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Abstract

Graphic Design as a discipline involves the mediation of information exchange between user and client, citizen and government, agency and consumer. The primary concern of the graphic designer is the effective interpretation and presentation of this information as a clear set of visual communication for the user to consume and use. This means that the ever-changing socio-political environment of modern society must be taken into account when the graphic designer is at work.

This dissertation is concerned with how a new pedagogy approach can be created, to help the graphic designer learn computational logic, coding and languages, in order to better understand and therefore interpret the evolving technological landscape which acts as the backdrop for all of their work. It is the hope of this dissertation that if this pedagogy is put in place, that ubiquitous computing will evolve at a quicker rate, and there will be less error in the public digital domain.