Course Outline

COURSE: CSIS 72   DIVISION: 50   ALSO LISTED AS: DM 72

TERM EFFECTIVE: Fall 2011   Inactive Course

SHORT TITLE: DESK/PUB QUARKXPRES

LONG TITLE: Desktop Publishing - QuarkXPress

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<th>Units</th>
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<th>Type</th>
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COURSE DESCRIPTION:

This course will provide students the opportunity to learn to use basic features of desktop publishing software to create all types of publications: flyers, brochures, newsletters, and advertisement. Included in the course will be the basic page layout and design principles and integrating text and graphics to create attractive business publications. The course will be taught with industry standard software. This course has the option of a letter grade or pass/no pass. This course may be repeated once for credit. This course is also listed as DM 72. ADVISORY: CSIS 124 and CSIS 126

PREREQUISITES:

COREQUISITES:

CREDIT STATUS: D - Credit - Degree Applicable

GRADING MODES

L - Standard Letter Grade
P - Pass/No Pass

REPEATABILITY: R - Course may be repeated
Maximum of 1 times

SCHEDULE TYPES:

02 - Lecture and/or discussion
03 - Lecture/Laboratory
04 - Laboratory/Studio/Activity

11/6/2012
STUDENT LEARNING OUTCOMES:
1. Create personal documents such as business cards and resumes.
   ILO: 7,3,2
   Measure: Homework, projects, lab exercises.
2. Create business documents such as flyers and advertisements.
   ILO: 3,7,5,2
   Measure: Homework, projects.
3. Create a newsletter with graphics and draw objects.
   ILO: 3,7,5,2
   Measure: Homework, projects, lab exercises.
4. Create a course project illustrating Desktop Publishing techniques.
   ILO: 3,7,5,2
   Measure: Homework, projects, tests, quizzes.

CONTENT, STUDENT PERFORMANCE OBJECTIVES, OUT-OF-CLASS ASSIGNMENTS
Inactive Course: 09/26/2011
WEEK   HOURS      CONTENT
Two hours of work is required for each one hour of lecture.

Students who repeat this course will learn new and advanced features.

3 Lab  LAB EXERCISES/READINGS/HOMEWORK: Plan you document. Log into the computer and start the program. Create a publication. Create text and graphics. Save the publication and print the file.

3 Lab  LAB EXERCISES/READINGS/HOMEWORK: Use rulers and guides to set up the page. Use palettes. Format text on the page. Create a set of business documents.
3 Lab  LAB EXERCISES/READINGS/HOMEWORK:
Design certificates for publication. Create certificates similar to one in the class lecture. Put borders and shading on the document.


3 Lab  LAB EXERCISES/READING/HOMEWORK:
Create text block in the DP software. Use windowshades to flow interrupted columns. Experiment with type characteristics such as color, tint. Use leading to control line spacing. Use ligatures and hyphenation control.


3 Lab  LAB EXERCISES/READING/HOMEWORK:
Use a draw program to create objects. Experiment with lines, curves, ovals, and rectangles. Create a freehand object.

6  3 Lec  LECTURE: Creating text in a word processor. Placing text from another source. Placing graphics from another source. Designing text and graphics so they import correctly. Problems with imported text.

3 Lab  LAB EXERCISES/READING/HOMEWORK
Create text with a WP program. Do most of the text work in the WP program. Import text to the DP program.

7  3 Lec  LECTURE: Creating an ad. Types of ads, good ads and bad ads. Examples of ads used in different types of publications. Formatting text for an ad. Working with paragraphs. Using leading and force-justify.

3 Lab  LAB EXERCISES/READING/HOMEWORK:
Look at ads in publications. Design your ad. Use text and graphics in the ad. Do ads for several different types of publications.


3 Lab  LAB EXERCISES/READING/HOMEWORK:
Set up the styles for the document. Modify a similar style for new features.

9  3 Lec  LECTURE: Producing a newsletter. Examples of newsletters - good and bad newsletters. Creating
master pages and doing page layout. Setting up
a newsletter. Establishing margins, columns,
headers, footers.

3 Lab LAB EXERCISES/READING/HOMEWORK:
Layout a newsletter with master pages. Thread
text from page to later pages. Use headers and
footers for odd/even pages. Do not use the header
on first page.

10 3 Lec LECTURE: Using tabs and type of tabs. Using
leadered tabs. Creating bulleted and numbered tabs.

3 Lab LAB EXERCISES/READING/HOMEWORK:
Creating a document with four types of tabs. Use
leadered tabs for contents. Create a table with
tabs used for text alignment. Use different types
of lists and bullets.

11 3 Lec LECTURE: Newsletter variations. Multi-column
newsletters. Several types of headings. Drop caps.

3 Lab LAB EXERCISES/READING/HOMEWORK:
Produce a 4-page newsletter. Use graphics and art
in the newsletter.

12 3 Lec LECTURE: Working with images. Scanning images,
storing images. Sizing, cropping and placing
images. Using clipart and pictures. Locating
images on the web.

3 Lab LAB EXERCISES/READING/HOMEWORK:
Scan an image in and use it. Size and crop the
image for good use. Use the web to find images
that you can legally use. Download and use some
images from the web.

13 3 Lec LECTURE: Starting QuarkXPress. Working with
layers. Using painting and editing tools.

3 Lab LAB EXERCISES/READING/HOMEWORK:
Do a simple PS project. Use the PS project in your
document.

14 3 Lec LECTURE: Working with colors. Applying colors to

3 Lab LAB EXERCISES/READING/HOMEWORK:
Apply colors to different objects such as text,
lines, art. Plan the use of colors for visual
effect.

15 1.5 Lec LECTURE: Choosing a final project. Using DP
features in your project.

3 Lab LAB EXERCISES/READING/HOMEWORK:
Design a final project. List DP features that can
be used in the final project. Write up the final
project proposal.

1.5 Lec LECTURE: Creating master pages. Design
considerations of master pages. Evaluating

11/6/2012
documents for their master page features. Setting up page numbers and headers/footers.

16  1.5 Lab  LAB EXERCISES/READING/HOMEWORK:
Design the mater page features. Setup the master pages for your document.


1.5 Lab  LAB EXERCISES/READING/HOMEWORK:
Create several files or use previously created files. combine these files into one longer document. Generate table of contents and index.

17  2 Lec  FINAL EXAM
Turn in final project.

COURSE OBJECTIVES:

WEEK 1
The students plan a document. The students learn how to use the basic parts of the DP software. The students create text and graphics for a publication. The students start to master basic software features. The students reproduce the lecture example, and then create their own pub.

WEEK 2
The students evaluate business documents brought to class. The students produce business documents. The students lay out a basic page. The students use rulers, guides, and palettes.

WEEK 3
The students create several certificates of their choice. The students use DP tools to draw lines, rectangles, and circles. The students use borders and shading.

WEEK 4
The student creates a document using type control measures. The students use many of the options for using type. The students use flowing type in disconnected columns.

WEEK 5
The students use a draw program to draw lines and curves. The students use a draw program to draw ovals and rectangles. The students use a draw program to draw freehand objects. The students gain a level of understanding of drawing tools.

WEEK 6
The students create text using a word processor. The students place the word processor text in the DP program. The students create a graphics using the draw program. The students place the graphics in the DP program.

WEEK 7
The students design and produce several ads. The students import text for the ad. The students use paragraphy and leading commands. The students force-justify the headline.

WEEK 8
The students set up a style for a document. The student uses the style in the document. The student modify, duplicate, and delete a style.

WEEK 9
The students design a newsletter. The students design a master page. The students place text and graphics in the newsletter. The students set up the headers for the first page, and odd/even pages.

WEEK 10
The students set up a table using tabs. The students use a table with 4 types of tabs. The students use leadered tabs. The students use bulleted and numbered lists.

WEEK 11
The students create a newsletter with different column widths. The students create a newsletter with different number of columns. The students use headings for the above columns. The students use drop caps.

WEEK 12
The students scan in an image. The students size and crop the image. the students use clipart.

WEEK 13
The students start QuarkXPress. The students use two layers. The students use the painting toolbar to paint a picture. The students use the editing toolbar to edit a picture.

WEEK 14
The students use several colors in a project. The students apply colors to lines, type, and graphics.

WEEK 15
The student chooses and designs a final project. The student turns in a final project proposal.

WEEK 16
The students set up master pages. The students use the master pages in a document. The students change the objects on the master pages. The students combine files into a book. The students create table of contents and indexes.

METHODS OF INSTRUCTION:
Lecture, computer demonstration, projects, lab exercises.

METHODS OF EVALUATION:
The types of writing assignments required:
Written homework
Reading reports
Lab reports
The problem-solving assignments required:
Homework problems
Field work
Exams
The types of skill demonstrations required:
Class performance
Performance exams
The types of objective examinations used in the course:
Multiple choice
True/false
Matching items
Completion
Other category:
None
The basis for assigning students grades in the course:
Writing assignments: 10% - 40%
Problem-solving demonstrations: 30% - 50%
Skill demonstrations: 10% - 50%
Objective examinations: 5% - 20%
Other methods of evaluation: 0% - 0%

REPRESENTATIVE TEXTBOOKS:
"QuarkXPress: Introduction to Electronic Documents"; Prentice-Hall, 2003, or other appropriate college level text.
Reading level of text: 12 grade. Verified by: dvt

ARTICULATION and CERTIFICATE INFORMATION
Associate Degree:
CSU GE:
IGETC:
CSU TRANSFER:
Transferable CSU, effective 200630
UC TRANSFER:
Not Transferable

SUPPLEMENTAL DATA:
Basic Skills: N
Classification: A
Noncredit Category: Y
Cooperative Education:
Program Status: 1 Program Applicable
Special Class Status: N
CAN:
CAN Sequence:
CSU Crosswalk Course Department: CSIS
CSU Crosswalk Course Number: 72
Prior to College Level: Y
Non Credit Enhanced Funding: N
Funding Agency Code: Y
In-Service: N
Occupational Course: C
Maximum Hours:
Minimum Hours:
Course Control Number: CCC000378711
Sports/Physical Education Course: N
Taxonomy of Program: 061450