

DART-150: DIGITAL LAYOUT AND PUBLICATION

Effective Term

Fall 2025

CC Approval

01/21/2025

AS Approval

02/13/2025

BOT Approval

02/20/2025

COCI Approval

05/02/2025

SECTION A - Course Data Elements

CB04 Credit Status

Credit - Degree Applicable

Discipline

Minimum Qualifications	And/Or
Art (Master's Degree)	Or
Commercial Art (Any Degree and Professional Experience)	Or
Graphic Arts (Desktop publishing) (Any Degree and Professional Experience)	

Subject Code

DART - Digital Art

Course Number

150

Department

Digital Art (DART)

Division

Arts and Humanities (ARAH)

Full Course Title

Digital Layout and Publication

Short Title

Digital Layout and Publication

CB03 TOP Code

1030.00 - *Graphic Art and Design

CB08 Basic Skills Status

NBS - Not Basic Skills

CB09 SAM Code

D - Possibly Occupational

Rationale

Round out course offerings for graphic design students. This course will better prepare students for transfer and career, as well as allow the program to offer a certificate in Graphic Design for working professionals in the community.

SECTION B - Course Description

Catalog Course Description

This course focuses on layout and composition for digital publications; print and e-publications. Students will develop effective visual communication skills to create multi-page publications. Course content includes type, layout, hierarchy, alignment, repetition, printing processes and digital output.

SECTION C - Conditions on Enrollment

Open Entry/Open Exit

No

Repeatability

Not Repeatable

Grading Options

Letter Grade or Pass/No Pass

Allow Audit

Yes

Requisites

Advisory Prerequisite(s)

Completion of DART-101 or DART-120 with a minimum grade of C.

SECTION D - Course Standards

Is this course variable unit?

No

Units

3.00000

Lecture Hours

36

Lab Hours

54

Outside of Class Hours

72

Total Contact Hours

90

Total Student Hours

162

Distance Education Approval

Is this course offered through Distance Education?

Yes

Online Delivery Methods

DE Modalities	Permanent or Emergency Only?
Entirely Online	Permanent

SECTION E - Course Content

Student Learning Outcomes

Upon satisfactory completion of the course, students will be able to:	
1.	Critique, analyze, and evaluate professional and student designs that build on historic, cultural, and contemporary design practices and processes.
2.	Synthesize basic elements of typography and the correct use of type for headlines and body copy; and integrate text and graphics into the layout and composition for publications.
3.	Produce final publication piece ready for digital and print outputs.

Course Objectives

Upon satisfactory completion of the course, students will be able to:	
1.	Critique, analyze, and evaluate work and receive criticism from others both in writing and orally.
2.	Demonstrate the correct usage of industry standard software such as document set-up and organization, tools, and properties in the creation of documents and screen layouts.
3.	Identify basic elements of typography and the correct use of type for headlines and body copy for print and screen.
4.	Prepare publication for digital and print output including understanding paper, ink, and color output.

Course Content

1. Professional production and presentation/output of publications
2. Applying elements and principles of Art specific to Graphic Design such as hierarchy, the grid, golden ratio, juxtaposition, type and imagery, alignment, repetition
3. Documents - basics of columns, margins, gutters, bleeds,
4. Typography - history, use, current trends, fonts, with imagery, styles, in layout, terminology
5. Class and group critiques of in-process and completed work
6. Graphic Design professions and topics on multi-page publications such as books, magazines, annual reports, newsletters, pamphlets, calendars, brochures, menus
7. Graphic Design history and contemporary design across cultures
8. Assess and critique designs in group, individual, class contexts using relevant critique formats, concepts, and terminology

Methods of Instruction

Methods of Instruction

Types	Examples of learning activities
Lecture	Image and video-enhanced lectures covering core concepts, terminology, and historical development of typographic principles followed by all-class or small-group discussions on the same topics.
Lab	Instructor-guided lab / studio time to apply concepts and skills to course content through guided typography exercises involving tutorials, hierarchy, grid theory. Lab time will include both one-on-one and all-group instruction.
Critique	Oral or written group critiques analyzing finished examples of student work related to specific course assignments. Peer critiques reinforcing students' capacity to think critically about course assignments and enhance their ability to explain the results of this analysis to other students.

Instructor-Initiated Online Contact Types

Announcements/Bulletin Boards
 Chat Rooms
 Discussion Boards
 E-mail Communication
 Telephone Conversations
 Video or Teleconferencing

Student-Initiated Online Contact Types

Chat Rooms
 Discussions
 Group Work

Course design is accessible

Yes

Methods of Evaluation

Methods of Evaluation

Types	Examples of classroom assessments
Portfolios	Portfolios will be assessed based on successful completion of each major assignment. The particular parameters of each assignment will be applied in the assessment. Portfolios can be part of career preparation and development.
Projects	Student created mock ups of a multipage documents that reflect various layout and compositional styles will be evaluated, critiqued and ultimately improved.
Quizzes	Students take a quiz on file organization, document set-up, and various software tools after watching tutorials on these topics

Assignments

Reading Assignments

Read assignments from assigned textbook in preparation for hands-on demonstration/tutorials by instructor.

for example:

- 1. Complete the assigned reading about typography and the influence typography plays in design and viewer interface.
- 2. Develop design themes for a publication based on library and internet research focusing on content, art historical content.

Writing Assignments

Students write a "case study" critique highlighting their process, research, designs and final outcome.

for example:

- 1. Submit a written "process" critique including a self evaluation of your finished design work.

Other Assignments

Various assignments that address the student outcomes and objectives for the course.

for example:

- 1. Students create a print and online menu with proper margin and column formatting, linked text boxes, and supportive imagery appropriate for print or online. Students consider accessibility, target audience, color, typography.

SECTION F - Textbooks and Instructional Materials

Material Type

Textbook

Author

Kelly Anton, Tina DeJarld

Title

Adobe InDesign Classroom in a Book 2024 Release

Edition/Version

1st

Publisher

Adobe Press

Year

2023

ISBN #

0138263914

Material Type

Other required materials/supplies

Description

Sketchbook, pencils, markers, non-photo blue pencil, other materials as assigned by instructor

Course Codes (Admin Only)**CB00 State ID**

CCC000652259

CB10 Cooperative Work Experience Status

N - Is Not Part of a Cooperative Work Experience Education Program

CB11 Course Classification Status

Y - Credit Course

CB13 Special Class Status

N - The Course is Not an Approved Special Class

CB23 Funding Agency Category

Y - Not Applicable (Funding Not Used)

CB24 Program Course Status

Program Applicable

Allow Pass/No Pass

Yes

Only Pass/No Pass

No