

DDP 303B: INDESIGN B

New Course Proposal

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Originator

mabril

Justification / Rationale

This course is Module 2 of 2 of a noncredit overlay version of DDP 103 Publication Design & Production. The noncredit version provides basic skills training opportunities to the incumbent workforce and those currently underemployed or unemployed.

Effective Term

Fall 2021

Credit Status

Noncredit

Subject

DDP - Digital Design & Production

Course Number

303B

Full Course Title

InDesign B

Short Title

INDESIGN B

Discipline

Disciplines List

Graphic Arts (Desktop publishing)

Modality

Face-to-Face

100% Online

Hybrid

Catalog Description

This noncredit course prepares you to take the Adobe Certified Associate (ACA) exam for InDesign. An InDesign ACA earned certification validates entry-level skills in visual communication, for careers including, but not limited to, marketing, Web development, photography, digital media, and graphic design. It indicates an intermediate level of depth and breadth of InDesign knowledge and experience and enhances the recipients' value in the job market. In eight weeks you will continue your InDesign training and begin taking practice tests in preparation for the ACA exam. You will also develop InDesign projects to build your online portfolio.

Schedule Description

Prepare to take the Adobe Certification Associate exam for InDesign which validates entry-level skills in visual communication, for careers including, but not limited to, marketing, web development, photography, digital media, publishing, and graphic design. It indicates an intermediate level of depth and breadth of InDesign knowledge and experience and enhances the recipients' value in the job market. Prerequisite: DDP 303A

Non-credit Hours

81

In-class Hours

45

Out-of-class Hours

36

Total Semester Hours

81

Override Description

Noncredit courses do not have lecture and lab so outside of class hours must be adjusted so the noncredit course has the same total hours as the credit equivalent.

Prerequisite Course(s)

DDP 303A

Required Text and Other Instructional Materials**Resource Type**

Web/Other

Open Educational Resource

Yes

Class Size Maximum

25

Entrance Skills

Evaluate creative content related to page layout ad publishing.

Requisite Course Objectives

DDP 303A-Evaluate creative content related to page layout and publishing.

Entrance Skills

Use basic retouching techniques including color correction, blending, cloning, and filters to manipulate a digital image.

Requisite Course Objectives

DDP 303A-Use basic retouching techniques—including color correction, blending, cloning, and filters—to manipulate a digital image.

Entrance Skills

Export or preflight file preparations for various file formats.

Requisite Course Objectives

DDP 303A-Export or preflight file preparations for various file formats.

Entrance Skills

Use libraries such as colors, swatches, gradients, brushes, symbols and patterns.

Requisite Course Objectives

DDP 303A-Use libraries, such as colors, swatches, gradients, brushes, symbols, and patterns.

Entrance Skills

Use linked smart objects and modify linked smart objects while retaining the link

Requisite Course Objectives

DDP 303A-Use linked smart objects and modify linked smart objects while retaining the link.

Course Content

1. Gmetrix training and Practice testing.
2. Design Fundamentals.
3. Copyright and fair use.

4. Projects using Adobe InDesign.
5. Adobe Certification Associate (ACA) Exam Preparation.

Course Objectives

Objectives	
Objective 1	Develop portfolio pieces based on InDesign techniques and design principles.
Objective 2	Demonstrate InDesign training using Gmetrix.
Objective 3	Demonstrate InDesign testing using Gmetrix.
Objective 4	Discuss how to prepare to take the ACA exam.

Student Learning Outcomes

Upon satisfactory completion of this course, students will be able to:	
Outcome 1	Discuss the strategies and preparation needed to pass the Adobe Certification Associate exam for InDesign.
Outcome 2	Develop a portfolio of art work using Adobe InDesign.

Methods of Instruction

Method	Please provide a description or examples of how each instructional method will be used in this course.
Technology-based instruction	All course work uses current technology in the field, the students will learn the software and create physical and digital projects with the technology. Instructors will use the technology in demonstrations as it pertains to the assignments.
Participation	Students will participate in critiques, in class exercises and general feedback on visual examples.
Lecture	Lectures will be provided on historical and contemporary approaches to digital art and media, as well as demonstrations on how to use software as it relates to the assignments.
Discussion	Students will verbally pitch their art and design concepts to the group as well as in progress discussions.
Skilled Practice at a Workstation	A large portion of the lab will be dedicated to time for students to create digital artwork on an individual workstation. Each student will need to be have access to a computer to participate in this course.
Laboratory	Students will use the MAC computer lab for the course assignments, or their personal computer with the appropriate software and hardware.
Demonstration, Repetition/Practice	Students will learn technical software and hardware applications and apply them in a series of assignment/design challenges.

Methods of Evaluation

Method	Please provide a description or examples of how each evaluation method will be used in this course.	Type of Assignment
Presentations/student demonstration observations	Students will explain how they analyzed, chose, and synthesized a variety of possible elements to create an original artwork	In Class Only
Critiques	Students will participate in group critiques, addressing the requirements of the assignment as well as the creative exploration and graded with a rubric.	In Class Only
Portfolios	Creation of individual portfolio demonstrating proficiency with topics covered in class.	In and Out of Class
Tests/Quizzes/Examinations	All forms of formal testing, other than skill performance exams.	In Class Only
Student participation/contribution	Skill demonstration through completion of computer exercises.	In and Out of Class

Mid-term and final evaluations	Students will have both a mid term and final evaluation. The culmination of the course will be a graded assignment/project or physical test of knowledge pertaining to software or hardware.	In Class Only
Other	Out-of-class hours will be monitored electronically through the Learning Management System.	Out of Class Only

Assignments

Other In-class Assignments

1. Using page layout tools with varying options to arrange creative content and type on an multipage artboards, creating a publication.
2. Learn to research copyrights for creative content.
3. Communicate with others (such as peers and clients) about design plans.
4. Demonstrate knowledge of project management tasks and responsibilities.
5. Summarize how designers make decisions about the type of content to include in a project, including considerations such as copyright, project fit, permissions, and licensing.
6. Identify the purpose, audience, and audience needs for preparing print and digital media publications.

Other Out-of-class Assignments

1. Development publication related projects.
2. InDesign training using Gmetrix.
3. Portfolio creation demonstrating proficiency with InDesign and topics covered in class.

Grade Methods

Pass/No Pass Only

Distance Education Checklist

Include the percentage of online and on-campus instruction you anticipate.

Online %

50

On-campus %

50

Lab Courses

How will the lab component of your course be differentiated from the lecture component of the course?

Student will work on projects via canvas for evaluation.

From the COR list, what activities are specified as lab, and how will those be monitored by the instructor?

Design and development of projects submitted to Canvas as well as student's online portfolio.

How will you assess the online delivery of lab activities?

Via Canvas.

Instructional Materials and Resources

If you use any other technologies in addition to the college LMS, what other technologies will you use and how are you ensuring student data security?

Within Course Management System:

Discussion forums with substantive instructor participation

Regular virtual office hours

Private messages

Online quizzes and examinations

Video or audio feedback

Weekly announcements

External to Course Management System:

Direct e-mail

Posted audio/video (including YouTube, 3cm mediasolutions, etc.)

Briefly discuss how the selected strategies above will be used to maintain Regular Effective Contact in the course.

This class if online is being taught via Canvas. Instructors will use asynchronous text and video messages to interact with the students. Also, discussions boards, constant announcements will be used. Zoom virtual office hours with screen sharing and interaction capabilities will be available.

If interacting with students outside the LMS, explain how additional interactions with students outside the LMS will enhance student learning.

Canvas is used for external interaction as well.

Effective Student/Faculty Contact

Which of the following methods of regular, timely, and effective student/faculty contact will be used in this course?

Within Course Management System:

Discussion forums with substantive instructor participation

Chat room/instant messaging

Regular virtual office hours

Private messages

Online quizzes and examinations

Video or audio feedback

Weekly announcements

External to Course Management System:

Direct e-mail

E-portfolios/blogs/wikis

Posted audio/video (including YouTube, 3cm mediasolutions, etc.)

Synchronous audio/video

Teleconferencing

For hybrid courses:

Scheduled Face-to-Face group or individual meetings

Field trips

Library workshops

Orientation, study, and/or review sessions

Supplemental seminar or study sessions

Briefly discuss how the selected strategies above will be used to maintain Regular Effective Contact in the course.

Active participation and multiple modes of information delivery; announcements, asynchronous text, video messages, discussions boards, and Canvas email.

Other Information

MIS Course Data

CIP Code

11.0803 - Computer Graphics.

TOP Code

061460 - Computer Graphics and Digital Imagery

SAM Code

C - Clearly Occupational

Basic Skills Status

Not Basic Skills

Prior College Level

Not applicable

Cooperative Work Experience

Not a Coop Course

Course Classification Status

Other Non-credit Enhanced Funding

Approved Special Class

Not special class

Noncredit Category

Short-Term Vocational

Funding Agency Category

Not Applicable

Program Status

Program Applicable

Transfer Status

Not transferable

General Education Status

Not applicable

Support Course Status

Course is not a support course

Allow Audit

No

Repeatability

Yes

Repeatability Limit

NC

Repeat Type

Noncredit

Justification

Noncredit courses are repeatable until the student achieves the skills and knowledge required to meet the objectives and outcomes of the course.

Materials Fee

No

Additional Fees?

No

Approvals**Curriculum Committee Approval Date**

3/19/2020

Academic Senate Approval Date

3/26/2020

Board of Trustees Approval Date

5/15/2020

Chancellor's Office Approval Date

07/15/2020

Course Control Number

CCC000618887

Programs referencing this course

Publication Design Production Certificate of Completion (<http://catalog.collegeofthedesert.eduundefined?key=300/>)