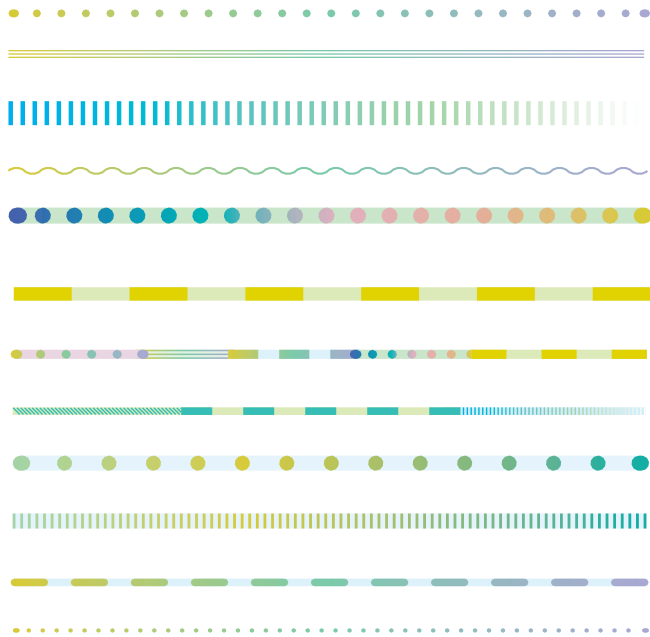


COMPETITION REQUIREMENT.



100 POINTS

| DESCRIPTION:

An important aspect of standing out in the design world is selecting quality portfolio work and submitting the work to compete in professional-level competitions. This is a strategy for getting your work out there and having bragging rights on your resume. This process also helps us explore success, failure, and rejection. These are all a natural part of the design culture and we want to confront them.

For this project, you are required to select **two** [2] pieces and enter them into a national design competition. The competition must be Creative Quarterly or Communication Arts. You will enter your work into a “student” category based on the piece you decide to enter. See requirements below.

| REQUIREMENTS:

- 1. COMPETITIONS:
- __a. Creative Quarterly: <https://www.cqjournal.com/>
- __b. Communication Arts: <https://www.commarts.com/competitions>
- 2. CHOICES: You must pick from the approved compositions above.
- 3. PROFESSOR APPROVAL: The pieces you submit must be reviewed and approved by the professor. **NOTE: Your work must be reviewed and approved by your professor or you will receive a zero for the assignment.
- 4. HOW WILL I BE GRADED? You will be graded based on the following requirements :
- __a. Did you select quality design work and do you have high quality design work to enter?
- __b. Where you able to select significant design works?
- __c. How did you document your design work? Is it documented well and does it compete on a professional level?

| READING:

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- 1.] *Creative Strategy and the Business of Design*, by Douglas Davis, ISBN-10: 9781440341557
- 2.] *Burn Your Portfolio: Stuff They Don't Teach You in Design School, But Should*, ISBN-10 : 0321918681
- 3.] *Are We Human? Notes on an Archaeology of Design*, ISBN-10 : 303778511X
- 4.] *Design is Storytelling*, by Ellen Lupton, ISBN-10: 194230319X