



CELEBRATING GRAPHIC DESIGN

AT PORTLAND STATE UNIVERSITY



Portland State  
School of Art + Design

# being graphic



web—PSU.GD

social—@PSUGD

STUDENT WORK  
ALUMNI HIGHLIGHTS  
A+D PROJECTS  
SOPHOMORE PORTFOLIO  
FRIENDTORSHIP

SHOW & TELL  
FRESH: SENIOR SHOWCASE  
KEMENY LECTURE SERIES  
BE HONEST  
GOOD MARKET  
SELLER'S SOCIETY

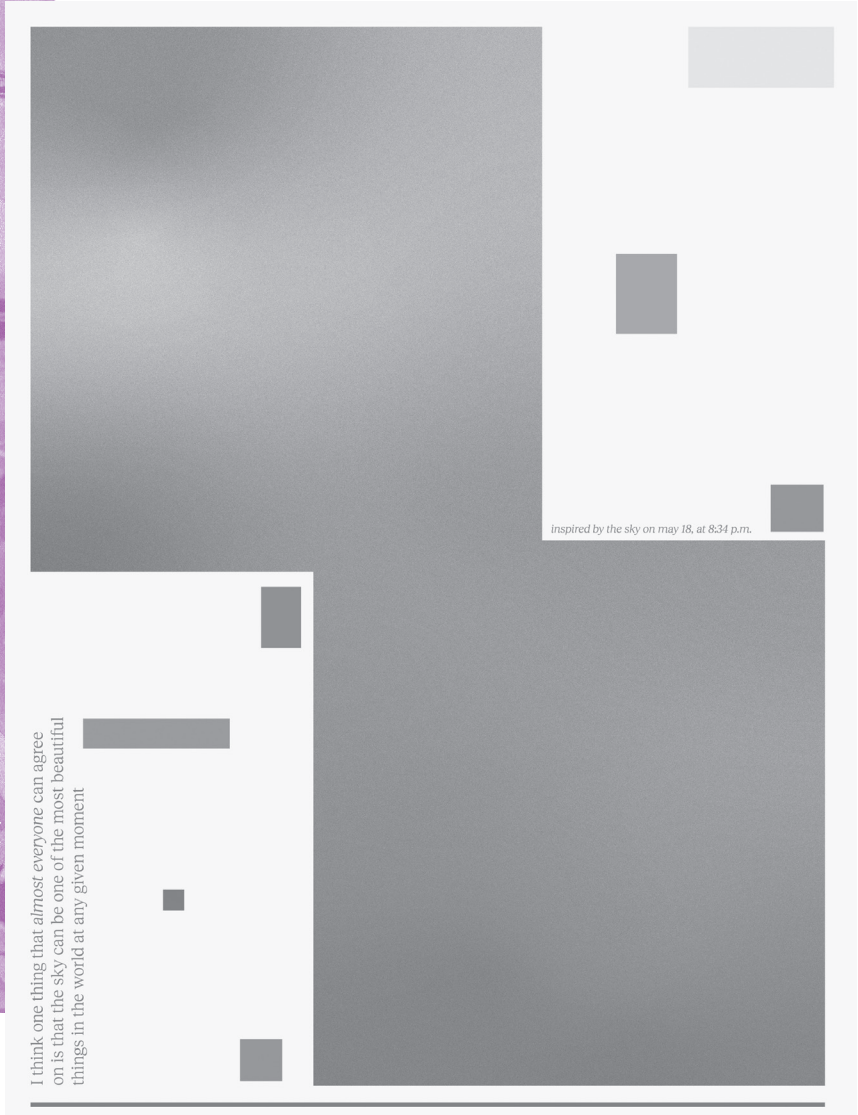


STUDENT WORK  
CELEBRATING GRAPHIC DESIGN AT PSU

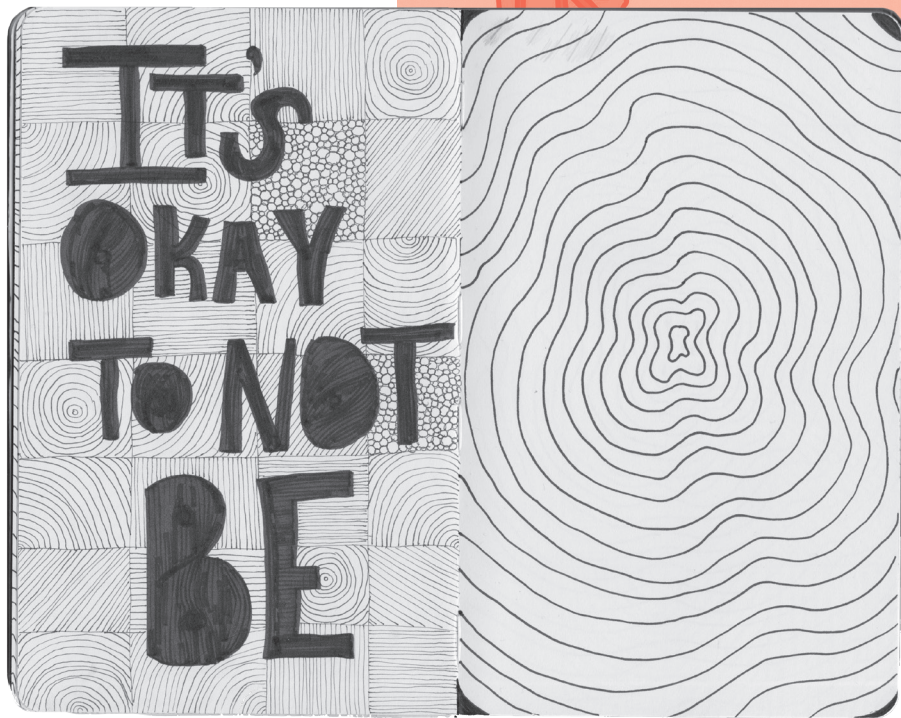


nia musiba  
@NIAMUSIBA

jacob salazar  
@\_JACOBSALAZAR



kami gould  
@KAMI.GOULD



kierrah byrd  
@KIERRAHBYRD



# BEING GRAPHIC

## hey, reader!

Welcome to Being Graphic—an experimental and informative publication thoughtfully designed by graphic design students for current and prospective graphic design students. The newspaper you hold in your hands is a culminative project initiated during a term of A+D Projects (pg. 15) and was in development for nearly a year.

We hope that over the next several spreads you will become well acquainted with all that is the Portland State University Graphic Design Program (PSUGD for short). For those who have already come to know and love it—we hope that it will cause you to love it that much more.

Our best,

The Beings Behind Being Graphic ☺



### Student Work

pages 02, 06–07, & 30–31

### About Us

pages 04–05

### Alumni Highlights

pages 08–12

Ryan Swedenborg  
Mario Milosevic  
Lea Loo  
Jordan Hoagbin

### More Than a Classroom

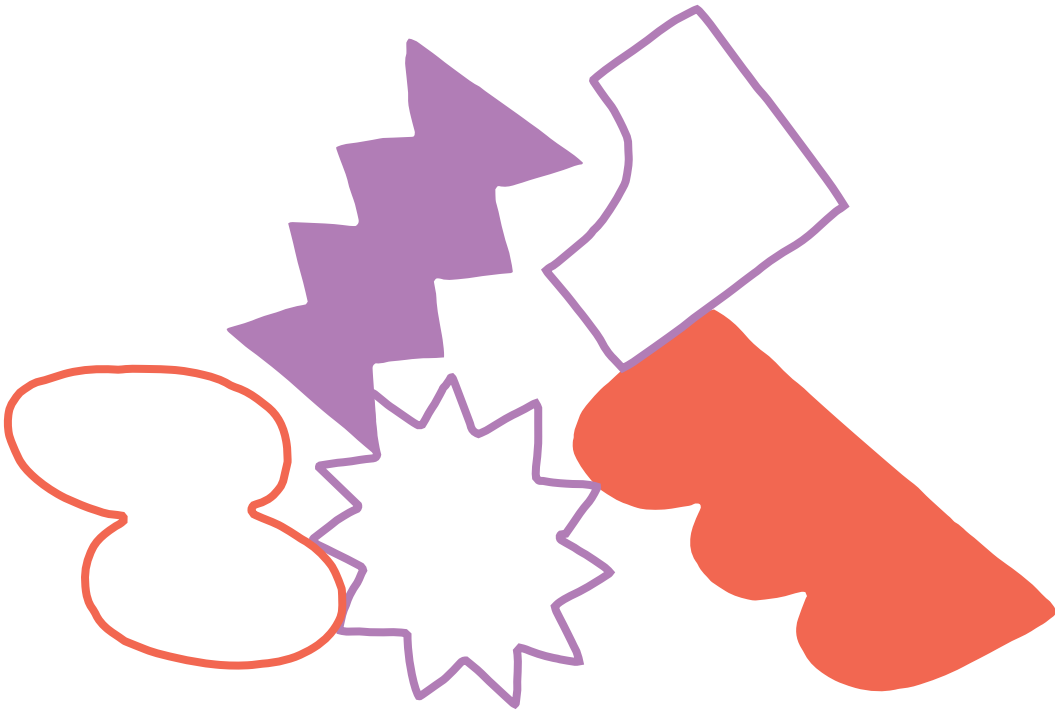
pages 14–21

A+D Projects  
Sophomore Portfolio Review  
Friendtorship

### Building Community

pages 22–29

Show & Tell  
Fresh: Senior Showcase  
Kemeny Lecture Series  
Be Honest  
GOOD Market  
Seller Society



# CONTENTS — 03

BEING GRAPHIC

#### CONTRIBUTORS

Ben Sellon  
Brandon Braun  
Chloe Findtler  
Dominique King  
Gavin Rear  
Harrison Gerard  
Jacob Salazar  
Kami Gould  
Kierrah Byrd  
Leah Maldonado  
Maria M. Caicedo  
Nia Musiba  
Ovidio Francisco-Juan

#### SPECIAL THANKS

Oregon Lithoprint  
Sean Schumacher  
Kate Bingaman-Burt  
Kathleen Marie  
Lis Charman  
Sam Peters  
Ariel Fogden  
Briar Levit  
Stephen Lee  
Zak Stone  
Jordan Hoagbin  
Mario Milosevic  
Ryan Swedenborg  
Lea Loo

#### TYPEFACES

Aktiv Grotesk,  
Sabon LT Std, &  
Marge (designed by  
@makaylalovrak)

#### PAPER

32 lb. 72 Bright

#### SPOT COLORS

Pantone 172 U + 2592 U

#### ART DIRECTOR

Makayla Lovrak

#### EDITORS

Brittney Gold Habel  
Seth Dearmas  
Trudy Chin

#### ILLUSTRATOR

Clare Davidovich

# PORTLAND STATE GRAPHIC DESIGN

---

WHERE ACTIVE  
PARTICIPANTS  
IN DESIGN AND  
CULTURE ARE  
CREATED



# PSUGD equips students to conquer creative challenges with a breadth of technical and artistic skills.

## The program prepares students to be exploratory, experimental, and collaborative graphic designers who can thrive in today's world.



Many of our classes pair students with clients—small businesses, non-profits, cultural institutions—giving students the experience of making work for the real world. We work to connect our students to the design community within Portland, and beyond.

Through a dynamic and diverse program of visiting designer lectures, field trips, in-class demos, portfolio days, and internship opportunities, our students become integrated members of a global community of makers.

The success of our program is reflected in our alumni. Our graduates are working near and far, in small agencies and in really big ones. They start their own businesses. They make their own

products. They research and write. They are active participants in design and culture, even when they're still in it.

Our design faculty, who are all active makers as well as educators, are key to our success. Through their tireless efforts and deep connections, Portland State's Graphic Design students become part of the larger design community. ■

*Learn even more at **PSU.GD**  
+ follow us **@PSUGD***





Shortcoming

gavin rear  
@GAAVV

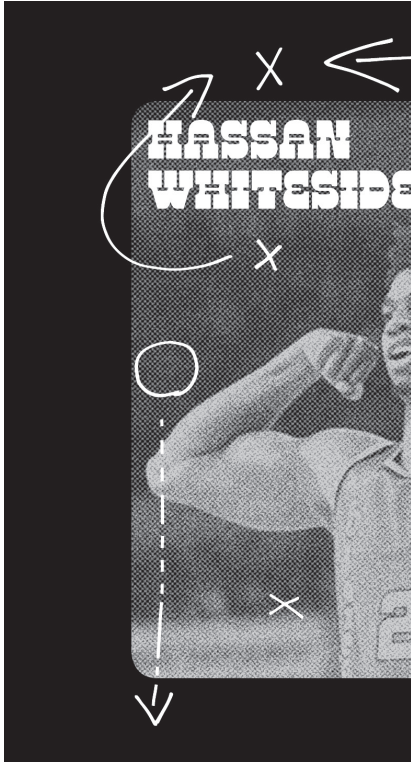
harrison gerard  
@H\_S\_GERARD

ovidio francisco-juan  
@OVIDIO\_FJ

48 Nowadays  
33 as I sometimes  
30 walk past the  
24 coffee stands in  
18 the French Market, I can't  
14 help but recall how often Mamete  
12 would fry up a batch of crisp beignets



dominique king  
@DOM\_KING







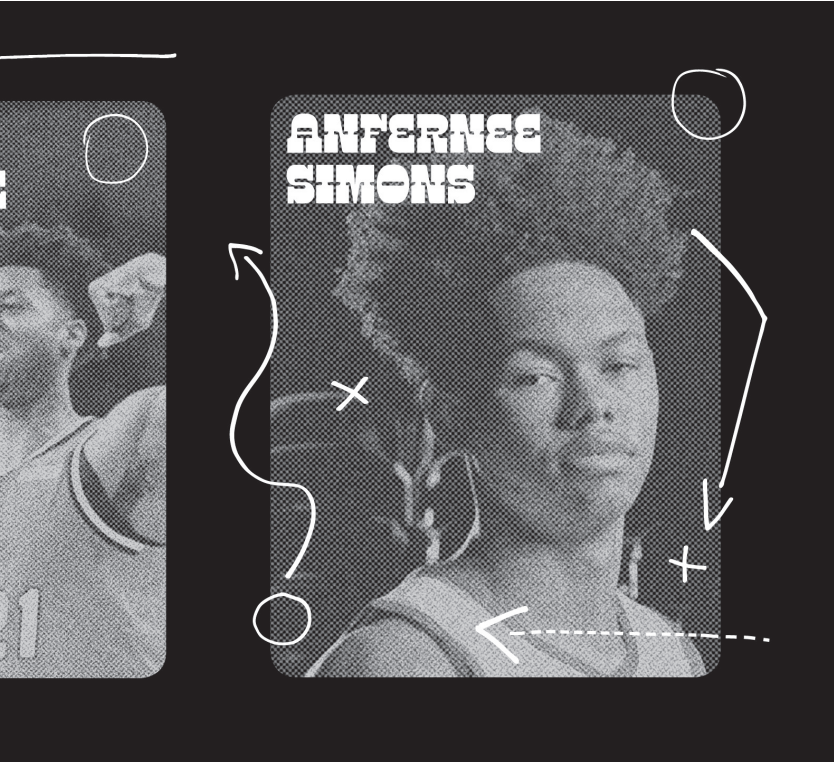
chloe findtner  
@BEEFYCHLOE



seth dearmas  
@A.S.D. \_\_\_\_\_



brittney gold  
@BRITTNEYGOLD





# ALUMNI HIGHLIGHTS

---



PAST PSUGD  
STUDENTS  
DIS/ASSEMBLE  
FROM COLLEGE  
INTO THE  
REAL WORLD



AGE  
31

JOB TITLES

Frozen Yogurt Sales Associate, Graphic Designer, Visual Designer, UI Designer, Experience Designer, Product Designer

CURRENT JOB

Product Designer at Spotify

HAS WORKED FOR

Big Giant, Makelike, Portland Screen Printing, Mayer/Reed, IBM, Blackboard, Spotify

PLACES LIVED

New York, Stockholm, Austin, Portland

LEARN MORE

@rswedenborg  
rswedenborg.com



Tell us briefly about your work and what you’re up to at Spotify.

I work on Spotify Premium (the paid version of Spotify), specifically focused on designing experiences where folks can find a Spotify plan that works for them. My focus recently has been on new market launches, making sure what we design resonates in the country we’re launching in. I also spend a lot of time facilitating and running workshops, making sure we have the whole team (Design, Development, business, etc.) on the same page.

What’s something you know that you want to share with people? (Could be about design, could not)

Having an open-minded and optimistic attitude can take you so far. Many of the opportunities that have come up post-college (work or otherwise) are because I approached situations thinking “Yeah sure, let’s give this a shot.”

How do you assemble yourself around community post-college?

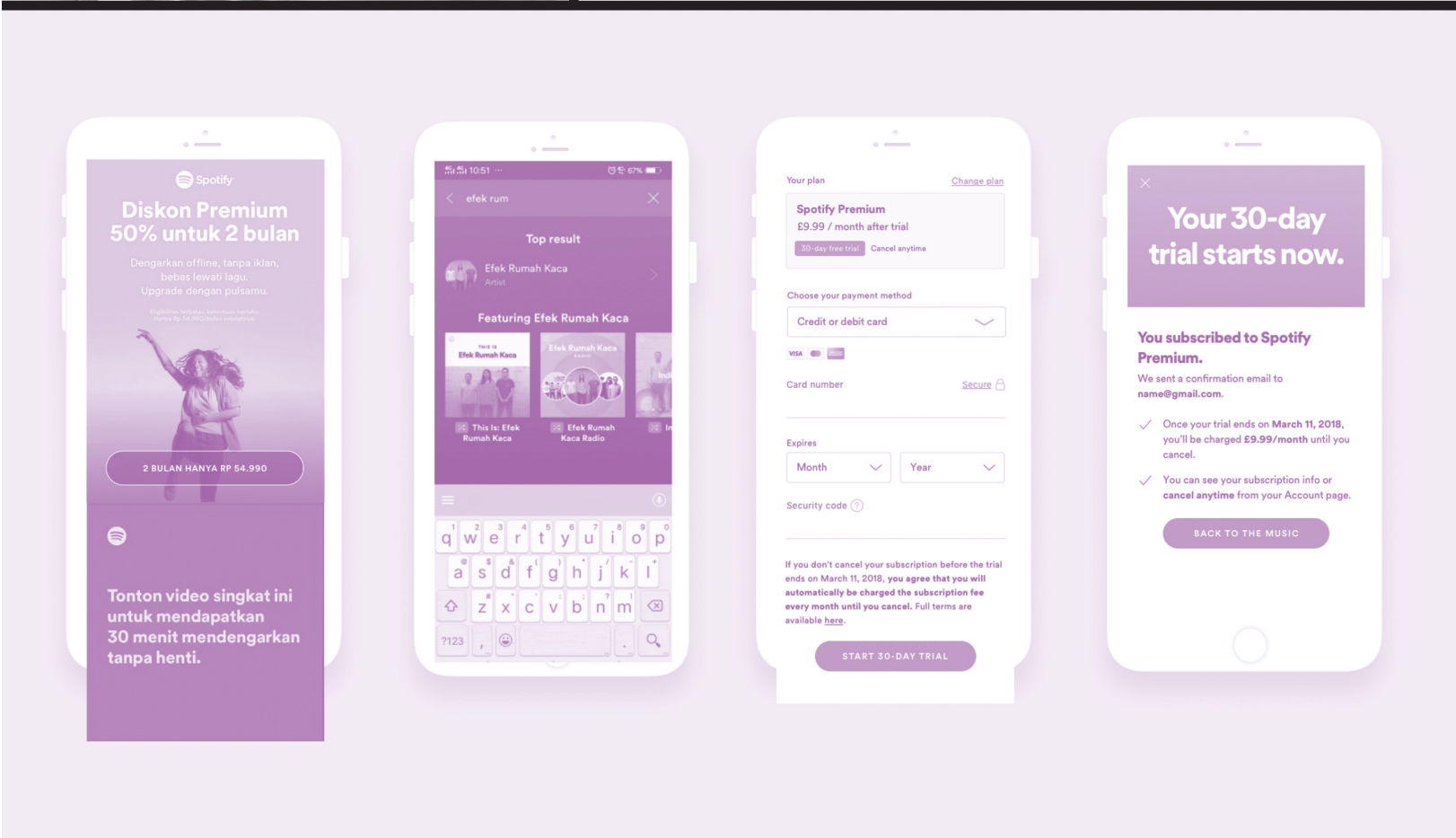
I try to make myself do one design-related, outside-of-work event each month (not always successfully!). Support your friends and colleagues events and attend the events they put on. Looking for a specific type of event and not seeing it? Make it. Chances are there are weirdos like you interested in the same thing.

What did you see when you imagined yourself post-PSU? Did you think you’d be living in Sweden like you are today?

While in college it was hard for me to get a view into what my future might look like. There were so many different areas of design I was interested in; I still had a lot of learning to do and getting my foot in the door of the design industry seemed so overwhelming. This to say, I had no clue I’d be living in Sweden and working in music tech! But I’m pretty stoked where I’ve ended up.

What’s your favorite item at Trader Joes?

Lawd, I miss Trader Joes. When I’m back in the states I always stock up on everything-bagel seasoning. Truly a gift from the gods.





**Do you have a project from your time in school that you are most proud of?**

I honestly can't remember all the projects I worked on during my time in school as it was more than 15 years ago. I just remember that I enjoyed my typography classes with Lis Charman, and the branding and digital media designs I worked on.

**How did you find your design niche?**

I always loved watching basketball and it just happened that I get to design for the game and the product I'm passionate about. During junior year, I took a web design class where I helped build an informational website for the Justin Eyerly scholarship program that had been established by the then-president of the Blazers. I continued volunteer work on the website's maintenance and that led to a Blazers internship. Upon graduation I was offered a position as a full-time graphic designer. Merging my passion for the game of basketball and graphic design was the best thing that happened in my career.

**How do you assemble yourself around community post-college?**

By attending design conferences and portfolio/art shows.

**Having worked for the Portland Trail Blazers for over 14 years, what has been your most rewarding project?**

I was fortunate enough to play a big role in the Trail Blazers rebrand in 2017. The process took two years and I got to learn so much about Blazers fans and their passion about the team. Based on the feedback received the logo didn't change much, but it gave me an opportunity to clean it up and modernize it. The most recent 50th Anniversary branding was another exciting project as I was tasked to create the logo, uniform and the court by reflecting rich franchise history. Going through historical photography, old posters, and magazines was an inspiration during this process. Seeing the logos I worked on being used in so many places is so rewarding and I'm thankful for these opportunities.

**Best Trail Blazers game memory. Go.**

So many great memories, but two favorite are Dame's Playoff buzzer beaters against the Rockets in 2014 and the Thunder in 2019.

**AGE**  
36

**JOB TITLES**  
Graphic Design Intern, Graphic Designer, Sr. Graphic Designer, Art Director

**CURRENT JOB**  
Portland Trail Blazers  
Art Director

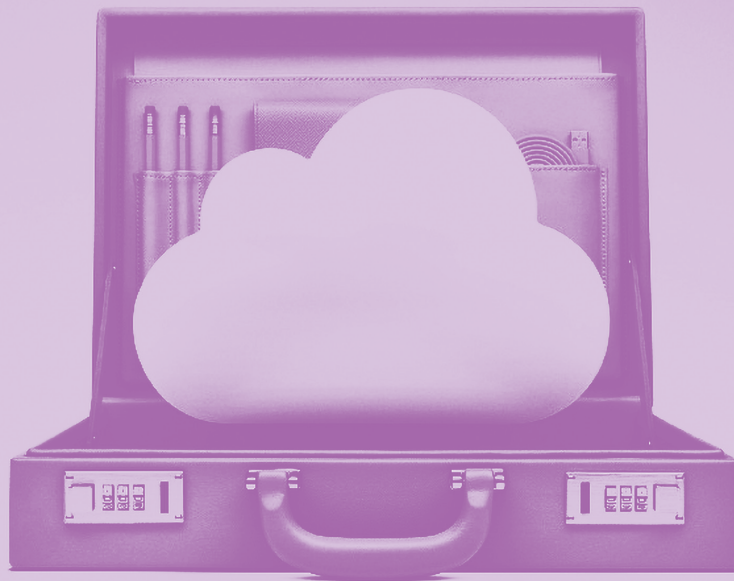
**HAS WORKED FOR**  
Portland Trail Blazers  
for 15 years

**PLACES LIVED**  
Beaverton

**LEARN MORE**  
[@marmil83](#)  
[mariomilosevic.com](#)







### How is New York design culture different from Portland's?

I haven't been here for very long, but the biggest difference I see is that there is so much more of it: more designers to create culture, more studios, more art shows, more talks—the list goes on and on. With more designers comes more people who are extremely driven and thus, more healthy competition. When that translates to working on a team with extremely adept, savvy people, who care about the work as much as you do, that is one of the most motivating, inspiring feelings.

### What advice do you have for students disassembling from the safety of school into the real design world?

First and foremost, view everything as an opportunity and a learning experience, no matter how small the project or the brief.

Don't stress about what or where your first design job is. If you're fresh out of school, you are going to learn a lot of things no matter where you end up, including some things that you are good at, some things you should work on, things that you are looking for in a job, and most importantly (IMO), things that you don't want in a job.

If there is something that you want to do or make, do it. Talk about what you're interested in and be open about it. What you do in your spare time and your skill set will often influence what sort of projects you get.

### How do you assemble yourself around community post-college?

In general, I'm a terrible person to ask this, because I'm kind of a homebody. But keeping in touch with enough people, or even just following them on Instagram will keep you in the know about what's going on, and what's cool. If there are specific things that you are interested in, follow accounts or keep in touch with people who are into the same things. Also, just keep in touch with the people you liked in school. Chances are, you will want to go to events/workshops/talks together :) Also, y'all can talk about your experiences in the real world, commiserate, celebrate victories, and get a more broad read on what's normal.

### In what ways has PSU prepared you for where you are now?

I love that PSU is *in* Portland and that I was able to take on multiple internships and jobs while I was still in school. This allowed me a nice range of experience once I graduated and started looking for my first full-time job.

I am also extremely thankful for the faculty/staff of PSU. They really give a shit, and if you are a good human, and you show that you are excited and that you care, they are lifetime advocates and cheerleaders for you.

### What's your favorite orange snack?

Healthy: dried mangos. Not healthy: Doritos.



**AGE**  
29

#### **JOB TITLES**

Intern, Junior Designer, Designer, Senior Designer, Art Director

#### **CURRENT JOB**

Art Director at Gretel in NYC

#### **HAS WORKED FOR**

Jolby & Friends, Freelance, Gretel, Wieden+Kennedy, OMFGCO

#### **PLACES LIVED**

Portland, New York

#### **LEARN MORE**

@lealealoo  
hellolea.com

LEA LOO — 11  
ALUMNI HIGHLIGHTS



# 12 — JORDAN HOAGBIN

ALUMNI HIGHLIGHTS

## How has living in Portland influenced your work?

I think a lot about had I grown up or went to school somewhere different if I would be in the same position as I am right now. Living in Portland afforded me access to a bunch of immediate possibilities from small boutique studios, big agencies, to sportswear giants. The size of this city can make it feel insular, but it also helps foster community and provides a local yet global reach in a way that you don't get in many other places.

## How do you use type to speak to your audience?

I think equally about how much I can communicate with typography as I can without. If I'm using words and thus typography for a piece, is it amplifying it's message or is it a crutch/trope? If my typography is my tone of voice, how does it sound and am I coming across appropriately?

## What advice do you have for those unsure about applying for the Arlene Schnitzer Prize?

Apply anyway! The key part about the prize is that it truly seeks out emerging potential—MFAs win but so do sophomores. Artists win

and so do graphic designers. The opportunity to showcase your work on that scale as a student can be so profound and formative in itself, and even the process of applying might teach you a bit about your practice and body of work. Just do it.

## What was your favorite class in the design program? Why?

History of Art & Social Practice was one of my favorite classes. It got me out of thinking so rigidly about what art versus design is and offered up so many alternative possibilities for what it means to have a creative practice. It could be movement or taking care of others, it could be conversations or documentation.... Your creative output doesn't have to be tangible but rather is a process to discover something. Design is just one tool to help you do that.

## How do you assemble yourself around community post-college?

I'm still figuring that out! Having friends as coworkers always helps. FISK is always pumping out a good show that brings some great, familiar people together. I try to participate as a PSUGD alumni in ways that I can, like being a guest critic for a class, scouting at FRESH and Be Honest, or serving on the jury for the Schnitzer Prize. Just stay close to the people and the art that you like—that's community.

AGE  
26

JOB TITLES  
Studio Intern, Graphic Designer, Freelance Designer, External Temporary Worker, Brand Designer

CURRENT JOB  
Brand Designer at Nike

HAS WORKED FOR  
Nike, Central Office, Afternoon Inc.

PLACES LIVED  
Portland

LEARN MORE  
[@jordanhoagbin](#)  
[jordanhoagbin.com](#)

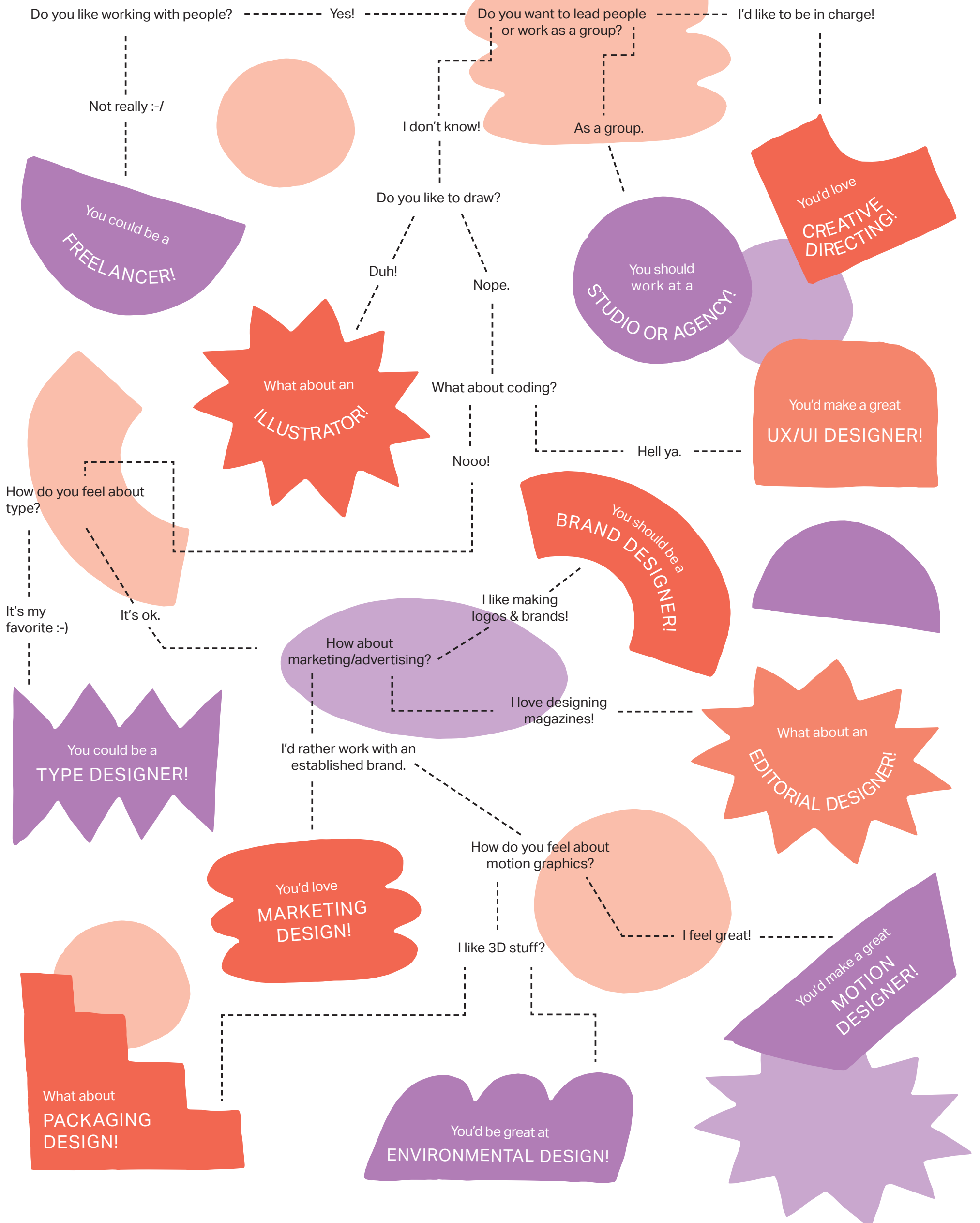




# Pop Questionnaire!??

What should I even do with my design degree?

## Start here!



# MORE THAN A CLASSROOM

---



GIVING  
STUDENTS  
REAL WORLD  
EXPERIENCE AND  
OPPORTUNITIES  
FOR FRIENDSHIP



# A+D PROJECTS: Our In-House Design Agency Where We Make Stuff Happen



## follow along

@ad.projects  
adprojects.design



In **A+D Projects** (DES 425), students work as designers, project managers, and collaborators in an agency serving the needs of their clients across the School of Art + Design. They work in many different ways, chasing opportunities to work in groups or one-on-one with clients, depending on the scope of the projects submitted. The team comes together regularly to discuss in-studio activities and to talk about progress and process of current projects.

Although they have different clients and work flow, they as a studio seek to foster internal collaboration and lasting friendships. Small or large, A+D designers love to receive new work. Our design teams have put together the Bachelor of Fine Arts catalog for graduating art students' final exhibition, promoted the annual Arlene Schnitzer Prize scholarship, created exhibitions and permanent student makerspaces like the Creative Suite, and much more.

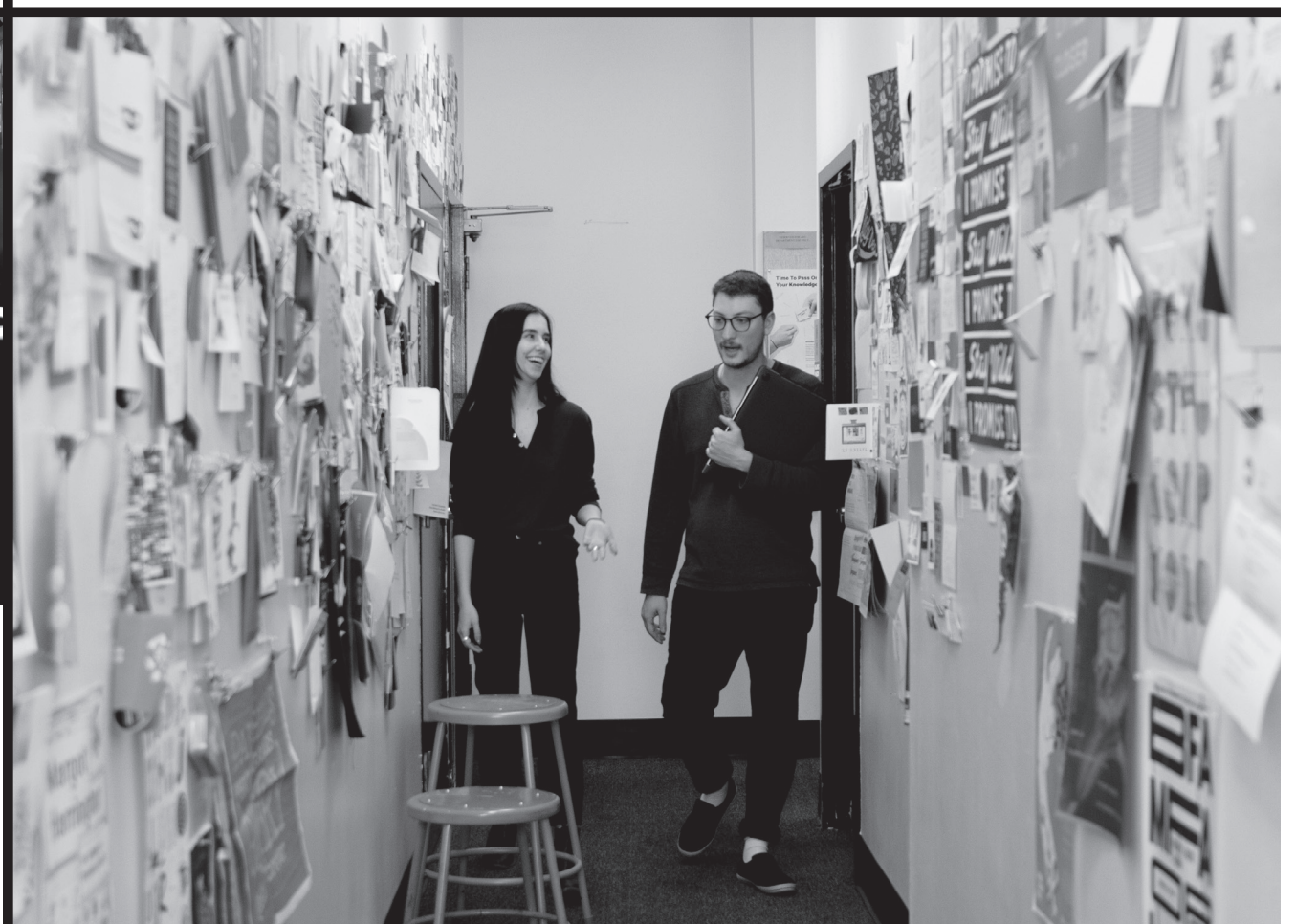
Designers in A+D have to balance multiple clients and projects at once while figuring out how to solve a design problem of their own that will better the school. These have ranged from the beloved quarterly zine *Annex* to the annual Good Market event to guides for students on things like archiving work, finding print vendors, and finding more inspiration."

Students are active participants and instigators in building community at the School of Art + Design through a variety of student organized programming and events. They push their design skills and build new ones—from understanding the needs of the audiences they serve to juggling the needs of clients and vendors. It's a chance for designers to spread their wings with their professional and managerial skills, while still having a safety net beneath them. ■



## A Comfy Space (& Couch)

The beloved A+D Projects room is a space where we can feel free to experiment, make mistakes, and fail together.



# Shaping Up to be a

LEARN DESIGN TOOLS

sophomore  
PORTFOLIO  
REVIEW!

practice  
IDEATION!

What skills have you learned so far?  
Will you be successful in upper-division courses?  
The portfolio review will answer these questions!

Attend PSUGD events like Show & Tell!



# Graphic Designer!

Learn how to  
design as a team!

NETWORK!

GET A  
MENTOR through  
MENTORSHIP!

SHOWCASE your work AT FRESH!

participate in  
BE HONEST!

DEVELOP A PROFESSIONAL PORTFOLIO





# THE SOPHOMORE PORTFOLIO REVIEW: Keys to Success

---

Okay, what is the sophomore portfolio review anyways?

Long story short, in order to take upper division courses in graphic design at PSU, all students are required to complete all freshman and sophomore GD courses and receive a passing score on the Sophomore Portfolio Review.

The purpose of the review is to ensure that students are developing skills required for successful completion of the program. Portfolios are reviewed by members of the graphic design faculty according to the evaluation cri-

teria set each year, and are assigned scores of 1 to 5, with 2–5 representing a passing score.

The review is a chance for you to show off a variety of skills in different areas necessary to practice design. The review guidelines are built with the professional world in mind—It's a chance for you to develop and refine your work and present it based on industry standards. You can even use the portfolio you make for internships and jobs! Follow along below for our six keys to success. ■



---

## 01 ATTEND AN INFO SESSION (IT'S REQUIRED!)

These sessions give a thorough overview of what is to be expected, an opportunity to see examples of portfolios, and info about helpful resources. All students expecting to participate in the review must attend one of these sessions.

## 02 FIND A MENTOR

Fill out the mentee survey on the psu.gd website and get yourself a mentor! Your mentor will have already passed the review and will be a junior or senior in the program. They can offer insight into how to get through the review, show you their own portfolio, help you plan and strategize and be your guide through the next few months. Go to them if you have questions or need feedback.

## 03 CHOOSE WORK

The majority of your work will be from 200-level courses with an emphasis on conceptual and creative solutions—the stuff that shows you know how to be a well-rounded designer. Choose work that best demonstrates your ability to meet the review's criteria and represents a variety of skills.





## 04 CRITIQUE & MAKE REVISIONS

As you finalize your projects in your classes, you may receive final notes or critique on how you can expand or improve it. This can be vital when preparing for the review. Many or all of your projects may need to be revised to pass the review. Set up times with your instructors during their office hours, plan critiques with other students, and check-in with your mentor to make sure you are making the proper changes to move forward in the program.

## 05 SHOW PROCESS

Include process for one well-developed project that shows the steps from beginning to completion, as well as in-depth research, and the thought process that lead to your successful and unique design solution. This should include some/all of the following: visual research, notes, mind maps, readings on your subject, sketches, digital roughs, mockups, materials experiments, paper and printing tests. This gives insight to how you work, and the effort you put into your projects.

## 06 KEEP TO A SCHEDULE

Keep yourself accountable to a schedule to allow equal time and energy on all of your pieces. Also remember to consider how much time it will take to finalize your portfolio. Don't be late! Keeping to a deadline is always important and more so here—since this is a professional-grade portfolio, making sure you aren't late is the first test of your professionalism.

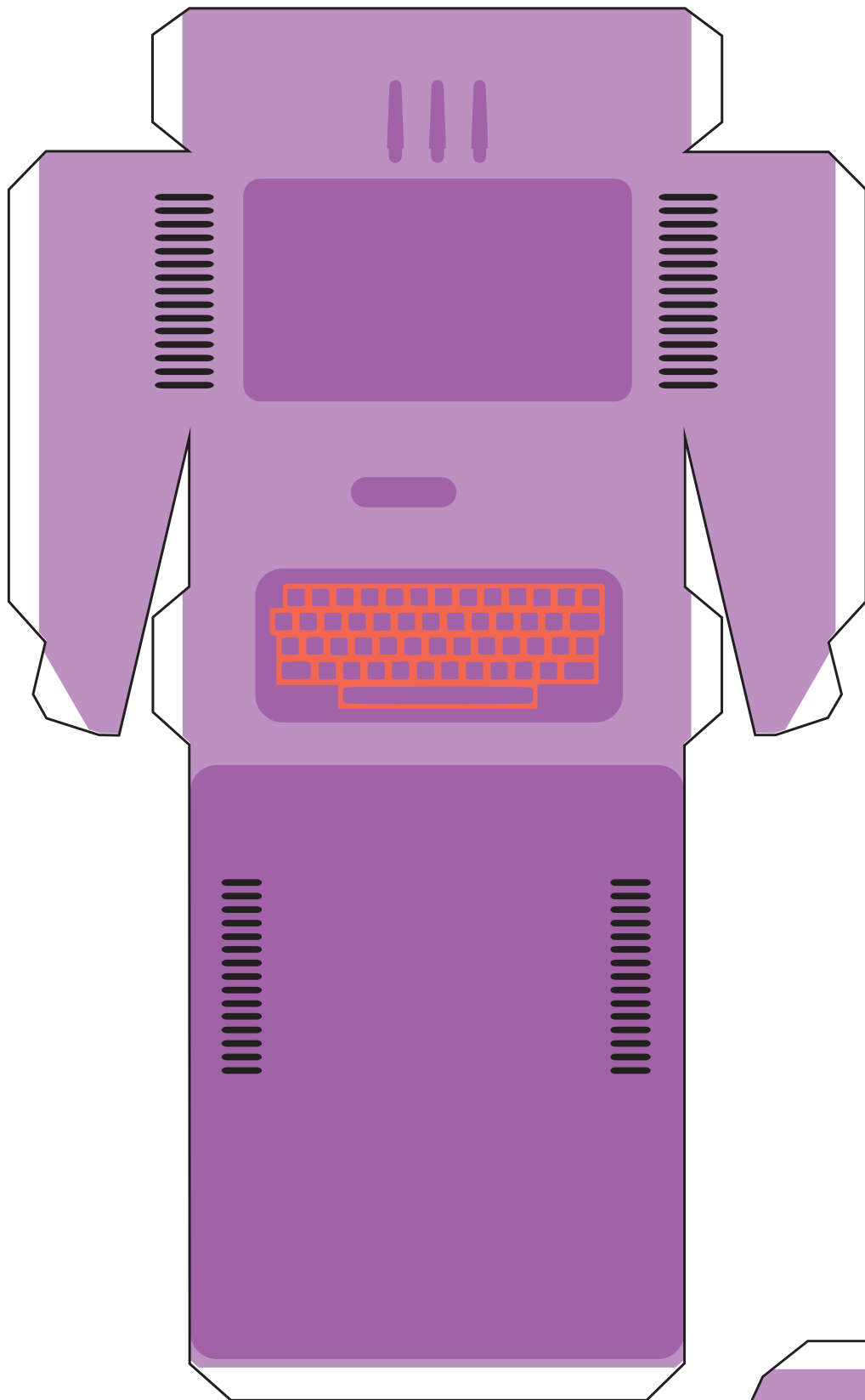
**follow along**

[psu.gd/sophomore-portfolio-review](https://psu.gd/sophomore-portfolio-review)

# Paper Cut-Out



## Your Own Mini PSUGD Computer!



### Step 1

Rip this page out before cutting and glue to a thick piece of paper for best results.



### Step 2

Cut along the outside edges of the design, fold, then glue to secure the flaps.



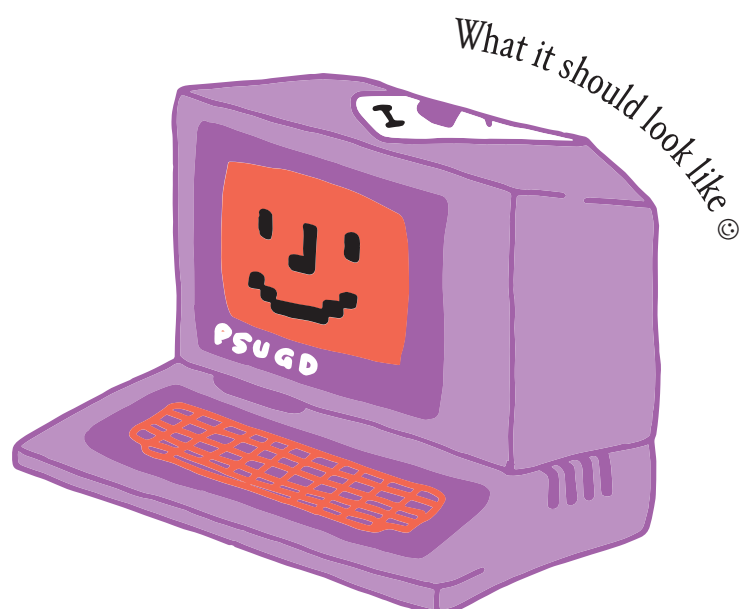
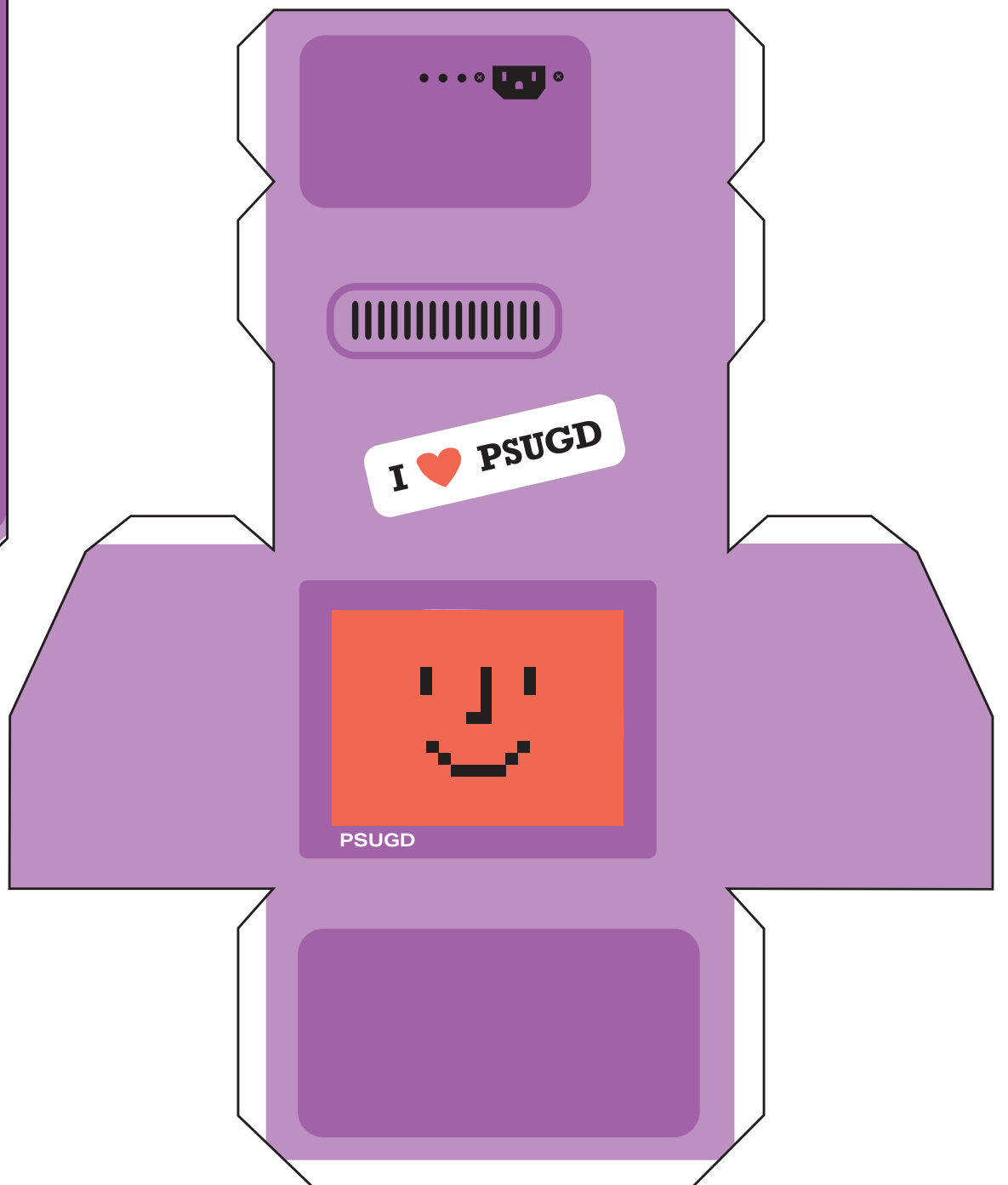
### Step 3

Place the completed computer screen top onto the completed keyboard bottom.



### Step 4

You're done! Now display your new mini computer on your desk next to your real computer. ©





# Building Relationships with Centennial High School Students

Remember what you were like in high school? I know. I know. It's a cringe-worthy question, but just think about it for a minute.



This is the question that Lis Charman, PSU Graphic Design professor, Friendtorship founder, and all-around amazing human being, asked us on our first day of class. Then we partnered up with someone to share our own best (and worst) high school memories with each other. We spent this time bonding over the similarities of our most awkward moments and shared the first of many laughs. Digging into our past and revisiting our high school selves was not only a bonding experience for class, but an exercise to help prepare us to connect with and mentor current high school students.

Friendtorship is a class at Portland State designed to bring art and design students together with students from Centennial Park High School, located in South East Portland, to collaborate on creative projects, build strong relationships, and have fun! Once a week, Centennial High School art, language arts, and

culinary arts teacher Conrad Schumacher brings a bus-load of his eager-to-create students to PSU to hang out with us.

As mentors, we design workshops for the class to participate that help build relationships and flex our creative muscles. Workshop includes everything from making "Daily Drawing" journals using collage, to writing poetry, creating your own superhero origin story and then making that superhero come to life, to heading outside to catch some sun on a photo scavenger hunt! The workshop possibilities are endless when PSU's art and design students are in charge!

Lis and Conrad's radiant passion for arts education creates an inviting, exciting, safe, creative environment for all of their students, making Friendtorship a truly rewarding experience. ■

follow along

@friendtorship  
friendtorship.org



FRIENDTORSHIP — 21  
MORE THAN A CLASSROOM

# BUILDING COMMUNITY

---

THERE IS SO  
MUCH GOING  
ON HERE AND  
WE LOVE IT!

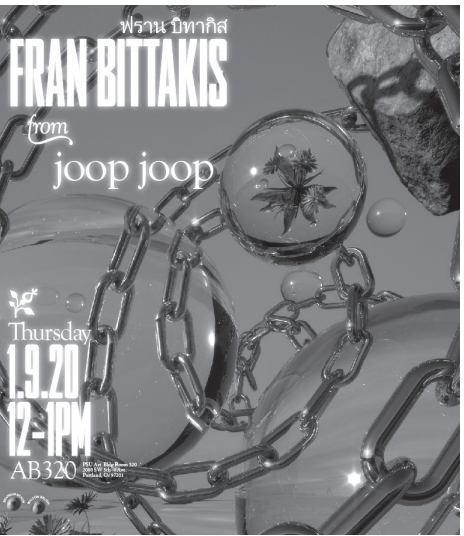
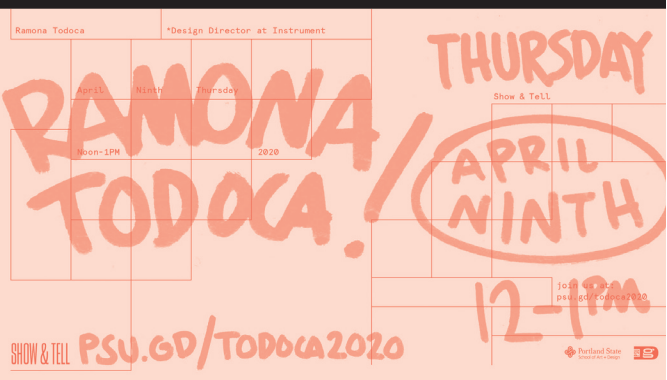


# PSUGD's Nearly Weekly Lunchtime Lecture Series



**Show & Tell** is a nearly weekly design lecture series that invites working professionals to blow our minds with wisdom. Along with hosting a variety of designers, S&T is also a time to meet other students from the program, hear announcements and have a chance to fill our heads with inspiration. Lectures happen most Thursdays in the Art Building (2000 SW 5th Ave.) Room 320. Show & Tell is free and open to the public. ■

*Pictured from top: Camila Araya and Daniela del Mar of Lettra Cheuca; Fran Bittakis of JOOP JOOP.*



**SHOW & TELL — 23**  
BUILDING COMMUNITY



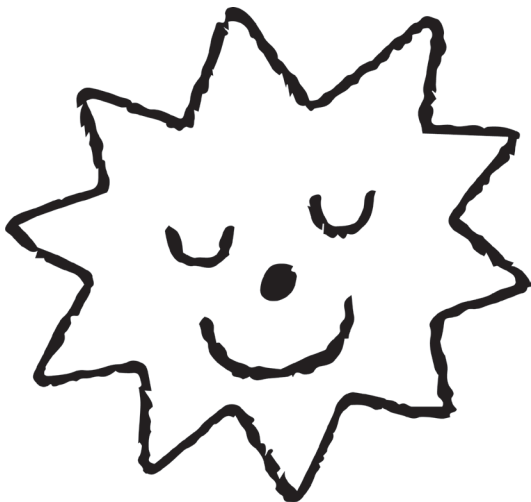
# The Much Anticipated Senior Design Showcase



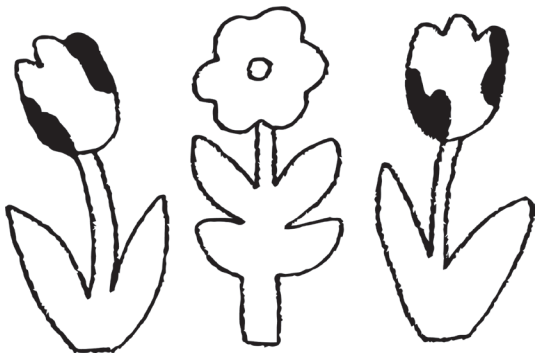
alumni archive  
[psu.gd/fresh/archive](https://psu.gd/fresh/archive)  
follow along  
[@psugdfresh](https://twitter.com/psugdfresh)

## Community Over Competition

*Friendship and collaboration are the heart and soul of the program, even as students are getting ready to exit its doors and step into the real world.*







# To Each Their Own

Graduating seniors get space to showcase their work in ways unique to themselves. Past students have built displays, made oversized portfolios, and even given away homemade truffles!



**Fresh**, our senior portfolio review event, is as much a celebration as it is a way for students to get their best work in front of professionals. FRESH typically happens three times a year (December, June, and the end of August) and is branded and organized by the graduating students. It not only showcases their work, but gives them an opportunity to receive valuable feedback from respective design leaders, and make connections with the design community to carry them forward into real world careers after graduating. ■





# Creatives Spark Community Dialogue About Design in Portland



**The Matthias Kemeny Endowed Design Lecture Series** is coordinated and managed by the Portland State Graphic Design program. It brings internationally celebrated design professionals annually to Portland to give a lecture for the benefit of the students and faculty in the GD program, as well as the broader design community. This series is free and open to the public and highlights a wide range of design practices in an attempt to facilitate a community-wide dialogue about design and related fields. Made possible by the Matthias D. Kemeny Charitable Fund of the Oregon Jewish Community Foundation. ■



26 — KEMENY LECTURES  
BUILDING COMMUNITY



## Connecting Communities

*For the first Matthias Kemeny Lecture (shown), Silas Munro was welcomed to give a talk entitled "A Proclamation in Type and Image Form."*



follow along  
[@psugd\\_kemeny](#)  
[psu.gd/kemeny](#)



# Half Portfolio Showcase, Half Party, All Fun!



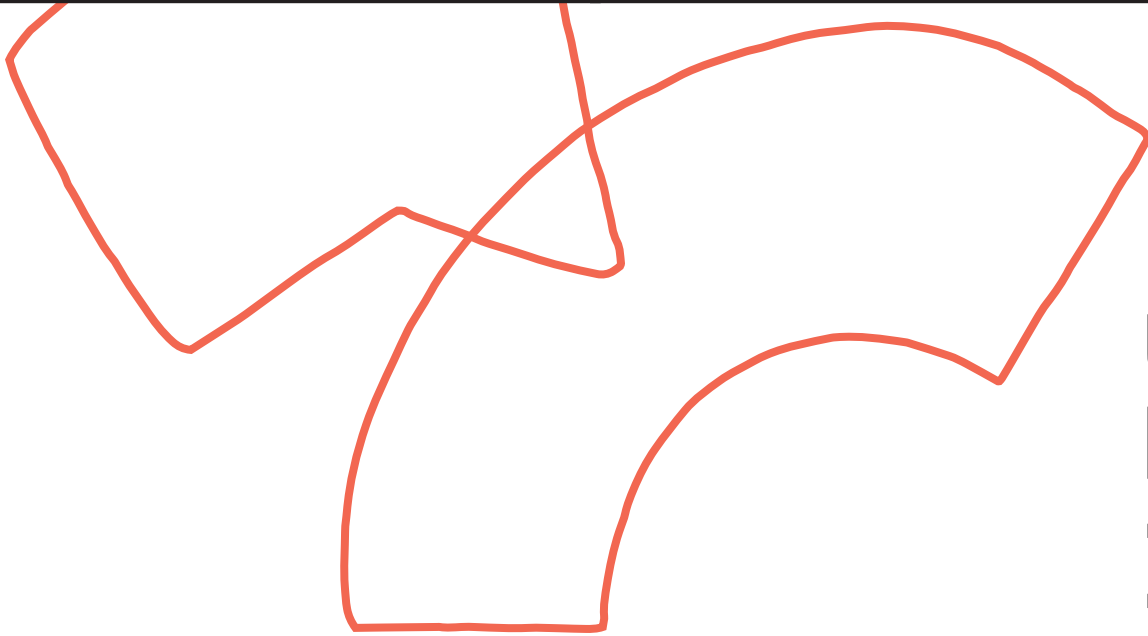
## The Sky's the Limit!

*Students display works-in-progress, class and self-initiated projects, illustrations, portfolios and take-aways such as stickers, buttons, zines, and magnets.*



## follow along

@psugd\_behonest  
behonest.psu.gd



## Past Events

*Above: Work from Ella Higgins and Walton Brush;  
Top left: PSUGD Seniors; Top right: Ovidio  
Francisco-Juan at a Be Honest showcase.*

**Be Honest** is our annual student portfolio showcase. It's when over 100 sophomores, juniors, and soon-to-be graduating seniors come together for a night in which nearly 1,000 members of the Portland design community are invited to check out what we are thinking and making while having fun conversations and making connections.

Be Honest is a valuable opportunity for graphic design students to gain experience presenting their work and engaging with the community. It's also an opportunity for creative professionals to provide their feedback and support as well as to check out all the great things coming out of PSUGD. ■





# A Pop-Up Shop Featuring One of a Kind Goods from PSU Art + Design Students

## Good Work

Students can sell anything twice a year at GOOD Market: cards, wrapping paper, pins, gifts, socks, soap, leather goods, and prints can be found at the pop-up shop.



28 — GOOD MARKET  
BUILDING COMMUNITY



looking  good

**GOOD Market** is PSUGD's amazing student market featuring one of a kind goods from PSU Art + Design students! Here you can find: art prints, holiday cards, zines, posters, jewelry, buttons, stickers, and much more—all available for sale directly from the artists.

GOOD Market is open to all PSUGD students to sell their work! GOOD Market takes place at the end of fall term and during the Be Honest student showcase in spring term. Dates vary but the market always takes place on a weekend. ■



## 01 WHO CAN SELL THEIR WORK?

GOOD Market is open to all PSUGD students! You can sell anything—do you have illustration work from class? Lettering that you could turn into cards? Make prints of it! Make cards! Make all the things! You don't have to do extra work to sell at GOOD Market. All you need to do is apply and pay the one-time fee.

## 02 WHAT DO I MAKE?

Anything! Cards, wrapping paper, pins, gifts, socks, soap, leather goods, whatever you like to make. Keep in mind that you can't always turn a school project into a marketable good without a bunch of editing, but we love to see projects and illustrations turned into art prints or cards.

follow along  
@psugoodmarket

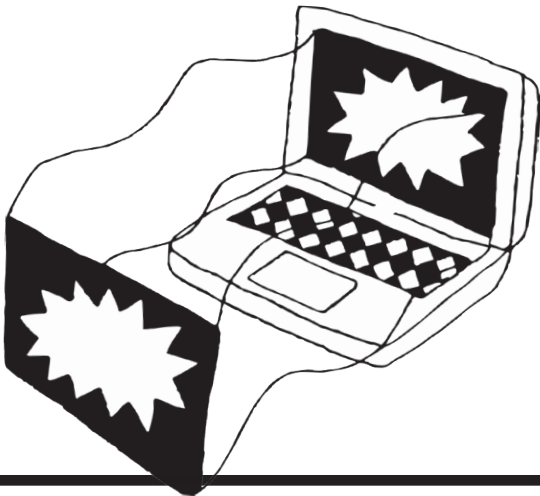


# A PSUGD Student Organized Collective and Online Marketplace

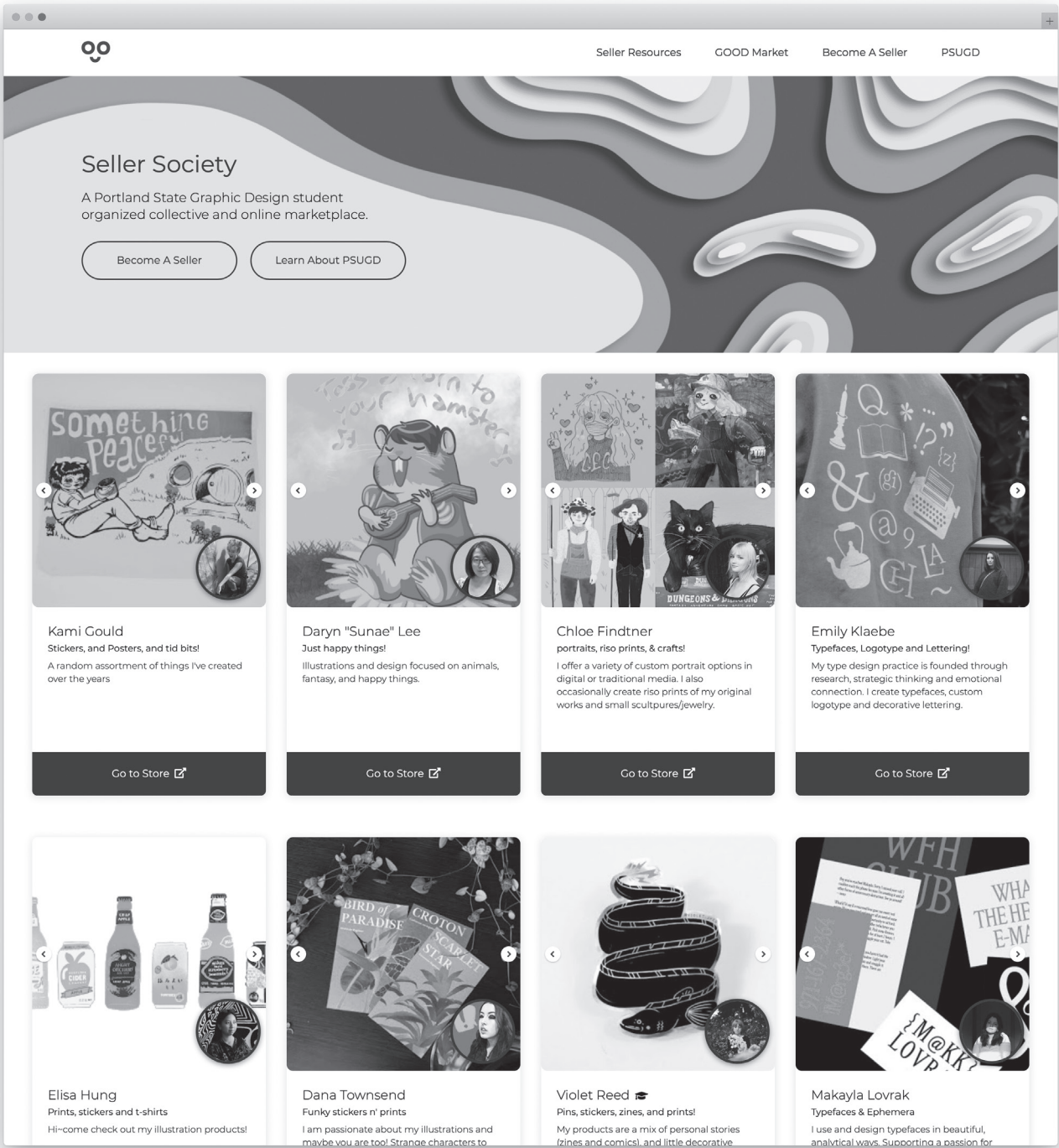
Ever wanted to sell your work? And have you ever wanted people to be able to find that work you're selling? Meet Seller Society!



**Seller Society** is an online marketplace for PSU art and design students and alumni to showcase products they sell! Seller Society does not function as a store (purchases cannot be made directly through the site), but rather a directory for shoppers to browse items and links to contact the sellers via their website or Instagram. 📱



follow along & become a seller  
[psu.gd/sellersociety](https://psu.gd/sellersociety)  
[@psugoodmarket](https://www.instagram.com/psugoodmarket)



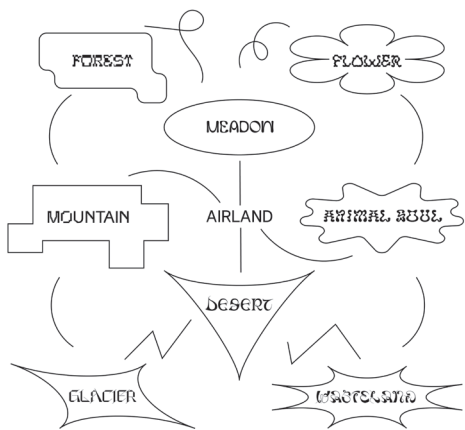
It's as Easy as  
One, Two, Three!

Becoming a seller on the online directory is simple. Hop onto the link above to set your page up that will, shortly after, live there for possibly forever.

SELLER SOCIETY — 29  
BUILDING COMMUNITY



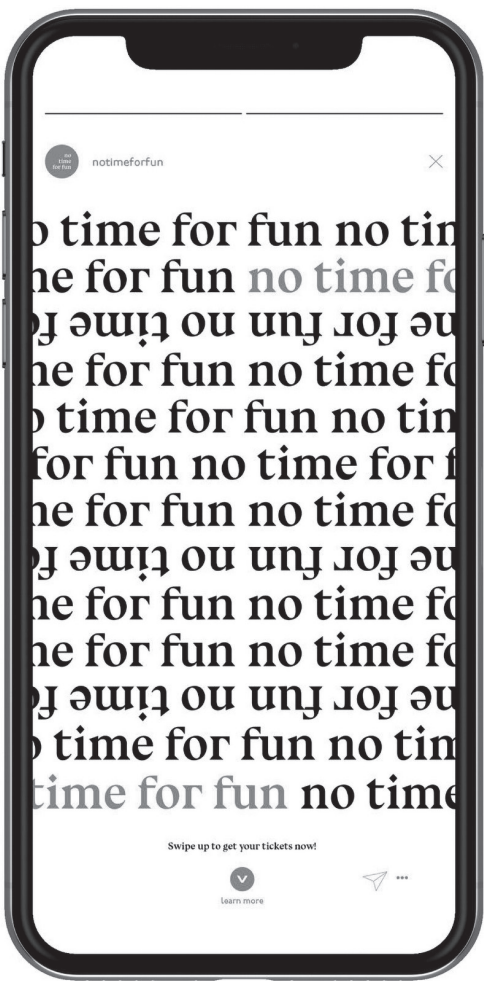
 Lawful Good	 Neutral Good	 Congrats! You just won a trip to  CLAIM YOUR TICKET NOVEMBER FOURTEENTH AT THE JORDAN SCHNITZER ART MUSEUM FROM FIVE TO SEVEN IN THE EVENING 
 Lawful Neutral	 True Neutral	 Chaotic Neutral
 Lawful Evil		



leah maldonado  
@FUN.WEIRDO

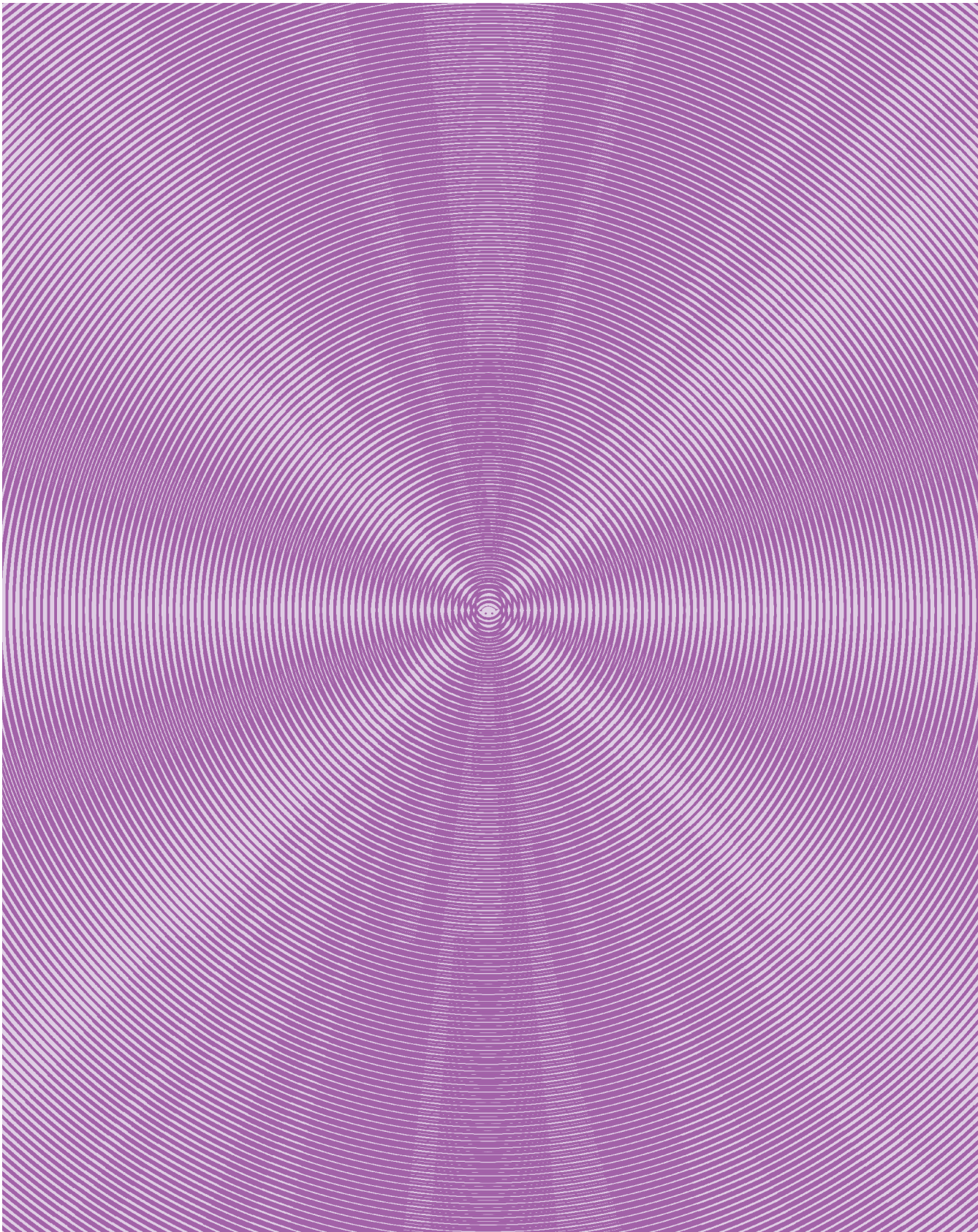
ORGANIC NERVENOUS  
SILVER NECKLACE  
MORNING DEW  
RECKLESS WATER  
WITCH'S SCENTRE





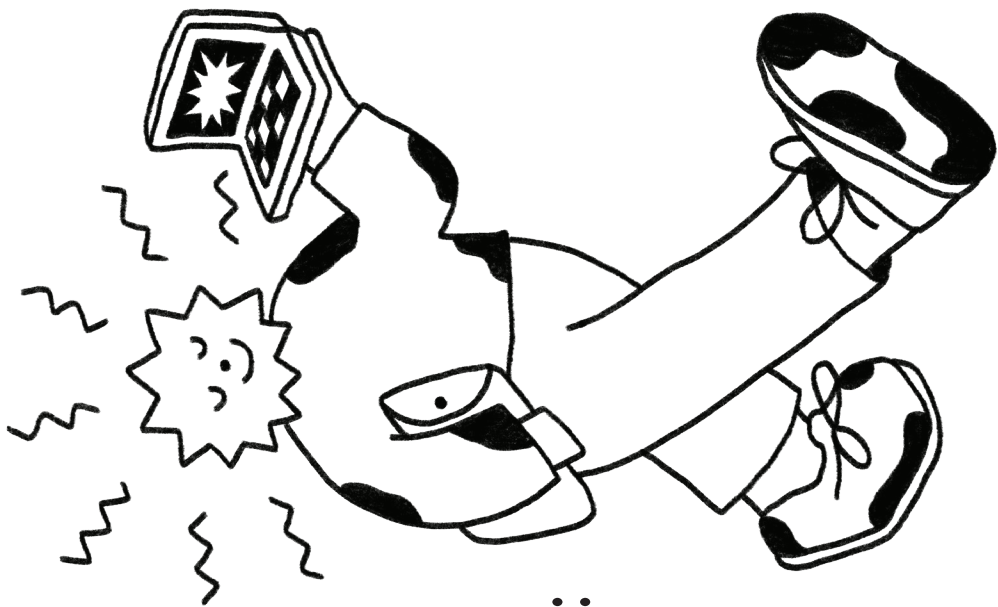
trudy chin  
@BYTRVDY

brandon braun  
@BRANDONBRAUNDESIGN





# WE MAKE. WE THINK. WE TAKE RISKS & WE EXPERIMENT. WE ARE DEVOTED & INNOVATIVE. WE FORM COMMUNITY & REAL FRIENDSHIP. WE ARE PSUGD.



**THE CREATIVE SUITE** is a makerspace, library, photo studio, and study lounge for and by the students of the School of Art+Design at Portland State University.

**AB 290**  
A space for making stuff for and by students  
Open during regular building hours

Made for Black Womxn.

**soulsoak**

A safe haven to discuss identity.  
Instagram: @soulsoak.world

**RAD LAB**

ART ANNEX 170

**join facebook group:**  
Friends of Graphic Design at  
Portland State University

**weekly newsletter:**  
Sign up for the weekly at psu.gd to stay  
up to date on all that is happening  
at the School of Art + Design!

**SIMILARLY DIFFERENT**

Summer in London — SimilarlyDifferent.com

@alga\_psu

**GO COMPANY**

A Workshop Series Presented By

**Design Book Club**

DBC facilitates conversations about the intersection of design, ethics, and social change between PSU students. The project seeks to supplement industry-focused university curriculum by critically investigating the ways that design affects society.

We meet once a month with a creative professional for a book club-style discussion and publish the transcripts on our site.

designbook-club.org @designbook\_club

VISIT A RISO FELLOW IN THE RAD LAB TO DISCUSS PRINTING ON THE RISO

**PSU RISO ROOM**

ART ANNEX 170  
@PSUGD\_RISO

Comma seeks to amplify representation and connection for BIPOC (Black, Indigenous, and People of Color) in the Portland creative community.

**COMMA**

Instagram: psugd\_comma  
Website: psu.gd/comma

PSU GD's Queer Designers Club

**TRINITY**

follow us on Instagram  
@psugd\_trinity