

COURSE IMPLEMENTATION DATE:	September 2007
COURSE REVISED IMPLEMENTATION DATE:	
COURSE TO BE REVIEWED:	April 2011
(Four years after UPAC final approval date)	(MONTH YEAR)

**OFFICIAL COURSE OUTLINE INFORMATION**

Students are advised to keep course outlines in personal files for future use.

Shaded headings are subject to change at the discretion of the department and the material will vary - see course syllabus available from instructor

FACULTY/DEPARTMENT: GD 156	Visual Arts	3
COURSE NAME/NUMBER	FORMER COURSE NUMBER	UCFV CREDITS
	Digital Publication Design	
COURSE DESCRIPTIVE TITLE		

**CALENDAR DESCRIPTION:**

In this course, students will learn how to produce documentation from design concept through to output. Manual skills of custom prints are combined with knowledge of desktop publishing and offset printing. Practical design projects range from creating single-sided literature to longer publications incorporating text and graphic elements.

PREREQUISITES: GD 101 or CIS 104. GD 161 recommended  
COREQUISITES:

SYNONYMOUS COURSE(S)	<b>SERVICE COURSE TO:</b>
(a) Replaces: _____ (Course #)	_____
(b) Cannot take: _____ for further credit. (Course #)	_____

TOTAL HOURS PER TERM: <b>60</b>	TRAINING DAY-BASED INSTRUCTION
<b>STRUCTURE OF HOURS:</b>	LENGTH OF COURSE: _____
Lectures: <b>15</b> Hrs	HOURS PER DAY: _____
Seminar: <b>10</b> Hrs	
Laboratory: <b>35</b> Hrs	
Field Experience: _____ Hrs	
Student Directed Learning: _____ Hrs	
Other (Specify): _____ Hrs	

MAXIMUM ENROLLMENT:	<b>23</b>
EXPECTED FREQUENCY OF COURSE OFFERINGS:	<b>annual</b>
<b>WILL TRANSFER CREDIT BE REQUESTED? (lower-level courses only)</b>	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No
<b>WILL TRANSFER CREDIT BE REQUESTED? (upper-level requested by department)</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>TRANSFER CREDIT EXISTS IN BCCAT TRANSFER GUIDE:</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No

**AUTHORIZATION SIGNATURES:**

Course Designer(s): _____	Chairperson: _____
J. Nolte and A. Babiarz	<i>BFA Curriculum Committee</i>
Department Head: _____	Dean: _____
J. Nolte	Eric Davis
UPAC Approval in Principle Date: _____	UPAC Final Approval Date: Apr. 27, 2007

**LEARNING OBJECTIVES / GOALS / OUTCOMES / LEARNING OUTCOMES:**

Upon successful completion of this course the students will have:

- \* understood the capabilities of the software being used, for example, Adobe InDesign
- \* understood the basic principles of the design process
- \* been introduced to an overview of publishing formats
- \* created a document using the software package
- \* created, formatted, and edited text
- \* managed multiple-page documents
- \* created and edited objects
- \* learned to input and edit images
- \* learned to create and modify paths
- \* successfully selected, applied, and edited colours
- \* effectively combined manual skills of doing custom prints with desktop publishing and offset printing knowledge
- \* developed critical skills in relation to assessing publication design and learned to articulate these observations

**METHODS:**

Demonstration using proxima projection, lab instruction, tutorials, lab work.

**PRIOR LEARNING ASSESSMENT RECOGNITION (PLAR):**

Credit can be awarded for this course through PLAR (Please check:)     Yes                     No

**METHODS OF OBTAINING PLAR:**

Portfolio and interview

**TEXTBOOKS, REFERENCES, MATERIALS:**

[Textbook selection varies by instructor. An example of texts for this course might be:]

Software manual. Adobe InDesign  
Desktop Publishing Style Guide by Sandra Lentz Devall, Delmar Publications  
Publication Designing Workbook: A Real-World Guide to Designing Magazines, Newspapers and Newsletters by Timothy Samara, 2005

**SUPPLIES / MATERIALS:**

Zip discs, software, computer

**STUDENT EVALUATION:**

[An example of student evaluation for this course might be:]

Final project 20%  
Short assignments 60%  
Quizzes 20%

**COURSE CONTENT:**

[Course content varies by instructor. An example of course content might be:]

**Week one:**

Intro to course content, software capabilities and limitations

**Week two:**

Software navigation and terminology; explanation of assignments culminating in creating documents based on software capabilities and unique design

**Weeks three to twelve:**

Projects outlined on a chapter-by-chapter basis  
Software as a tool in the creative process  
Designing with industry standards for input in mind  
Capabilities of the software being used, for example, Adobe InDesign  
Basic principles of the design process  
Overview of publishing formats  
Formatting and editing text  
Managing multiple-page documents  
Creating and editing objects

Input and editing of images

Creating and modifying paths

Selecting, applying, and editing colours

Overall comprehension and assessment of combining manual skills of doing custom prints with desktop publishing and offset printing knowledge

Developing and articulating critical skills to assess one's own publication design and that of others