

Course Competencies Template - Form 112

GENERAL INFORMATION		
Name:	Phone #:	
Course Prefix/Number: CGS1580	Course Title: Desktop Publishing	
Number of Credits: 4		
Degree Type	□ B.A.       □ B.S.       □ B.A.S       □ A.A.       □ A.S.       □ A.A.S.         □ C.C.C.       □ A.T.C.       □ V.C.C	
Date Submitted/Revised: 05-17-2001	Effective Year/Term:	
☐ New Course Competency ☐ Revised Course Competency		
Course to be designated as a General Education course (part of the 36 hours of A.A. Gen. Ed. coursework): 🗌 Yes 👚 No		
The above course links to the following Learning Outcomes:		
<ul><li>☑ Communication</li><li>☑ Numbers / Data</li><li>☐ Critical thinking</li><li>☐ Information Literacy</li><li>☐ Cultural / Global Perspective</li></ul>	☐ Social Responsibility ☐ Ethical Issues ☐ Computer / Technology Usage ☐ Aesthetic / Creative Activities ☐ Environmental Responsibility	
Course Description (limit to 50 words or less, must correspond with course description on Form 102):		
A comprehensive course in the use of desktop publishing for microcomputers. The concepts, features, and commands of desktop publishing are applied to a variety of applications. Electronic publishing considerations will be explored. Students will produce a variety of materials using specified publishing software. Prerequisites: CGS 1060. Laboratory fee (3hr. lecture; 2hr lab).		
Prerequisite(s): CGS1060	Corequisite(s):	

Course Competencies: (for further instruction/guidelines go to: http://www.mdc.edu/asa/curriculum.asp)

Competency 1: The student will describe key terms and concepts associated with print and electronic publishing, as well as the various types of publications used today, by:

- 1. Defining desktop publishing and describing what it encompasses.
- 2. Discussing issues related to text, color, and printing.
- 3. Comparing and contrasting different types of publications.
- 4. Exploring the role of publishing in the modern business world.
- 5. Identifying different software titles used to create publications.

Competency 2: The student identify all the main elements of the chosen desktop publishing software interface and customize the interface to suit their needs by:

- 1. Identifying and using the Menu bar.
- 2. Identifying and using the Toolbars.
- 3. Identifying and using the Rulers.
- 4. Identifying and using the Publication page.
- 5. Identifying and using the Toolbox.
- 6. Identifying and using the Guides.
- 7. Identifying and using the Page icons.

Revision Date: 05-18-2010	
Approved By Academic Dean Date:	Reviewed By Director of Academic Programs Date:

Competency 3: The student will demonstrate how to create a new publication, place and arrange various types of elements on a page, and manage documents with several pages by:

- 1. Creating a new publication and managing its settings.
- 2. Placing and arranging basic elements on the page.
- 3. Creating and managing columns.
- 4. Inserting and removing pages.
- 5. Managing the publication efficiently using master pages.
- 6. Inserting a table of contents and index for long documents.

Competency 4: The student will demonstrate how to insert, arrange and format text and paragraphs in the document by:

- 1. Understanding various types of fonts.
- 2. Adding and creating proper placement of text elements.
- 3. Formatting text.
- 4. Creating and managing styles.
- 5. Checking the spelling of the publication.

Competency 5: The student will demonstrate how to insert, format, and customize a graphic in the document, as well as demonstrate proper use of color in the publication by:

- 1. Creating a new graphic.
- 2. Inserting an existing image.
- 3. Formatting, resizing, cropping and proper placement of graphics.
- 4. Configuring the text wrap around graphics.
- 5. Creating, editing and managing colors/color schemes in the publication.

Competency 6: The student will demonstrate how to import and export various types of elements, save their document in different formats, and print a publication by:

- 1. Creating a data/mail merge by importing text.
- 2. Saving/exporting the document in various formats, including HTML.
- 3. Printing the publication and changing print settings.

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