

# Digital Design 4 (2025)

Demonstrate mastery in digital publishing operations. The student will be able to: 51.0

- 1 Establish workflows using advanced features in desktop publishing software. 51.01
- 2 Create documents using advanced features in desktop publishing software. 51.02

Demonstrate proficiency in website design. The student will be able to: 52.0

- 1 Compare and contrast various specialized web design programs. 52.01
- 2 Demonstrate proficiency using a WYSIWYG editor. 52.02
- 3 Understand how to prepare interactive components (hyperlinks, buttons, etc.). 52.03

Compare and contrast various digital media delivery systems. The student will be able to: 53.0

- 1 Explain the benefits and constraints of fixed versus streaming digital media. 53.01
- 2 Describe the variations in design considerations between the mass display and on-demand display of digital media. 53.02
- 3 Discuss the variations in design considerations related to digital signage. 53.03
- 4 Describe the design implications of digital images and/or graphics based on projected, mobile and Wi-Fi delivery media. 53.04

Demonstrate advanced project design capabilities associated with digital publishing. The student will be able to: 54.0

- 1 Demonstrate advanced capabilities in the use of tools and techniques in digital publishing software applications (e.g., layout of a document, text, graphics, color/transparency, and output). 54.01

Refine a portfolio (print and/or digital). The student will be able to: 55.0

- 1 Refine a portfolio. 55.01
- 2 Present an updated portfolio to an audience. 55.02