Florida CTE

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