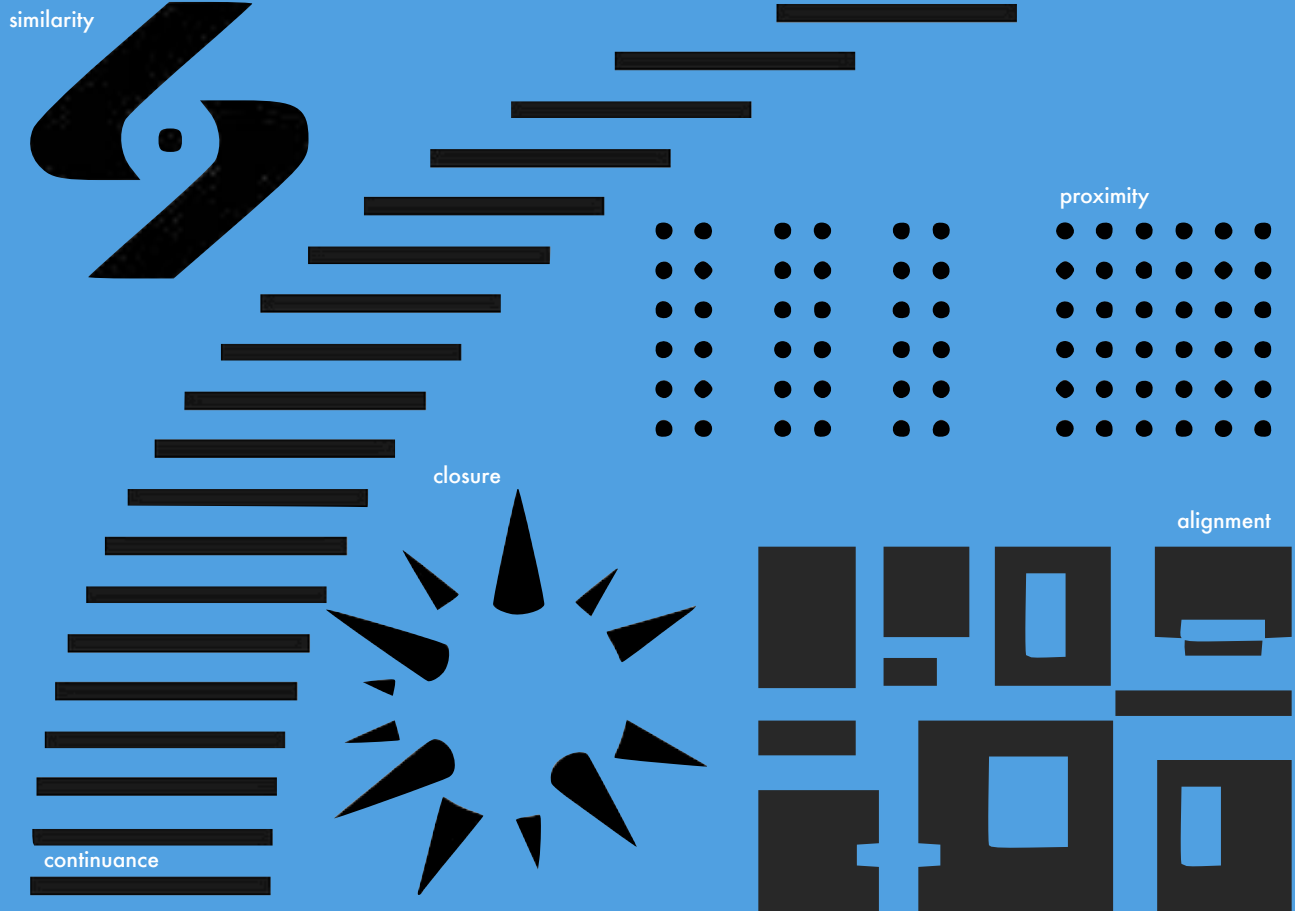


# Gestalt Principles of Design



## OBJECTIVE

The goal of the game is to take photographs of objects on campus that represent each of the five Gestalt principles of design as you understand them. All students are encouraged to photograph objects subject to his or her interpretation.

## RULES OF THE GAME

- Each group must submit two photographs for each design principle, a group total of ten photographs.
- As a group decide which five photographs best represent the principles of design and upload them to the discussion board on Rhetorical Musings.
- Be prepared to discuss the logic behind your photograph selections.

## TO WIN

All group members must return to class within the specified timeframe to receive their prize.

30  
Minutes

**Closure** is when the mind supplies the missing pieces in a composition.  
**Continuance** is a grouping that results in a continuation of direction.  
**Similarity** is the grouping of like items.  
**Proximity** is the spatial relation between items.  
**Alignment** is concerned with how items are positioned to form groups.