# Visual Branding MMC6936 | Fall 2025

College of Journalism & Communications
University of Florida

Instructor: Robert Judin

Classroom: Weimer G030

Meet: Thursday, 9:35 am to 12:35 pm

Office Hours: Tuesday and Thursday 8:30 am to 9:30 am

Email: robert.judin2014@ufl.edu

Social Media: X - @RobertJudin & IG - @JudinDesign

Phone: (321)-890-7433

# **Overview and Objectives**

Visual Branding is designed to provide students with a dynamic understanding of what it takes to establish both a brand identity and a visual identity for new businesses looking to launch operation. This course will focus on art direction and discovery, client relations, account management, logo and brand asset creation, and other relevant subjects. This course will teach how to launch a new brand and prepare it to be marketed.

# **Course Learning Objectives**

Upon the successful completion of this course, students will be able to:

- (1) Better understand the process of defining and exploring art direction for ideation.
- (2) Develop and create full brand identities.
- (3) Develop and creates visual identities and media toolkits.
- (4) Design and create visual assets to effectively represent a brand.

- (5) Design logos, word marks, and other brand elements.
- (6) Design pitch decks and brand proposals.
- (7) Plan and execute a brand audit.
- (8) Create and execute full brand launch campaigns.
- (9) Establish brand message and tone through visual assets.
- (10) Better understand the workflow and process of managing client relations.

# **Office Hours**

Office hours can be set up via email request conducted online, and/or recorded for access by all (unless a private or in-person meeting is requested).

# **Course Readings**

There is no book required for this course, but reading materials will be assigned weekly throughout this course.

#### **Course Grades**

The Following table outlines the point-accruing components of the course. The total points earned from each component will be summed and divided by the total points possible in the course.

Evaluation Components	Points Per Component	Percent of Total Grade
Content Quizzes (10)	15 Points Each = 150 pts	7.5%
Individual Projects (10)	15 Points Each = 150 pts	7.5%
Group Projects (10)	15 points Each = 150 pts	7.5%
Online Discussions (10)	15 Points Each = 150 pts	7.5%
Individual Brand Project	200 pts	10%
Final Exam Group Project	200 pts	10%
Attendance	200 pts	10%
Non-Profit Brand Project	800 pts	40%
Total	2,000 pts	100%

# **Assignment Descriptions**

#### Content Quizzes (10 Assignments, 15 points per assignment):

The 10 quizzes assigned throughout the course will refer back to the content being discussed in class at that particular time. Questions from prior topics discussed may appear as extra credit opportunities.

#### Individual Projects (10 Assignments, 15 points per assignment):

Throughout the course, students will be required to complete 10 individual projects regarding the content being discussed. These projects will help build the necessary skills required for the Franchise Re-Brand Project and Final Exam Group Project. (e.g. students will be asked to design a new logo for a professional athlete).

#### In-Class Group Projects (10 Assignments, 15 points per assignment):

Students will be given ample time in class to break off into groups and complete varying projects related to the course material from that specific module. Full group participation is required. Failure to attend class will result in an automatic zero for the project. If a valid doctor's note is provided to excuse the absence, the student may complete the assignment individually and submit it via Canvas.

#### Online Discussions (10 Assignments, 15 points per assignment):

Students will be required to submit an original post and respond to at least one classmate per online discussion in the course's online forum regarding the content being discussed each week. Answers must be original and substantial to count for full credit. Failure to post or copied answers will result in a ZERO-point grade. Posts can partically serve to respond to another student's post but must also contain new and unique ideas, takes, and examples not previously used by another student.

## Individual Brand Project (200 points):

Students will be assigned small business for which they will have to conduct a brand audit, generate visual concepts and displays of ideation, demonstrate art direction and discovery process, and present a full rebrand proposal for the company. The proposal will include brand elements and their applications, color palettes, typography, examples of product integration, examples of projected campaigns, and a media toolkit for corporate partners.

# **Assignment Descriptions (contd.)**

#### **Group Final Exam Project (200 points):**

Students will be assigned groups and will be given a prompt to build a brand for a hypothetical new business looking to launch and build its audience. Groups will tag-team responsibilities and present a full proposal for a brand identity, visual identity, a media toolkit, and examples of mock-ups for product integration and campaigns to launch the brand.

#### Attendance (200 points):

Attendance is mandatory. Any unexcused absence will result in a proportional deduction of points.

#### Non-Profit Foundation Brand Project (800 points):

Students will be tasked with generating an idea for a new 501(c)(3) non-profit organization for an imaginary client. Students will need to focus on the ideation process in order to generate a full brand identity, visual identity and brand standards, a fully functioning website, and two (2) pitch decks for both "B2B" and "B2C" purposes to drive donations for the foundation. Students will also need to showcase plans for two (2) event-based campaigns: one (1) field-based event within the community and one (1) large-scale gala/benefit to help drive donations for the foundation.

# Grading

Grades will be rounded up or down to the nearest whole number for grading purposes.

A	935-1,000	Α-	895-934
B+	865-894	В	825-864
В-	795-824	C+	765-794
С	725-764	C-	695-724
D+	665-694	D	625-664
D-	595-624	E	0-594

# **Course Outline**

Intro to the Class	<ul> <li>Defining the world "brand"</li> <li>Class overview &amp; expectations</li> <li>Case study analysis</li> </ul>
Module 1: Brand Identity	<ul><li>What is it?</li><li>What is the purpose?</li><li>How do you construct it?</li></ul>
Module 2: Visual Identity	<ul> <li>How does it fit into the brand identity?</li> <li>What role does it play overall?</li> <li>How do you build it?</li> </ul>
Module 3: Brand Audit Part	<ul> <li>What is it?</li> <li>What does it entail?</li> <li>What is the purpose?</li> <li>How do you compose it?</li> <li>How do you execute it?</li> </ul>

Module 4: Discovery Phase	<ul> <li>Establishing workflow</li> <li>How to search for assets</li> <li>Lay foundation for art direction</li> </ul>
Module 5: Logo Design	<ul> <li>Software &amp; tools</li> <li>Establishing workflow</li> <li>Understanding the development</li> <li>Secondary elements</li> </ul>
Module 6 Art Direction	<ul> <li>Set your parameters</li> <li>Dissect your findings</li> <li>Looking for the right pieces</li> </ul>
Module 7: Pitch & Proposal Process	<ul> <li>Client relations overview</li> <li>How to communicate</li> <li>How to engage &amp; sell</li> </ul>
Module 8: Digital Setup	<ul><li>Social media channels</li><li>Website design</li><li>App design</li></ul>
Module 9: Media Toolkits	<ul> <li>Setting the client up for success</li> <li>How to build a toolkit</li> <li>Use cases</li> <li>Individual brand project</li> </ul>
Module 10: Commercial Content	<ul><li>Photography</li><li>Videography</li><li>Planning &amp; execution</li></ul>
Module 11: The Launch Campaign	<ul><li>Strategy development</li><li>Step-by-step process</li><li>Passing the torch</li></ul>
Module 12: Project Presentations	<ul> <li>In-Class Presentation</li> <li>Online file submission</li> <li>Group Final Exam Project</li> </ul>
Module 13: Project Presentations	<ul> <li>In-Class Presentation</li> <li>Online file submission</li> <li>Non-Profit Brand Project</li> </ul>

#### **Late Work**

You are responsible for all material covered or assigned. Your grade on late assignments will drop one letter grade for every day they are late. If a technical problem occurs that prevents timely submission of an assignment, you should first contact your instructor and/ or TA and then the UF Help Desk. Follow up with an email to the instructor that includes an update and Help Desk Ticket #.

# **Academic Integrity**

UF students are bound by the Honor Pledge, which states, "We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honor and integrity by abiding by the Honor Code. On all work submitted for credit by students at the University of Florida, the following pledge is either required or implied: "On my honor, I have neither given nor received unauthorized aid in doing this assignment." The Honor Code specifies a number of behaviors that are in violation of this code and the possible sanctions. For more information visit the Honor Code web page at http://www.dso.ufl.edu/sccr/process/student-conduct-honor-code/ or contact Student Judicial Affairs, P202 Peabody Hall, 392-1261.

## **Students with Disabilities**

Students with disabilities requesting accommodations should first register with the Disability Resource Center (352-392-8565, www.dso.ufl.edu/drc) by providing appropriate documentation. Once registered, students will receive an accommodation letter that must be presented to the instructor when requesting accommodation. Students with disabilities should follow this process as early as possible in the semester.

#### **Course Evaluations**

Students are expected to provide professional and respectful feedback on the quality of instruction in this course by completing course evaluations online via GatorEvals. Guidance on how to give feedback in a professional and respectful manner is available at https://gatorevals.aa.ufl.edu/students/. Students will be notified when the evaluation period opens, and can complete evaluations through the email they receive from GatorEvals, in their Canvas course menu under GatorEvals, or via https://ufl.bluera.com/ufl/. Summaries of course evaluation results are available to students at https://gatorevals.aa.ufl.edu/public-results/.

# **Course Grading**

Students will be graded in accordance with UF policies for assigning grade points as articulated in the link that follows. https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx

# U Matter, We Care

Your well-being is important to the University of Florida. The U Matter, We Care initiative is committed to creating a culture of care on our campus by encouraging members of our community to look out for one another and to reach out for help if a member of our community is in need. If you or a friend is in distress, please contact umatter@ufl.edu so that the U Matter, We Care Team can reach out to the student in distress. A nighttime and weekend crisis counselor is available by phone at 352-392-1575. The U Matter, We Care Team can help connect students to the many other helping resources available including, but not limited to, Victim Advocates, Housing staff, and the Counseling and Wellness Center.

\*NOTE: Topic schedule subject to change based on guest availabilities and other factors. There will be no change in project due date or the midterm examination.