corporate visions
conversations that win

## Memorable Visuals | learning outcomes

| module | learning outcome | key content |
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corporate visions
conversations that win

| module | visual concept | learning outcome | key content | runtime |
| :---: | :---: | :---: | :---: | :---: |
| lines, shapes, color, and texture |  | Combine design elements to choreograph audience attention and communicate meaning. | - Recognize how to use different design elements to organize, add emphasis, aid visual search, express mood, communicate meaning and create interest, and how to use texture to ignite the senses | 14 minutes |
| apply universal principals |  |  |  |  |
| dominance |  | Use dominance to create a focal point and control your audience's attention. | - How to make content that is satisfying to your brain | 9 minutes |
| balance | $10$ | Manage your audience's attention through balance. | - Different kinds of balance <br> - How to use balance to support the idea you want to convey | 7 minutes |
| unity | Opportunity <br> \$1B $\qquad$ $5=$ <br> 10M $\qquad$ \#1 $\qquad$ | Apply the principle of unity to manage audience attention and control what they remember. | - How to use unity to make messages clear and easy to understand | 7 minutes |


| module | visual concept | learning outcome content | runtime |
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| proportion <br> and scale | Use proportion and scale to <br> make memorable visuals. | How to use proportion <br> and scale to create <br> harmony or impact | 8 minutes |

