



EFFECTIVE: JANUARY 2004
CURRICULUM GUIDELINES

A. **Division:** **Instructional** Effective Date: January 2004

B. **Department / Program Area:** **Language, Literature and Performing Arts / PRINT FUTURES** Revision New Course

If Revision, Section(s) Revised: F, G, J, M to R

Date of Previous Revision: November 1997

Date of Current Revision: March 3, 2003

C: **PRFU 350** D: **Document Design and Production I** E: **3**

Subject & Course No.	Descriptive Title	Semester Credits
F:	Calendar Description: This course introduces the basic principles of two-dimensional design, including balance and visual dynamics, layout, publication design, and typography. Students will develop skill with an industry-standard page-layout software program and familiarity with both raster and vector drawing applications. They will apply these skills in producing small documents.	
G:	Allocation of Contact Hours to Type of Instruction / Learning Settings	H: Course Prerequisites: Acceptance into program or permission of the coordinator
	Primary Methods of Instructional Delivery and/or Learning Settings: Lecture Laboratory	I: Course Corequisites: None
	Number of Contact Hours (per week / semester for each descriptor): 2 hours lecture per week 2 hours laboratory per week	J: Course for which this Course is a Prerequisite: PRFU 340, PRFU 450
	Number of Weeks per Semester: 15 weeks	K: Maximum Class Size: 30
L:	PLEASE INDICATE:	
<input type="checkbox"/>	Non-Credit	
<input type="checkbox"/>	College Credit Non-Transfer	
<input checked="" type="checkbox"/>	College Credit Transfer:	Requested Granted X
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M: Course Objectives / Learning Outcomes

Students will understand the basic principles of two-dimensional design. They will develop skill with an industry-standard page-layout software program and familiarity with both raster and vector drawing applications. They will work with material supplied by the instructor to produce small documents.

N: Course Content**1. Document Design**

Successful students will:

- a) produce a variety of simple one- and two-colour projects, including stationery, invitations, and specialized form letters, using industry-standard software programs
- b) learn basic print design theory, including page structure, column formatting, typeface relationships, and the use of white space and colour (process and spot), and become familiar with common design errors
- c) become familiar with print terminology
- d) become familiar with traditional assembly procedures

2. Hardware and Software

Successful students will:

- a) examine and use the various hardware configurations necessary to operate a desktop publishing service effectively (including computers, monitors, printers, scanners)
- b) examine and use the file-management software necessary to transfer files, copy disks and convert text for word-processing and page-layout purposes
- c) examine and use page-layout and image-manipulation software for use in preparing published documents

3. Page Makeup

Successful students will:

- a) prepare text in a word-processing program for import into page-makeup software
- b) examine basic structure of page-makeup software, including
 - opening, closing and saving documents
 - using the mouse
 - using the toolbox
 - importing and flowing text files
 - manipulating text
- c) examine techniques for producing a simple publication in page-makeup software, including
 - establishing style palettes
 - using templates
 - using menus
 - designing master pages
 - creating vertical and horizontal alignment of text
 - using box, line draw, and fill functions
 - creating headlines, subheads, and captions
 - creating screens
 - rotating text
 - printing landscape and portrait documents
 - using scalable fonts
 - importing and sizing graphic images
 - scanning, importing, and sizing photos and drawings

- creating drop caps
- placing pull quotes
- determining justified and unjustified text spacing
- kerning
- using non-standard leading
- spacing headlines
- wrapping text around even and uneven shapes

O: Methods of Instruction

The course will use a combination of lecture, discussion, and hands-on experience. In preparing documents, students will work with materials provided by the instructor and with other material at the discretion of the instructor.

P: Textbooks and Materials to be Purchased by Students

Texts may include:
Against the Clock: QuarkXPress. Prentice Hall, 1998.

Software may include:
 QuarkXPress
 Adobe Photoshop
 Adobe Freehand

Q: Means of Assessment

Students are expected to be self-motivated and to demonstrate professionalism, which includes active participation, good attendance, punctuality, effective collaboration, ability to meet deadlines, presentation skills, and accurate self-evaluation.

Evaluation will be based on this general format:

Assignments (2 to 4)	45%
Lab exercises (3 to 5)	20%
Midterm exam	25%
Professionalism (as defined)	10%
	100%

R: Prior Learning Assessment and Recognition: specify whether course is open for PLAR

Yes.

 Course Designer(s)

 Education Council / Curriculum Committee Representative

 Dean / Director

 Registrar