

Digital Design 3 (2026)

Identify relevant career/college opportunities and produce required documents. The student will be able to: 35.0

- 1 Reinforce competence in job interview skills and techniques. 35.01
- 2 Create a professional résumé and letter of introduction. 35.02
- 3 Procure letters of recommendation; list awards, certifications and recognition received. 35.03

Demonstrate the ability to independently set and evaluate project requirements, engage in project planning, model and utilize the design process. The student will be able to: 36.0

- 1 Develop a digital design solution using the design process. 36.01
- 2 Demonstrate the ability to represent a concept. 36.02
- 3 Determine the most effective software applications for the digital design problem. 36.03
- 4 Evaluate the quality, efficiency, and productivity of an existing or proposed design; refine the design accordingly. 36.04
- 5 Identify the criteria and constraints associated with a digital design problem and select the most appropriate solution based on these factors. 36.05
- 6 Practice basic usability, readability, and accessibility standards. 36.06

Demonstrate understanding in creating a simple webpage using modern web-coding practices. The student will be able to: 37.0

- 1 Convert publications for viewing on the Internet. 37.01
- 2 Optimize images and files for the web and internet publications. 37.02
- 3 Create a simple webpage and use hyperlinks. 37.03
- 4 Develop awareness of acceptable website design, web accessibility, and privacy laws. 37.04
- 5 Demonstrate an understanding of using AJAX, HTML or other modern web-coding practices. 37.05

Demonstrate an advanced understanding in digital publishing operations. The student will be able to: 38.0

- 1 Produce multiple projects using a variety of software programs. 38.01
- 2 Demonstrate the ability to prepare output files. 38.02
- 3 Demonstrate proficiency in the use of a raster-based illustration program. 38.03

4 Demonstrate proficiency in the use of a vector-based illustration program. 38.04

Demonstrate the ability to create a multimedia presentation. The student will be able to: 39.0

1 Create and incorporate multimedia files; add audio, links, images/photos, and video. 39.01

2 Demonstrate the ability to create a multimedia PDF. 39.02

3 Demonstrate proficiency in the use of 2D and 3D animation effects. 39.03

4 Create links in webpages, PDF files, and other documents. 39.04

5 Incorporate multimedia elements into digitally delivered documents/products. 39.05

6 Generate presentations following accessibility guidelines. 39.06

7 Generate presentations with embedded content. 39.07

Demonstrate an intermediate understanding of typography. The student will be able to: 40.0

1 Demonstrate proficient use of typography in digital design projects. 40.01

2 Compare and contrast the techniques of typographic communication relative to appropriateness and effectiveness. 40.02

3 Select appropriate type based on project requirements and target audiences. 40.03

Demonstrate intermediate skill in digital photography. The student will be able to: 41.0

1 Demonstrate knowledge of editing processes on smartphone devices; recognize the availability of apps related to photograph editing. 41.01

2 Demonstrate understanding of white balance and ISO. 41.02

3 Understand the role of lighting in photographic composition; develop an awareness of and use the three-point lighting concept. 41.03

Demonstrate understanding of art history and its relevance to graphic design. The student will be able to: 42.0

1 Define and recognize core art and design vocabulary. 42.01

2 Demonstrate an understanding of some of the major art movements (e.g., Renaissance, Impressionism, Modernism, Pop Art etc.) and their defining visual characteristics. 42.02

3 Identify and critique modern logos, advertisements, or websites that show clear influence from a specific historical art movement. 42.03

4 Design a modern graphic design piece (e.g., poster, magazine cover, website homepage, etc.) that authentically incorporates the visual aesthetic and principles of a chosen historical style. 42.04

Plan, organize, and carry out collaborative digital design projects. The student will be able to: 43.0

- 1 Apply the design process to determine the scope of a project. 43.01
- 2 Identify the resources required for the project. 43.02
- 3 Organize a team and assign specific tasks according to individual strengths. 43.03
- 4 Develop a project plan (conduct research, design, development, and evaluation activities) for the project. 43.04
- 5 Determine project priorities and the timeline for completion. 43.05
- 6 Carry out the project plan to successful completion. 43.06
- 7 Create a presentation to articulate the problem, the solution, the selected process, conclusions, and lessons learned (self-reflection). 43.07

Demonstrate proficiency in the creation of a digital design product using mobile communication devices. The student will be able to: 44.0

- 1 Design and create digital design products suitable for delivery via multiple media options (e.g., smartphones, tablets, and laptops). 44.01
- 2 Examine the design implications of products intended for delivery via mobile devices. 44.02
- 3 Compare and contrast the security and privacy issues associated with different delivery media, particularly in regard to social media. 44.03
- 4 Reinforce the implications of copyright and compare various licensing practices. 44.04

Create a portfolio (print and/or digital). The student will be able to: 45.0

- 1 Assess personal interests and create an individual career plan that reflects the transition from school to work, lifelong learning, and personal and professional goals. 45.01
- 2 Prepare a traditional (hard copy) portfolio. 45.02
- 3 Prepare a digital portfolio. 45.03
- 4 Identify opportunities to present the portfolio to an audience. 45.04
- 5 Refine and implement a plan to facilitate personal growth and skill development related to career opportunities in digital design. 45.05
- 6 Incorporate a résumé and letter of interest in portfolio 45.06