

**SOUTHEAST COMMUNITY COLLEGE**  
**DIVISION OF ARTS AND SCIENCES**  
**Graphic Design | Media Arts Program**  
**Revision Date: 07-01-25**

**I. CATALOG DESCRIPTION**

Course Number: GDMA1136  
Course Title: Design Software 1  
Prerequisite(s): Program Permission  
Catalog Description: This course covers the basics of working with Adobe InDesign and Adobe Illustrator. This course teaches basic page layout, methods of formatting, and controlling type, introduces working with color, working with raster-based and vector-based images, and methods for efficient file management.  
Credit Hours: 3.0  
Class Hours: 40  
Lab Hours: 15  
Total Contact Hours: 55

**II. COURSE OBJECTIVES:** *Course will:*

- A. Familiarize students with digital file management.
- B. Introduce Adobe InDesign and Adobe Illustrator, the interfaces, proper usage, tools, and features, as well as keyboard shortcuts and how they work together.
- C. Demonstrate proper techniques to scan handmade work, work with cloud storage, and use printers to deliver work to instructors/clients.
- D. Explore different digital illustration techniques and styles using Adobe Illustrator and how those illustrations can be paired with content to communicate more efficiently and effectively.

**III. STUDENT LEARNING OUTCOMES AND GENERAL EDUCATION LEARNING OUTCOMES:**

- A. Student Learning Outcomes: *Students will be able to:*
  - 1. Demonstrate an understanding of organizing and saving files locally and using cloud storage.
  - 2. Navigate the interface of Adobe InDesign and Adobe Illustrator.
  - 3. Create pages, format text, and paragraphs according to typographic standards within InDesign.
  - 4. Use color palettes, basic editing tools, and create and edit vector graphics within Adobe Illustrator.
  - 5. Demonstrate an understanding of the difference between vector and raster graphics and apply that knowledge to making deliberate choices in using these two types of images.
  - 6. Demonstrate an understanding of the difference between screen and print resolutions and colors and apply that knowledge to making deliberate choices in using these two file types.
  - 7. Integrate Adobe Illustrator and Adobe InDesign together to create layouts while still using the programs as they were intended.
  - 8. Demonstrate an understanding of the different illustration techniques and styles.
  - 9. Demonstrate an understanding of how digital illustrations can improve the communication effectiveness of content which they're paired with.
- B. General Education Learning Outcomes (GELOs)

1. GELO #6: Career and Life Skills  
Outcome 4: Use digital technology effectively to access, manage, integrate, evaluate, and present information.

**IV. CONTENT/TOPICAL OUTLINE**

- A. File management and organization
- B. Introduction to Adobe InDesign
- C. Introduction to Adobe Illustrator
- D. Introduction to vector illustrations
- E. Introduction to working with digital color
- F. InDesign and Illustrator integration

**V. INSTRUCTIONAL MATERIALS**

- A. Required Text(s): none
- B. Other Resources: Handouts: worksheet, tutorial, assignment, and project

**VI. METHODS OF PRESENTATION/INSTRUCTION**

- A. Methods of presentation typically include a combination of the following:
  1. Lecture
  2. Demonstrations
  3. Peer critiques
  4. In-class exercises and activities
  5. One-on-one teaching

**VII. METHODS OF EVALUATION**

- A. Methods of evaluation, although determined by the individual instructor, traditionally includes a combination of the following:
  1. Assignments
  2. Exercises
  3. Tests
  4. Critique participation
  5. Class conduct

**VIII. SPECIFIC COURSE REQUIREMENTS**

- A. Student must complete this course with a minimum course grade of “C” (70%).
- B. By enrolling in this course the student agrees to follow all GDMA program policies.