

DDP 303A: INDESIGN A

New Course Proposal

Date Submitted: Wed, 22 Jan 2020 20:51:07 GMT

Originator

mabril

Justification / Rationale

This course is Module 1 of 2 of a noncredit overlay version of DDP103 Publication Design & Production. The noncredit version provides vocational skills training opportunities to the incumbent workforce and those currently underemployed or unemployed. This module presents basic software skills needed for digital imaging careers.

Effective Term

Fall 2021

Credit Status

Noncredit

Subject

DDP - Digital Design & Production

Course Number

303A

Full Course Title

InDesign A

Short Title

INDESIGN A

Discipline

Disciplines List

Graphic Arts (Desktop publishing)

Modality

Face-to-Face

100% Online

Hybrid

Catalog Description

This noncredit course introduces basic tools and techniques of Adobe Indesign. In this course students explore digital page layout for publishing using industry standard software. Layout organization using layers, masking, typography and creative content are covered. No prior Indesign knowledge or art background required.

Schedule Description

This noncredit course is perfect for anyone wanting to learn how to get started using Adobe Indesign. In this course you will learn page layout, text and creative content placement, software tools, workspace, image formats, resolution, workflows, and output for print and screen. No prior Indesign knowledge or art background required.

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.

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

Book

Author

Schwartz, Rob

Title

LEARN Adobe Photoshop CC

Edition

1st

City

CA

Publisher

Adobe Press

Year

2016

College Level

Yes

Flesch-Kincaid Level

11

ISBN #

9780134396743

Resource Type

Book

Author

Andrew Faulkner, Conrad Chavez

Title

Adobe Photoshop CC Classroom in a Book

Edition

1st

Publisher

Adobe Press

Year

2019

College Level

Yes

ISBN #

0-13-526178-3

Resource Type

Web/Other

Open Educational Resource

Yes

Class Size Maximum

25

Course Content

1. Software workspace fundamentals.
2. Image file formats.
3. Resolution and printing.
4. Page layout techniques.
5. Raster vs. vector.
6. Creative content placement.
7. Type and paragraph basics.
8. Preflight file preparation.
9. Publishing basics.
10. CMYK vs. RGB.

Course Objectives

	Objectives
Objective 1	Evaluate creative content related to page layout and publishing.
Objective 2	Demonstrate page layout skills using Adobe InDesign.
Objective 3	Explain the procedure for exporting and/or preflight file preparations for various file formats.
Objective 4	Discuss how to enter, edit, and format type and paragraphs.
Objective 5	Demonstrate the use of libraries, such as colors, swatches, gradients, brushes, symbols, and patterns.

Student Learning Outcomes

Upon satisfactory completion of this course, students will be able to:	
Outcome 1	Analyze how Adobe InDesign software workspace and tools can be used to create a digital page.

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.
Demonstration, Repetition/Practice	Students will learn technical software and hardware applications and apply them in a series of assignment/design challenges.
Laboratory	Students will use the MAC computer lab for the course assignments, or their personal computer with the appropriate software and hardware.
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.

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
Student participation/contribution	Skill demonstration through completion of computer exercises.	In and Out of Class
Tests/Quizzes/Examinations	All forms of formal testing, other than skill performance exams.	In Class Only
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
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 and Out of Class

Assignments

Other In-class Assignments

1. Using painting tools with varying options to paint on an image, and save the image both for printing (PSD) and to display on the Web (JPEG).
2. Analyze the overall tone and exposure of an image, and use at least four adjustment commands to correct problems found in the image.
3. Repair image defects and damage in an image using the Clone Stamp, Spot Healing Brush, and Red Eye (removal) Tool.
4. Use the Preset Manager to load, modify, and save libraries of swatch, gradient, and pattern presets.
5. Reading approximately 20 pages per week.

Other Out-of-class Assignments

1. Explore the software interface.
2. Textbook readings and completion of lessons from the book approximately 20 pages per week.
3. Practice the use of InDesign tools presented and used in class.
4. Write critiques of material presented 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

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

7/13/2020

Course Control Number

CCC000618868

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