#### **GD 65 Course Outline as of Spring 2021**

### **CATALOG INFORMATION**

Dept and Nbr: GD 65 Title: CREATIVE BUSINESS

Full Title: Business Skills for Creatives

Last Reviewed: 12/10/2018

| Units   |      | Course Hours per Week |      | Nbr of Weeks | <b>Course Hours Total</b> |       |
|---------|------|-----------------------|------|--------------|---------------------------|-------|
| Maximum | 1.50 | Lecture Scheduled     | 1.50 | 17.5         | Lecture Scheduled         | 26.25 |
| Minimum | 1.50 | Lab Scheduled         | 0    | 4            | Lab Scheduled             | 0     |
|         |      | Contact DHR           | 0    |              | Contact DHR               | 0     |
|         |      | Contact Total         | 1.50 |              | Contact Total             | 26.25 |
|         |      | Non-contact DHR       | 0    |              | Non-contact DHR           | 0     |

Total Out of Class Hours: 52.50 Total Student Learning Hours: 78.75

Title 5 Category: AA Degree Applicable

Grading: Grade or P/NP

Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP

Also Listed As:

Formerly:

#### **Catalog Description:**

Whether you plan to run a graphic design company or work as a freelancer, understanding the nuts and bolts of running a creative business is essential. This course will cover business-related topics including project management, estimating and billing, record keeping and taxes. Students will learn best practices for working with clients, vendors, and colleagues.

## **Prerequisites/Corequisites:**

# **Recommended Preparation:**

Eligibility for ENGL 100 or ESL 100

#### **Limits on Enrollment:**

#### **Schedule of Classes Information:**

Description: Whether you plan to run a graphic design company or work as a freelancer, understanding the nuts and bolts of running a creative business is essential. This course will cover business-related topics including project management, estimating and billing, record keeping and taxes. Students will learn best practices for working with clients, vendors, and colleagues. (Grade or P/NP)

Prerequisites/Corequisites:

Recommended: Eligibility for ENGL 100 or ESL 100

Limits on Enrollment: Transfer Credit: CSU;

Repeatability: Two Repeats if Grade was D, F, NC, or NP

## **ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:**

**AS Degree:** Effective: Area Inactive: **CSU GE: Transfer Area** Effective: **Inactive:** 

**Transfer Area IGETC:** Effective: **Inactive:** 

**CSU Transfer:** Transferable Effective: Spring 2010 **Inactive:** 

**UC Transfer:** Effective: Inactive:

CID:

## **Certificate/Major Applicable:**

Both Certificate and Major Applicable

### **COURSE CONTENT**

### **Student Learning Outcomes:**

At the conclusion of this course, the student should be able to:

- 1. Set up and manage a creative business.
- 2. Outfit a studio, negotiate a lease, file proper licenses, obtain insurance, and file taxes.
- 3. Devise an effective workflow to ensure meeting deadlines.

# **Objectives:**

At the conclusion of this course, the student should be able to:

- 1. Compute studio rate, develop a brief, and draft a letter of agreement.
- 2. Estimate time and calculate job cost for a client.
- 3. Prepare a workflow schedule for completion of creative jobs.
- 4. Develop and present competitive bids for creative jobs.
- 5. Outline and describe the steps needed for setting up a creative business.

# **Topics and Scope:**

- I. Introduction to the Business in Relation to Creative Industries
- II. Types of Business Structures
  - A. Completing a market analysis
  - B. Developing a business plan
  - C. Goal setting for business
- III. Setting Up a Studio
  A. Signing leases

  - B. Filing licenses
  - C. Getting insurance
  - D. Purchasing equipment
- IV. Developing Estimates and Calculating Job Costs

- A. Establishing how much to charge and setting a studio rate
- B. Calculating job price
- C. Requesting a printer estimate
- D. Presenting estimates to clients
- V. Contracts and Documents Writing up Bids, Briefs, Proposals, and Letters of Agreement
- VI. Marketing the Business and Selling your Work
  - A. Developing a business identity system including business cards
  - B. Techniques for selling your talents
  - C. Devising a marketing plan
- VII. Presenting to Clients
- VIII. Creating Effective Workflows and Project Management
  - A. Using a time management system to track billable hours
  - B. Preparing invoices and billing clients
- IX. Working with Employees, Clients, and Co-Workers
- X. Managing Business Finances
  - A. Money management systems
  - B. Tax management systems
- XI. Creating Effective Self-Promotions

#### **Assignment:**

- 1. Research and/or writing assignments, such as:
  - a. Market analysis
  - b. Freelance studio set up research
  - c. Business and marketing plan (based on research and writing assignments)
  - d. Brief, proposal, and letter of agreement
  - e. Networking project and experience write-up
- 2. Business Development Projects, such as:
  - a. Create self-promotions and marketing material
  - b. Create a database of resource: sources of clients, business resources, vendor resources, etc.
  - c. Develop a workflow and time management system
- 3. Weekly textbook readings and/or instructor materials (1 50 pages)
- 4. Quizzes and/or tests on reading materials and/or weekly topics (0 8)

#### Methods of Evaluation/Basis of Grade:

**Writing:** Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

Research and/or writing assignments

Writing 20 - 50%

**Problem Solving:** Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

None

Problem solving 0 - 0%

**Skill Demonstrations:** All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

| Business Development Projects  |  | Skill Demonstrations<br>20 - 50% |
|--|--|----------------------------------|
| <b>Exams:</b> All forms of formal testing, other than skill performance exams.                   |  |                                  |
| Quizzes and/or tests   |  | Exams<br>0 - 30%                 |
| <b>Other:</b> Includes any assessment tools that do not logically fit into the above categories. |  |                                  |

Other Category 0 - 25%

# **Representative Textbooks and Materials:**

Participation in the class and/or attendance

Instructor prepared materials
The Business Side of Creativity: The Complete Guide to Running a Small Graphic Design or Communications Business. 4th ed. Foote, Cameron. W. W. Norton & Company, Inc. 2014 (classic)