

# LINC 72B: ADOBE INDESIGN OVERVIEW

## Foothill College Course Outline of Record

Heading	Value
<b>Units:</b>	1
<b>Hours:</b>	1 lecture per week (12 total per quarter)
<b>Advisory:</b>	Basic computer skills and knowledge of Macintosh or Windows operating systems; familiarity using Web browsers, email, bookmarking, searching and downloading; students may enroll in LINC 72B or 72D, but not both, for credit; not open to students with credit in LINC 234.
<b>Degree &amp; Credit Status:</b>	Degree-Applicable Credit Course
<b>Foothill GE:</b>	Non-GE
<b>Transferable:</b>	CSU
<b>Grade Type:</b>	Letter Grade (Request for Pass/No Pass)
<b>Repeatability:</b>	Not Repeatable

## Student Learning Outcomes

- Use the Adobe InDesign interface, tools, and basic techniques to create a document
- Import text and images, manipulate text boxes, link text so that it flows from page to page, create simple and functional layouts.
- Edit multiple pages, use styles to perform universal changes to text, paragraphs, and objects

## Description

For anyone interested in print or Web-based publishing. Adobe InDesign creates page layouts for multi-page brochures, tri-folds, flyers, newsletters, books, websites, and Web-based publications with a professional quality. In this hands-on, overview course, students work with images; use guides and grids; set up master sheets and styles.

## Course Objectives

The student will be able to:

- Use the Adobe InDesign interface, tools, and basic techniques to create a document
- Import text and images, manipulate text boxes, link text so that it flows from page to page, create simple and functional layouts
- Edit multiple pages, use styles to perform universal changes to text, paragraphs, and objects
- Understand the basics of page design and layout principles, such as balance, repetition, flow, focal point, use of white space, positive and negative, and figure-ground
- Create text effects using typography theory, font styles, special type effects, type on a path and warp text
- Manage multi-page documents using master pages and styles to execute global changes, set up page order, work with headers and footers
- Design for Web-based publishing

## Course Content

- The Adobe InDesign interface and tools
  - Use the InDesign interface
  - Use the tools, control panel, palettes
  - Reset work area, customize work area
  - Set up project work area: margins, columns, page layout, guides and grids
- Working with text and images
  - Use the vector and bitmap images
  - Demonstrate a knowledge of file types
  - Import and place text and images
- Using the pen (drawing) tools
  - Illustrate shapes and lines with strokes and fills
  - Show proficiency in using pen tools
  - Create illustrations with the graphic design tools
  - Create stylized text and image boxes
- Understand the basics of graphic design and page layout principles
  - Practice page layout design best practices
  - Incorporate abstract design principals
  - Demonstrate understanding of balance, positive and negative space
  - Apply creative typography
  - Understand basic digital imaging techniques
  - Construct tables
- Create text effects
  - Set up and apply character, paragraph, object, and nested styles
  - Use word wrap
- Manage multi-page documents
  - Work with master sheets
  - Create single and multiple masters
  - Add headers and footers, page numbering
  - Manage large documents
- Design for Web-based publishing
  - Use HTML format tools to create layout, image effects
  - Add interactivity, dynamic menus
  - Export to Web server

## Lab Content

Not applicable.

## Special Facilities and/or Equipment

- When offered on/off campus: Lecture room equipped with overhead projector, white/black board, and a demonstration computer connected online. Computer laboratories equipped with online PCs and Macintosh computers, network server access, and printers.
- When taught via Foothill Global Access on the Internet: Students must have currently existing email accounts/email address and ongoing access to computers with email software, GUI Web-browsing capability, FTP program, and access to the World Wide Web.

## Method(s) of Evaluation

The student will demonstrate proficiency by:

- Creating the InDesign project using characteristics of quality defined by the class.
- Writing an evaluation critique and reflection for their own and classmates' final projects, with emphasis on use of constructive comments and suggested improvements with respect to established characteristics of good multimedia design.
- Participating in class discussions and critiques.

## **Method(s) of Instruction**

During periods of instruction the student will be:

- A. Writing notes, listening, and participating in lecture presentation and class discussion using the terminology of the software product and publishing industry.
- B. Observing an instructor-led demonstration and student practice of software and hardware techniques.
- C. Engaging in in-class presentations and peer review to critique class projects.

## **Representative Text(s) and Other Materials**

All materials provided by instructor.

When course is taught online: Additional information, notes, handouts, syllabus, assignments, tests, and other relevant course material will be delivered by email and online, and discussion may be handled with internet communication tools.

## **Types and/or Examples of Required Reading, Writing, and Outside of Class Assignments**

- A. Writing assignments include an instructional design plan, peer evaluations, and critical analysis of educational projects, technology tools, systems, or processes.
- B. Outside assignments include conducting project development, writing the instructional plan, reading, and participating in online peer collaboration activities.

## **Discipline(s)**

Instructional Design/Technology