

CATALOG INFORMATION

Dept and Nbr: CS 72.11A      Title: ADOBE INDESIGN 1  
Full Title: Adobe InDesign 1  
Last Reviewed: 9/11/2017

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00	Lecture Scheduled	2.00	17.5	Lecture Scheduled	35.00
Minimum	3.00	Lab Scheduled	0	17.5	Lab Scheduled	0
		Contact DHR	3.50		Contact DHR	61.25
		Contact Total	5.50		Contact Total	96.25
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 70.00

Total Student Learning Hours: 166.25

Title 5 Category: AA Degree Applicable  
Grading: Grade or P/NP  
Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP  
Also Listed As:  
Formerly: CIS 73.41A

**Catalog Description:**  
An introduction to desktop publishing using Adobe InDesign. Student will create graphically rich layouts with formatted text to create fliers, brochures and newsletters for print and PDF.

**Prerequisites/Corequisites:**

**Recommended Preparation:**  
Completion of CIS 101A or CIS 105A and eligibility for English 100 or ESL 100.

**Limits on Enrollment:**

**Schedule of Classes Information:**  
Description: An introduction to desktop publishing using Adobe InDesign. Students will create graphically rich layouts with formatted text to create fliers, brochures, and newsletters for print and PDF. (Grade or P/NP)  
Prerequisites/Corequisites:  
Recommended: Completion of CIS 101A or CIS 105A and eligibility for English 100 or ESL 100.  
Limits on Enrollment:

Transfer Credit: CSU;  
Repeatability: Two Repeats if Grade was D, F, NC, or NP

## **ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:**

<b>AS Degree:</b>	<b>Area</b>	Effective:	Inactive:
<b>CSU GE:</b>	<b>Transfer Area</b>	Effective:	Inactive:
<b>IGETC:</b>	<b>Transfer Area</b>	Effective:	Inactive:
<b>CSU Transfer:</b>	Transferable	Effective: Fall 2002	Inactive:
<b>UC Transfer:</b>		Effective:	Inactive:

**CID:**

**Certificate/Major Applicable:**  
Certificate Applicable Course

## **COURSE CONTENT**

### **Outcomes and Objectives:**

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

1. Manage the InDesign work area
2. Set up multiple-page documents using InDesign layout features
3. Print and create native documents and PDF (portable document format) files
4. Integrate text and graphics into simple documents using frames
5. Manage text frames with multiple columns and path type
6. Create a document that includes placed text and graphics and InDesign shapes
7. Design a document with stacked and grouped frames
8. Analyze graphic file formats and apply text wrap appropriately
9. Apply the principles of text formatting
10. Design documents with text styles and master pages

### **Topics and Scope:**

1. Basic skills
  - a. Using the tools and palettes
  - b. Navigational skills
  - c. Frame essentials and formatting
2. Layout skills
  - a. Working with multiple pages
  - b. Using rulers and guides
  - c. Using simple master pages
  - d. Understanding layers
3. Text
  - a. Creating internal text and importing external text
  - b. Threading text and multiple columns
  - c. Understanding principles of text formatting, including

- inline rules, Open Type fonts, leading, kerning, and tracking
- d. Formatting text with character and paragraph enhancements
- e. Creating and applying simple text styles
- f. Editing text
- g. Setting text frame properties
- h. Creating path type
- 4. Graphics
  - a. Creating internal graphics shapes
  - b. Importing external graphics
  - c. Controlling image display quality
  - d. Text wrapping
- 5. Arranging and combining objects
  - a. Grouping
  - b. Stacking
  - c. Aligning and distributing
  - d. Duplicating
  - e. Transforming
- 6. Other features
  - a. Transparency
  - b. Drop shadows
  - c. Feathering
  - d. Simple principles of color types (process, spot, and RGB)
  - e. Gradients
  - f. Basic printing options
  - g. Creating a PDF file for web and print
  - h. Converting PageMaker and Quark documents

### **Assignment:**

1. Design the page layout for at least five different types of desktop publishing documents using rules, column, and margin guides.
2. Integrate and manipulate graphic images in a flier.
3. Build a document using InDesign internal shape tools and frames.
4. Build a multiple page magazine spread with threaded text and master pages.
5. Create a promotional document enhanced with text-wrapping around imported raster and vector graphics.
6. Apply transformations to create an imposition of business cards.
7. Format frames, text and objects with spot colors, gradients, and tints and correctly apply RGB (red green blue) and CMYK (cyan, magenta, yellow, black) colors.
8. Create a 3-fold brochure with formatted text, applying the principles of text styles, leading, kerning, and tracking.
9. Organize a complex advertisement with layers.
10. Design a marketing document using multiple variations of character and paragraph styles.
11. Enhance a title page with special effects, including drop shadows, feathering, transparency, path type, and inline rules.
12. Create PDF files for print and web from InDesign documents.
13. Take examinations, including at least two tests and a final exam, which are based on an InDesign document.

## Methods of Evaluation/Basis of Grade:

**Writing:** Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

Written homework

Writing  
5 - 10%

**Problem Solving:** Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Weekly assignments and course projects

Problem solving  
30 - 50%

**Skill Demonstrations:** All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

None

Skill Demonstrations  
0 - 0%

**Exams:** All forms of formal testing, other than skill performance exams.

Multiple choice, True/false, Completion, Short answer

Exams  
40 - 60%

**Other:** Includes any assessment tools that do not logically fit into the above categories.

None

Other Category  
0 - 0%

## Representative Textbooks and Materials:

1. Adobe InDesign CS2 Classroom in a Book, by Adobe Creative Team - Adobe Press 2005
2. Real World Adobe InDesign CS2, by Olav Kvern and David Blatner - Peachpit Press 2006