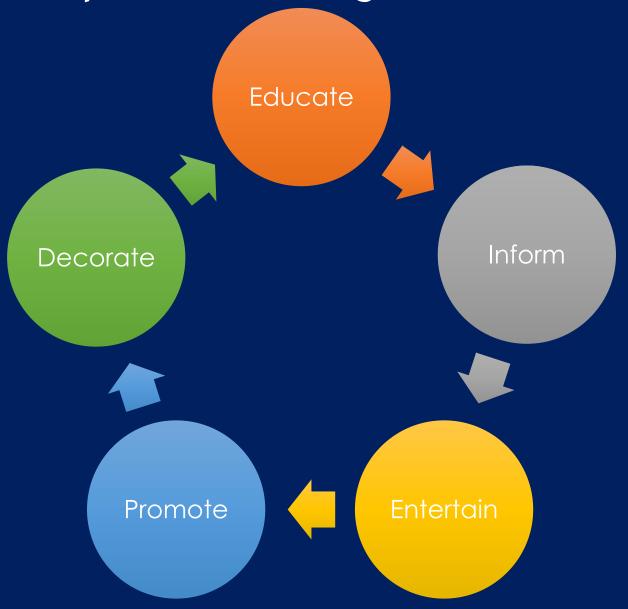


To investigate the use of specific design techniques To evaluate these techniques used to appeal to an audience



Traditional Purpose of Design



Traditional Forms of Persuasion

Ethos

Pathos

A form or argument based on a character or authority

EG: A Celebrity, Someone in a uniform, "professionals"

A form or argument based on emotions Fear...Desire...Sympathy...Anger... Avarice

EG: Fear- Get this or? Desire- Sex Appeal Empathy-Sad Kids, Cute Animals Hunger- Delicious looking food- heat radiating off...juicy.. better than real life

Logos

A form or argument based on facts or figures **EG:** Facts, Percentages, Wordy, Lots of information, Charts, Figures

ATAR DESIGN Forms of Persuasion

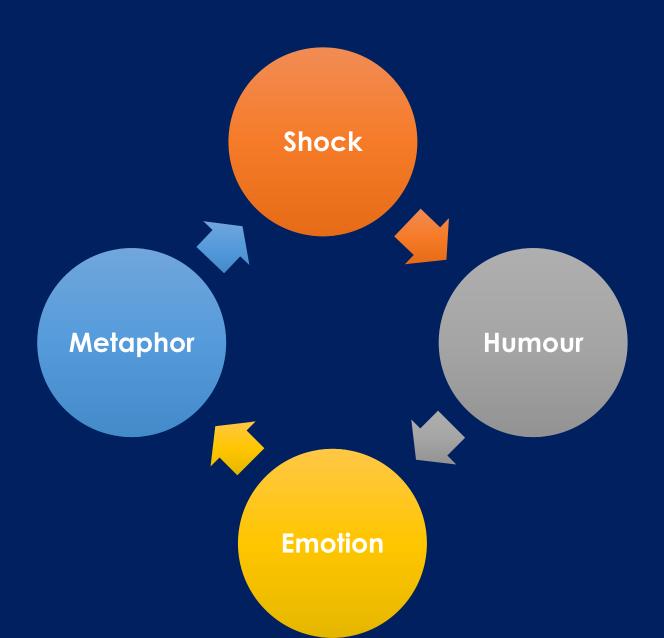


Image Analysis

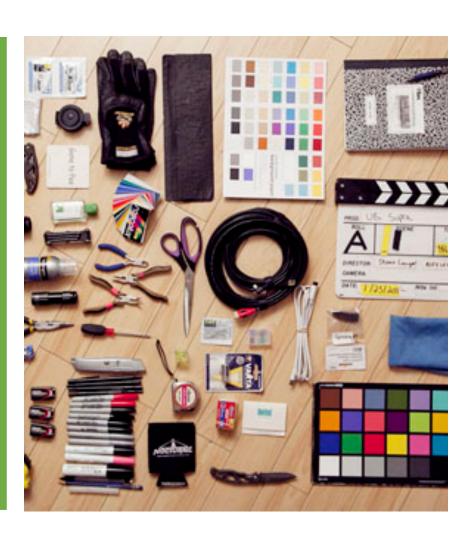
Examine the image you have; Which of the 4 appeals does each use?

WHY?

You must be able to articulate your reasons

Include application of your **Design Toolkit**:

EG. Design Elements, Principals, Visual Hierarchy, Type



















ontario.ca/steppingstones















Campaign Analysis

Select which CAMPAIGN uses specific types of audience appeal

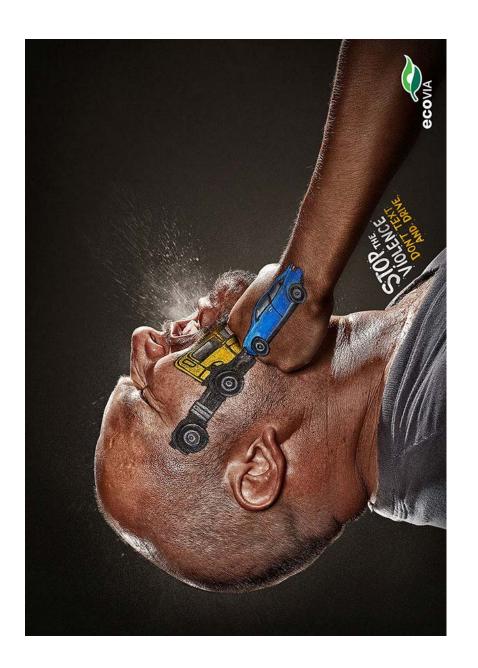
WHY?

You must be able to articulate your rationale

Include application of your Design Toolkit:

EG. Design Elements, Principals, Visual Hierarchy

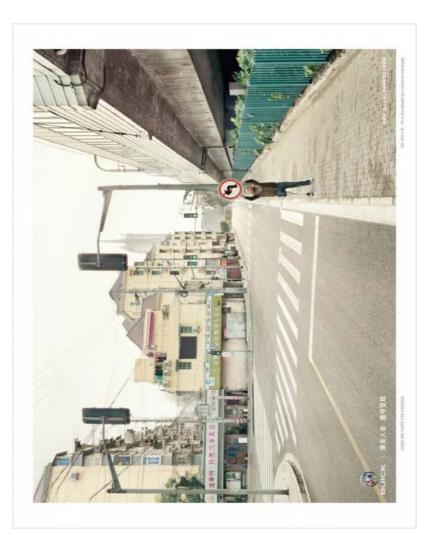


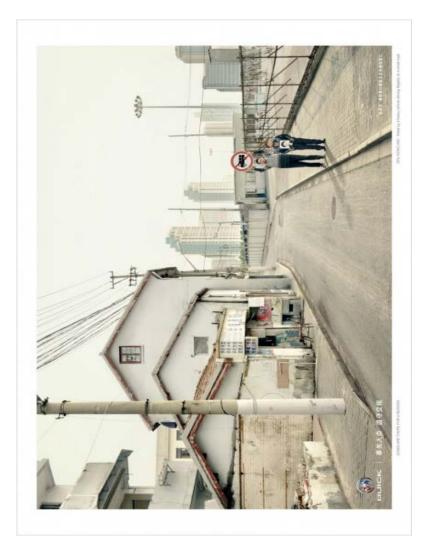


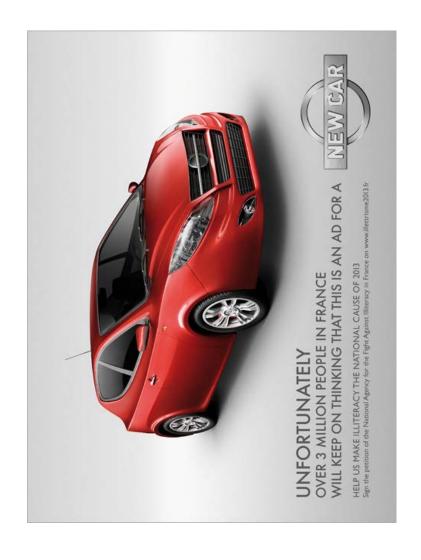


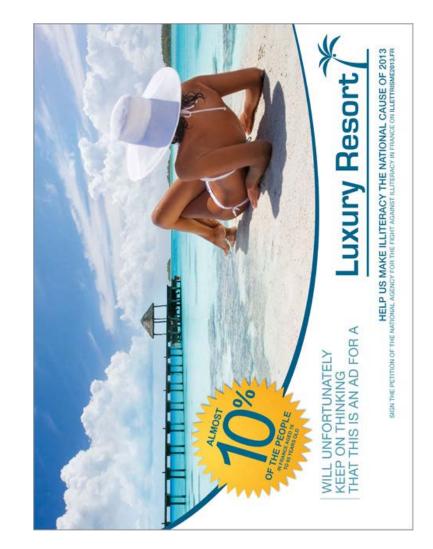


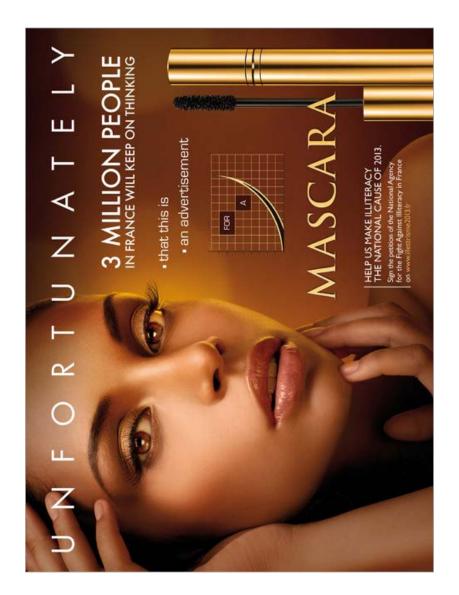


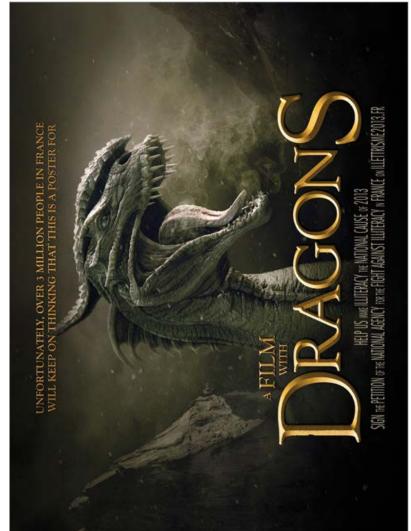


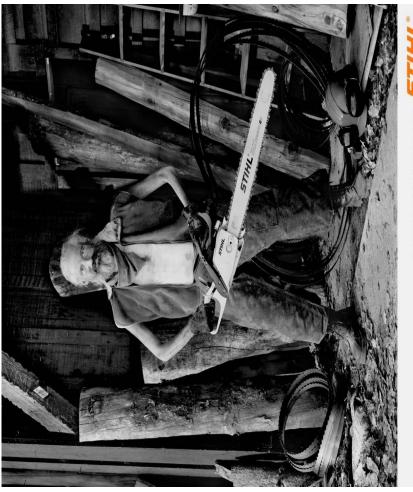












ALL THE MUSCLES YOU NEED.

















