

Graphics for Game Development
Assignment: Class Schedule Using Piktochart.com

In talking about graphic design this past week, we know it's everywhere! And we know by now that graphic designs make us do something and make us feel a certain way. The class schedule you got last week (you know, that piece of paper with all your classes) isn't any different. But let's face it, that piece of paper is boring to look at. What if in a perfect world, we could make that piece of paper so much more graphically appealing? Well that's what we are going to do here!

1. Log into Piktochart.com
2. Choose **Printable** on the left side of the Dashboard; then choose **It's a Blank Template** (for this assignment, I don't want you to use any of the templates they provide)
3. Like we did with the Practice file earlier, remove all the content in the work area (question marks, etc)
4. In creating your more graphically appealing class schedule, you will include the following:
 - a. Background (color or image)
 - b. The following text boxes; you choose the size of the text to use and where you want them to go; rotate your text as often as you want:
 - i. Your Name
 - ii. Colony High School
 - iii. Class Schedule
 - iv. 2018-2019
 - v. 1st Semester
5. Now include your class schedule. You need to include the following:
 - i. Period Number (text, shapes, both)
 - ii. Name of Class
 - iii. Teacher Name
 - iv. (1) icon/graphic representing the class (ex. globe represents history)
6. Add other pictures, icons, shapes, etc. as you like to make your schedule look more appealing
7. You choose the colors, fonts, sizes, etc. for the various parts of your schedule

One other thing: I won't answer any questions here on "does this look good?" or "where should I put this at?". I want to see what your instincts tell you about making good choices in graphic design before we start talking about it later this week. However, if you get stuck on how to do something in Piktochart, please call me over or ask a neighbor for some help.