Course title: Desktop Publishing
Course number: GRA 140 (formerly ENG 129)
Credits: 3 Semester Hours
Prerequisite: Knowledge of a word processing program & eligibility for Eng 100
Grading System: A (94-100), A-(90-93),B+(87-89), B (83--86), B-(80-82),C+(77-79),C (73-76), C-(70-72), D+ (67-69), D(63-66), F (below 63).

Course Description and Rationale - Desktop Publishing
   The purpose of this computer graphics course is to teach the student to produce print and web publications on the computer using the Adobe Creative Suite (InDesign cs, Photoshop cs, Illustrator cs, and Acrobat Pro) as well as scanning software. Students will study page design, typography, and image editing.
   Students will use the computer for writing, editing, imaging, layout and graphics.

General Course Goals
   A) to produce professional quality publications on the computer.
   B) to integrate writing, editing, page design, typography and graphics into one unit whereby students produce an entire publication for print or the web.
Specific course objectives
   In addition to learning specific technical skills of desktop publishing, this course teaches and reinforces basic skills expected of all Three Rivers graduates and includes the following:
   1. Perform basic computer operations.
   2. Recognize the relationship between art and technology.
   3. Evaluate publication features in terms of their ability to support the text.
   4. Create a document after identifying and analyzing the essential characteristics of the work.
   5. Perform basic operations on documents using different mathematical systems - inches and picas.
   6. Perform basic operations on a computer calculator.
   7. Use grids as a method of measuring and allocating space on a page.
   8. Develop a sequence of steps to accomplish the goal of producing a professional level publication.
   9. Locate journal articles on desktop publishing and assess their usefulness to desktop publishing.
   10. Distinguish main ideas or generalizations from supporting details so that the student can use appropriate DTP techniques to help the reader do the same.
   11. Edit written work to eliminate grammatical, spelling, and mechanical errors.
   12. Use an understanding of cultural differences to develop appropriate page designs for publications.
   13. Think critically about a document and the visual presentation of its ideas.

Instructional Modes
   Computer graphics, scanning, digital camera use, page design, page layout, hands-on computer instruction, individual and group editing.

Instructional Materials
   Adobe InDesign cs Visual Quickstart Guide
   Adobe Photoshop cs Classroom in a Book
   Robin Williams, The Non-Designer's Design Book, Peachpit Press, Berkeley.
   Handouts