies to religious holidays, documented illness, or conflicting exam time).

The quiz is not subject to revision/resubmission.

Final Project?

Not this term
