

OFFICIAL UNDERGRADUATE COURSE OUTLINE FORM

Note: The University reserves the right to amend course outlines as needed without notice.

Course Code and Number: GD 159		Number of Credits: 3 Course credit policy (105)																	
Course Full Title: Digital Design Media II																			
Course Short Title (if title exceeds 30 characters):																			
Faculty: Faculty of Humanities		Department (or program if no department): Graphic Design																	
Calendar Description: Introduction to professional layout applications for print and digital publishing. Students will produce comprehensive communication design projects while gaining a working knowledge of layout software, including font and file management, colour systems, a digital glossary, and file formats. Note: This course uses tools & technologies that adapt to current industry practices.																			
Prerequisites (or NONE):		None.																	
Corequisites (if applicable, or NONE):																			
Pre/corequisites (if applicable, or NONE):																			
Equivalent Courses (cannot be taken for additional credit) Former course code/number: GD 156 Cross-listed with: Equivalent course(s): GD 156 <i>Note: Equivalent course(s) should be included in the calendar description by way of a note that students with credit for the equivalent course(s) cannot take this course for further credit.</i>		Transfer Credit Transfer credit already exists: <input checked="" type="checkbox"/> Yes <input type="checkbox"/> No Transfer credit requested (OREg to submit to BCCAT): <input type="checkbox"/> Yes <input type="checkbox"/> No (if yes, fill in transfer credit form) Resubmit revised outline for articulation: <input type="checkbox"/> Yes <input type="checkbox"/> No To find out how this course transfers, see bctransferguide.ca .																	
Total Hours: 60 Typical structure of instructional hours: <table border="1" data-bbox="94 1283 797 1562"> <tr><td>Lecture hours</td><td>15</td></tr> <tr><td>Seminars/tutorials/workshops</td><td></td></tr> <tr><td>Laboratory hours</td><td>35</td></tr> <tr><td>Field experience hours</td><td></td></tr> <tr><td>Experiential (practicum, internship, etc.)</td><td></td></tr> <tr><td>Online learning activities</td><td></td></tr> <tr><td>Other contact hours: Student Directed Learning</td><td>10</td></tr> <tr><td>Total</td><td>60</td></tr> </table>		Lecture hours	15	Seminars/tutorials/workshops		Laboratory hours	35	Field experience hours		Experiential (practicum, internship, etc.)		Online learning activities		Other contact hours: Student Directed Learning	10	Total	60	Special Topics Will the course be offered with different topics? <input type="checkbox"/> Yes <input checked="" type="checkbox"/> No If yes, different lettered courses may be taken for credit: <input type="checkbox"/> No <input type="checkbox"/> Yes, repeat(s) <input type="checkbox"/> Yes, no limit <i>Note: The specific topic will be recorded when offered.</i>	
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Other contact hours: Student Directed Learning	10																		
Total	60																		
		Maximum enrolment (for information only): 24																	
		Expected frequency of course offerings (every semester, annually, every other year, etc.): Annually																	
Department / Program Head or Director: Karin Jager		Date approved: October 1, 2015																	
Faculty Council approval		Date approved: June 3, 2016																	
Campus-Wide Consultation (CWC)		Date of posting: July 29, 2016																	
Dean/Associate VP: Jacqueline Nolte		Date approved: June 3, 2016																	
Undergraduate Education Committee (UEC) approval		Date of meeting: September 30, 2016																	

Learning Outcomes

Upon successful completion of this course, students will be able to:

- describe the capabilities of layout applications for print and digital publishing;
- employ software and industry specific terminology, menus, and navigation;
- discern which tool(s) to use for which task(s) and which media;
- set up preferences and create new documents;
- apply essential keyboard and navigation shortcuts;
- apply software automation features to do more in less time;
- implement best workflow techniques for font and file management;
- create layouts and publications for print and digital media including touch screens;
- use layout software to produce print and interactive digital publications;
- develop and structure content for print and digital design projects.

Prior Learning Assessment and Recognition (PLAR)

Yes No, PLAR cannot be awarded for this course because

Typical Instructional Methods (guest lecturers, presentations, online instruction, field trips, etc.; may vary at department's discretion)

Lectures, demonstrations, workshops, tutorials, and self-directed skill development.

Grading system: Letter Grades: Credit/No Credit: Labs to be scheduled independent of lecture hours: Yes No

NOTE: The following sections may vary by instructor. Please see course syllabus available from the instructor.

Typical Text(s) and Resource Materials (if more space is required, download Supplemental Texts and Resource Materials form)

	Author (surname, initials)	Title (article, book, journal, etc.)	Current ed.	Publisher	Year
3.	Tondreau, Beth.	<i>Layout essentials: 100 design principles for using grids</i>	<input type="checkbox"/>	Rockport	2009
4.		Subscription to Lynda.com	<input type="checkbox"/>		
5.			<input type="checkbox"/>		

Required Additional Supplies and Materials (software, hardware, tools, specialized clothing, etc.)

Access to Adobe CC subscription, Macintosh computer, iPad

Typical Evaluation Methods and Weighting

Final exam:	%	Assignments:	100%	Midterm exam:	%	Practicum:	%
Quizzes/tests:	%	Lab work:	%	Field experience:	%	Shop work:	%
Other:	%	Other:	%	Other:	%	Total:	100%

Details (if necessary): 4 separate projects

Typical Course Content and Topics

An introduction to layout and Adobe CC including InDesign, Bridge, Folio Builder, Acrobat, and Distiller. Creating graphic communication and publication documents in a typographical and page formatting computer program.

Weeks 1 to 3:

Using Adobe InDesign:

- Review of default/preference settings, guide elements, new document set-up, layout, tools, palettes, saving, and glossary.
- More tools, palettes, units of measurement, and guides.
- Best practices: Font management and the Adobe type library.
- Keyboard shortcuts.
- Getting around: display, navigation, and view size.
- Picture box usage, layers, and colours. Printing set-up.
- Typography tools. Style sheets.
- Manipulating type, spell check. Type styles. Master pages. Linking text boxes. Text wrap.
- Large document setup and printing.
- Document layout setup. Advanced colour setup, correct image importing.
- Blending mode, transparency.
- Production: Printing specifications, dieline, colours, and folding dummy.
- Style sheets, "Line up everything," proofing layouts, mechanical requirements and specifications.
- File format compatibility issues.
- Tables and other InDesign features.
- Catalogue design and forms
- Rebuilding documents

Weeks 4 to 6:

Introduction to ePub. Digital publishing.

- Using InDesign for digital documents.
- The touch screen environment, screen orientation, and formats.

Weeks 7 to 8:

- DIY Book project: Outline workshops, presentation and review

Weeks 9 to 12:

Using Adobe Acrobat for publishing:

- Acrobat Distiller setup. Create pdf proofs and print ready pdfs from InDesign.
- Acrobat navigation, setup, features, and presentation.
- Create links and interactive functions for online and on-screen.
- Print and digital file preparation, pdf for e-mail, and a press-ready pdf.
- iPad Publication Design

Week 13: Final presentation