# DIGITAL DESIGN 1-3

2024 - 2025 SYLLABUS

**TEACHER CONTACT INFORMATION**
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**CLASS OBJECTIVE:** The goal for each student is to learn & demonstrate proficiency in Digital Design. The current industry tools that are used for design include products from Adobe – including Photoshop, Illustrator, Indesign, Dreamweaver, & more. Through a series of creative & engaging activities you will learn skills & tools needed to become a proficient designer.

**INDUSTRY CERTIFICATIONS:** After demonstrating proficiency, students will have the opportunity to take an industry certification exam. Incentives will be provided to those who are able to certify in any of the Adobe software applications.

**GRADING POLICY:** Assignments are graded based on rubrics. In the case you receive a low score, you can redo work during each module for additional credit. Directions and submissions are managed through Canvas, while all grades are available on Focus.

**LATE WORK POLICY:** Class work is accepted through the end of each module. Deadlines will be posted in Canvas with reminders about cutoffs for late work.

**EXTRA CREDIT:** Extra credit is available throughout the course. Extra credit is meant to be a way to bump up scores, not replace coursework.

**COMMUNICATION:** The preferred methods for communication are Remind, Focus & email.

**CLASS RULES:**

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| BE RESPECTFUL | Be a good listener. Use appropriate language. Keep your voice to a minimum. |
| BE ON TIME | Tardy = your phone goes to the Dean. No hall passes for tardy students. |
| BE TIDY | No candy / food / drinks at the computers. |
| BE CLASSY | Backpacks go up front. Stay in your seat until the bell rings please. |
| BE PRESENT | No sleeping. No playing games on the computers. |

**PROGRESSIVE DISCIPLINE:**

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| STEP 1 | Documented verbal warning |
| STEP 2 | Documented phone call home |
| STEP 3 | Referral |