

CS 72.11C Course Outline as of Spring 2011**CATALOG INFORMATION**

Dept and Nbr: CS 72.11C Title: ADOBE INDESIGN 3

Full Title: Adobe InDesign 3

Last Reviewed: 8/28/2017

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00	Lecture Scheduled	3.00	17.5	Lecture Scheduled	52.50
Minimum	3.00	Lab Scheduled	0	4	Lab Scheduled	0
		Contact DHR	0		Contact DHR	0
		Contact Total	3.00		Contact Total	52.50
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 105.00

Total Student Learning Hours: 157.50

Title 5 Category: AA Degree Applicable

Grading: Grade or P/NP

Repeatability: 39 - Total 2 Times

Also Listed As:

Formerly: CIS 73.41C

Catalog Description:

An advanced study of workflow techniques based on Adobe InDesign projects. Using all programs in the Adobe Creative Suite, the entire cycle of document production, management, and review will be explored.

Prerequisites/Corequisites:

Course Completion of CS 72.11B (or CIS 73.41B)

Recommended Preparation:

Eligibility for ENGL 100 or ESL 100

Limits on Enrollment:**Schedule of Classes Information:**

Description: An advanced study of workflow techniques based on Adobe InDesign projects. Using all programs in the Adobe Creative Suite, the entire cycle of document production, management, and review will be explored. (Grade or P/NP)

Prerequisites/Corequisites: Course Completion of CS 72.11B (or CIS 73.41B)

Recommended: Eligibility for ENGL 100 or ESL 100

Limits on Enrollment:

Transfer Credit: CSU;
Repeatability: Total 2 Times

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree:	Area			Effective:	Inactive:
CSU GE:	Transfer Area			Effective:	Inactive:
IGETC:	Transfer Area			Effective:	Inactive:
CSU Transfer:	Transferable	Effective:	Spring 2007	Inactive:	Fall 2020
UC Transfer:		Effective:		Inactive:	

CID:

Certificate/Major Applicable:
Not Certificate/Major Applicable

COURSE CONTENT

Outcomes and Objectives:

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

1. Collaborate and develop team-based projects.
2. Manage the elements of an Adobe workflow using multiple programs in the Creative Suite, Adobe Bridge and Version Cue.
3. Coordinate resources from imported assets using Microsoft Office and multiple operating systems.
4. Design and manage a review cycle to complete an InDesign project using virtual collaboration.
5. Design and create an interactive PDF (Portable Document Format) slideshow with hyperlinks, transitions, and navigation.
6. Convert an InDesign document into a PDF form and manage an email based review.
7. Use GREP (General Regular Expression Parser) to develop code for editing and formatting text.
8. Repurpose document elements and design an XML-based (eXtensible Markup Language) exchange.
9. Convert an InDesign document into a web page.
10. Design and create an InDesign document for a commercial print shop using color management.
11. Develop an interactive Flash workflow from InDesign with animation, motion presets and rollover states.
12. Explore new Adobe technology to enhance workflow efficiency.

Students repeating Adobe Workflow Projects will be able to:

1. Demonstrate greater skill in designing and managing workflows using programs in the Adobe Creative Suite.
2. Design and create complex and sophisticated InDesign documents for print and online use, using current PDF and Flash standards.

Topics and Scope:

1. Keyboard shortcuts and advanced customization
2. Working with Adobe Creative Suite services
 - a. Creating a project using Bridge assets and metadata
 - b. Managing a project using Version Cue
 - c. Understanding and applying color management
 - d. Applying and creating scripts
3. Integrating assets
 - a. Photoshop and Illustrator graphics
 - b. Layers
 - c. Metadata
 - d. Microsoft Office
4. Creating InDesign-based interactive Portable Document Format (PDFs)
 - a. Bookmarks and hyperlinks
 - b. Buttons and rollover states
 - c. Movies and sounds
 - d. Forms
5. Advanced text operations
 - a. Data merge with graphics
 - b. Managing text edits and styles with GREP
 - c. Tagged text
 - d. Variables
6. Review cycles with Adobe services
 - a. Virtual real-time collaboration
 - b. InDesign-based review cycles
 - c. Email-based review cycles
7. Exported workflows for the InDesign document
 - a. Delivering XHTML (eXtensible Hypertext Markup Language) content for the web
 - b. Creating a Flash workflow
 - c. Repurposing with XML (eXtensible Markup Language)
8. Managing and submitting documents for commercial printshops
9. Color management
10. New Adobe technology to enhance workflow efficiency

Students repeating Adobe InDesign Workflow will:

Create different documents each semester, building on their skill level and employing the unique features of new versions of the software.

Assignment:

1. Design an InDesign-based Creative Suite workflow involving Illustrator, Photoshop, InDesign, and Acrobat
2. Collaborate in a team using email-based reviews and real-time virtual meetings
3. Create a data merged graphical catalog based on a PDF workflow
4. Create a 3-5 page catalog with imported tagged text and automatically applied text styles
5. Export a Creative Suite project cross-platform and manage InDesign legacy files
6. Design an Acrobat PDF form based on an InDesign document and manage its data collection and review cycle
7. Design an interactive PDF from a 3-5 page InDesign report that includes bookmarks, hyperlinks, buttons, rollovers, movies and sounds
8. Using XML, share a magazine article between two InDesign documents
9. Advanced project: create an interactive multi-page InDesign e-zine (online magazine) and export to Flash

10. Use GREP to apply advanced text editing and apply GREP styles to a phone directory
11. Work in a team to create a comprehensive workflow project using four Adobe programs and present its development using an Acrobat slideshow or Flash presentation
12. Take examinations, including at least two tests and a final exam
13. Read a minimum of 25 pages per week from textbook

The projects created by students repeating the Adobe Workflow Projects course will be held to higher standards. The repeating student must complete more complex documents and demonstrate facility with new features of the software.

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.

None, This is a degree applicable course but assessment tools based on writing are not included because problem solving assessments and skill demonstrations are more appropriate for this course.

Writing
0 - 0%

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

Projects, catalogues, workflow projects, team assignments

Problem solving
30 - 60%

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

Advanced project

Skill Demonstrations
25 - 50%

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

Exams: multiple choice, true false, completion, short answer

Exams
10 - 30%

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

None

Other Category
0 - 0%

Representative Textbooks and Materials:

Real World Adobe InDesign CS5, Kvern, Olav Martin, Blatner, David, Bringhurst, Bob. Peachpit Press: 2011.