

# GRA1203c

## LAYOUT, DESIGN & COPY PREPARATION

### COURSE DESCRIPTION:

A practical course in planning and visualizing advertising and industrial copy. The student converts rough ideas and designs into comprehensive layouts from which are prepared traditional and computerized camera-ready copy. Experiments are conducted with various media involving design, balance and color psychology. (Special Fee) Prerequisite: ART 1201C and a minimum grade of C in GRA 1142 and or department approval.

**SPRING 2014 | OSCEOLA CAMPUS 1-246 | FRIDAYS FROM 9:00AM TO 12:45PM ADJUNCT INSTRUCTOR: NESTOR LUISGRAJALES**

### TO CONTACT INSTRUCTOR:

email with questions or to arrange meeting times outside of class.  
ngraiales@mail.valenciacollege.edu

Important class related websites:

- Faculty: <http://frontdoor.valenciacollege.edu/?ngraiales>
- Graphics: <http://multimedia.valenciacollege.edu/>
- blog: <http://www.vccgraphics.wordpress.com>
- flickr: <http://www.flickr.com/photos/vccgraphics>

You will find all Jobs handouts and related material in pdf form on the Atlas website under the My Classes Tab.

### TEXTBOOKS REQUIRED:

The Language of Graphic Design, by Richard Poulin.  
The Graphic Designers Digital Toolkit, by Allan Wood

### REQUIRED SUPPLIES:

You will need the following supplies throughout the semester and will need to bring them with you each class meeting. Students who come to class unprepared will not earn credit towards in-class exercises.

Some supplies are available at VCC

- External storage device (USB or Firewire device, 1Gb minimum suggested)
- Black Illustration or Presentation board for presentations; 3 - 15" x 20" boards should be enough for the semester.
- #2 pencil
- Scissors or a No. 11 Xacto Knife with cover
- A small pad of White copy paper for roughs
- 3 sheets of black construction paper, and old magazines for cutting up and pasting during in-class exercises.
- Pad of tracing paper or vellum (9" x 12" or larger suggested)
- Ruler (18" metal, with both picas and inches, is preferred)
- White 'click' eraser
- Container for supplies
- E-scale (C-Thru GA-96 recommended)
- 10 index cards
- Post-it note pads, 3 X 3 suggested. Approximately 100 sheets
- 1 - 3-ring notebook style binder
- 3-ring plastic pocket sheets (approximately 20 sheets)
- Printing costs, if done on Valencia East or West campuses (print cards are usable on either campus and prices are posted) You may print at alternative locations of your choice.

### ATTENDANCE AND PARTICIPATION:

Regular and punctual attendance is required. Even missing one class could jeopardize your ability to keep up. If two absences in the semester are incurred an excessive absence notice will be sent to the student, who then has until the next class to notify the instructor as to the reason for his/her absences. If this is not done within the allotted time or another absence is incurred at any time during the semester, the student risks withdrawal. There are no excused absences. You should come to class prepared with necessary material, files, etc. There will be in-class assignments requiring materials so they should be brought at all times and attendance is essential for progressive learning.

### TURN CELL PHONE TO SILENT MODE DURING CLASS.

### DUE DATES AND MAKE-UP POLICY:

As in the work environment, due dates are considered deadlines.

### PROJECTS:

Only one assignment can be turned in one class late and incur a 10 points deduction. It must be received by the next class or will be a zero "0". No other late assignments will be accepted. If any portion of the assignment is missing, including failure to put your digital files in the Drop-box and unreadable files, the project will be graded as is. If you choose to turn in the missing elements the next class the entire late deduction will be incurred. Digital files have date and time of drop saved. Any file saved after deadline will be considered late, therefore it is the student's responsibility to make sure the computer date is correct.

### EXAMS:

There is no make-up for the Computer or Written Final exam. Attendance at the Final Exam period is mandatory or you will receive a F for the course as required by VCC.

### IN-CLASS DRILLS:

There is no make-up for exercises due in-class. In some cases work is required out of class and due dates will be noted.

### ATLAS AND WEBCT ACCOUNTS:

Students are required to check their Atlas email account on a regular basis for notices. Feedback on coursework, general notices, excessive absences, etc. or course schedule changes will be sent through Atlas.

### SPECIAL NEEDS:

If you are student with documented special needs, such as extended time for test, note takers, etc., you need to notify the instructor no later than the second class by presenting the necessary documentation. At that time arrangements for reasonable accommodations can be discussed and arrangements made.

### BAYCARE

Valencia College is interested in making sure all our students have a rewarding and successful college experience. To that purpose, Valencia students can get immediate help with issues dealing with stress, anxiety, depression, adjustment difficulties, substance abuse, time management as well as relationship problems dealing with school, home or work.

BayCare Behavioral Health Student Assistance Program (SAP) services are free to all Valencia students and available 24 hours a day by calling (800) 878-5470. Free face-to-face counseling is also available.

### ACADEMIC HONESTY:

Cheating of any kind will not be tolerated. Below are details, though consideration of cheating may not be limited to this. If caught cheating, it will be an automatic "0" for that project or test, and you may be withdrawn from the class.

### CREATIVE DESIGN:

A large amount of the work in this class is creative. During the planning stage students are encouraged to interact, utilize resources including the internet but all work should still be done by the student turning in that project. You should not allow anyone to use your mouse or keyboard to complete any part of a project. Lab personnel may assist you if you are having problems with the operation of the computer or to answer questions concerning software applications, but they are not to do any part of your work. Utilizing design templates, copying internet or print resources is considered cheating.

### PLAGIARISM OR COPYRIGHT INFRINGEMENT:

Company information will be obtained from print or internet resources. This information may be copied however, utilization of complete information or designs, if located should be used for inspiration only. To utilize, other than for inspiration is considered cheating (refer to Student Handbook for more information)



**TECHNICAL:**

Bringing completed exercise files, unless required, copying software, fonts, or files to/from the computer is not allowed in the lab unless assigned as part of a project, and you may not delete files other than your own; these activities could be considered cheating.

Printing: Non-payment for printing in a lab where it is required is considered cheating.

**CRITIQUES/ORAL COMMUNICATION:**

On dates scheduled a critique of projects will be held. Students will prepare an oral statement as to the goal, concept, target audience and techniques demonstrated in their project, utilizing the directions given in class on index cards. Fellow students will provide constructive criticism and ask questions as necessary.

**COMPUTER COMPETENCY/LAB USAGE:**

Upon satisfactory completion of this course students should achieve an intermediate mastery of the Macintosh computer, Photoshop CS6 Illustrator CS6 and InDesign CS6. To achieve that students may utilize the lab during open lab periods and/or work outside class in order to meet required due dates. Open lab hours will be posted at the beginning of each semester in all a lab. A minimum of 9 hours outside class time is a minimum for successful mastery of objectives.

If you use other computers to do your work, you are responsible for file compatibility, using the correct version of the software, and correct usage of fonts. Corrupt files, incompatibility, or missing fonts are not considered excuses for late projects or problems with projects.

If you use a Windows platform: It is essential to remember that moving from one platform to another is not always perfect, and it is entirely your responsibility to ensure that your files open at school. Always use PC formatted media, do not delete any files made during platform change, always use the correct extension and constantly back-up files. Be sure to always include your file format suffix on all your files, (filename.xxx) to ensure compatibility between platforms.

**RESEARCH, RESOURCES, CREATIVE INSPIRATIONS, ROUGHS, COMPREHENSIVES AND PROOFS:**

Much of your scores in this class are dependent upon your ability to produce these items. Sometimes students don't seem to understand why they are forced to produce any or all the above for a design job. You do it because:

- The more inspired and better thought out design is much easier to defend when your design solution is under criticism by an instructor, fellow student, prospective employer or client.
- In order to have fresh inspiration we have to look out side of our own heads, blend ideas together, then filter through our own talents to produce something original, yet relative to the job.

To attain any of these you must go through a creative process. Your personal process may be slightly different from this course's or other instructor's methods (I'll admit, mine own personal process differs), but because you are learning and developing your own process you will find that the steps I ask you to perform will help you to become a more efficient creative thinker. Sharing your steps along the process with your instructor and fellow classmates will help you to better explain to your ideas and visions for the job – just as you will be required to do with clients or creative partners and employers.

If participating in the process has not been your strong point in the past you will need to overcome that throughout this course. You will be expected to complete preliminary roughs and comprehensives in-class (be sure you bring necessary supplies to do so), as often you may be called upon to produce them quite quickly in a real life job situation. I strongly urge you to then review, rethink, and rework the roughs you do in class and better refine them before the next class meeting.

**TURNING IN ASSIGNMENTS:**

It is your responsibility to make sure all project requirements are submitted for grading and the necessary files are in instructor's drop-box.

**GRADING CONSIDERATIONS - JOBS / PROJECTS AND EXERCISES:**

One of the objectives of this class is to prepare you to manage time, problem solve and prioritize in order to meet deadlines. These are the same demands of the workplace. This class will aid you in breaking down design jobs into steps that will help you develop good working skills as a designer.

Four jobs (projects) will be completed that are preceded by and complimented and/or extensions of the exercises listed. In many cases, completion of the exercises is necessary to produce the jobs. All jobs are designed for the same company you selected at the beginning of the semester. There are 5 in-class drills and in most cases, it is not possible to make-up missed exercises as they are due by the end of class (see schedule). You are required to complete drills missed prior to the next class – even if you do not earn credit for the exercise – in order to complete subsequent exdrills and jobs. Detailed descriptions will be provided of

each exercise. Many times supplies or files will be necessary to complete the drills, so preparation is essential, however the entire drill exercise MUST be completed in class. An overview of exercises will be provided in advance and you are encouraged to practice and prepare, however bringing and turning in previously prepared exercises (other than required files) is considered cheating and will not be accepted.

**GROUP EXERCISES AND RESEARCH SHARING:**

At the inception of a new job/project you will be given a specific assignments to research that relate to the job. You are to gather examples, add notes (post-it notes or other methods) with comments and organize within a notebook / journal or other means to allow easy sharing with classmates. You will bring to class and in your assigned groups you will discuss them.

The instructor will move about the class listening to the discussion and record that you have done the assignment. If time allows, as a group you will select one or two of your group's best examples and present to the rest of the class.

**WRITTEN EXAM:**

The Mid-Term exam will be comprehensive exam and consist of approximately 50 objective questions covering graphic design and layout basics. There is no make-up for the exam.

**COMPUTER PROFICIENCY EXAM:**

During the scheduled class time you will complete an exam that will demonstrate the design and computer skills you have learned in this class. A review time will be given prior to the exam.

This exam will be given the final scheduled class time of the course and the full class time will be given for the exam. There is no make-up for the computer final exam.

According to College policy, students not in attendance for the final exam must receive a F for the course regardless of their grade at the last day of attendance

**INSTRUCTORS EVALUATION OF TCVA SKILLS:**

Throughout the course students are given the opportunity to show commitment to soft skills such as, meeting deadlines, participating in class exercises and discussions, coming to class prepared, etc. Portions of your scores of a project are also allotted for these core TVCA skills. In addition, I'll be recording and scoring you on your performance and dedication to your learning experience.



## GRADES:

The final grade will be determined by grades earned on required projects, in-class projects, reports, quizzes/exams.

A = 1000– 900	Exceptional achievement, demonstrated in work of keen understanding and optimal mastery of course competencies. Earned for exemplary work, clearly beyond the requirements.
B = 899 – 800	High achievement, demonstrated in work of consistent effort, intelligence, and mastery of course competencies.
C = 799 – 700	Satisfactory completion of course requirements and mastery of essential course competencies.
D = 699 - 600	Unsatisfactory completion of course requirements and an unacceptable grade for prerequisite or graduation requirements.
F = 599> F	Failure to perform required work or to master required course material and competencies.

Note: a grade of a “C” or better is required to use as a prerequisite for other courses or for graduation or a technical certificate.

### Grading Criteria:

- Ability to read and follow project/assignment descriptions and requirements.
- Quality of final design solutions and presentation of assigned projects.
- Demonstration of acquired software skills, including uploading the required, correct digital files to the Teacher Drop Box.
- Completion of projects on time.
- Meeting deadlines set during the evolution of the projects, including working on projects outside of class meetings.
- Creative resource gathering – hard copies of materials germane to the job at hand. Digital examples downloaded from the internet are not acceptable, unless otherwise approved.

### Extra Credit:

Up to 10 points extra credit may be earned by attendance at a gallery opening; reception; or pre-approved workshop, conference, seminar, etc., related to this course. Submission of a minimum one page typed synopsis required for credit.

Final course grades of “A,” “B,” “C,” “D,” or “F” shall be assigned based upon the student’s academic achievement upon the completion of all course work, including the required final examination. A student who fails to take the required final examination may receive a final course grade earned, unless the professor elects to assign the student a grade of “I” or as otherwise addressed in the Professor’s course syllabus.

**WITHDRAWAL DEADLINE: MARCH 21, 2014**

## GRADE CALCULATIONS:

As a student in this course you are expected to keep up with your standing in the class. In order to help you keep track, utilize the assignment list below to track your grade standing along the way.

Remember, if you have missed an drill do to an absence, lack of participation, attending class unprepared, or missed the time constraints of the assignment, you do not get credit for the exercise. Assignments total 1,000 possible points and are broken down as:

### 24 POINTS EACH (120 TOTAL) IN-CLASS GUIDED ASSIGNMENTS

- Drill 1: InDesign To PDF: Create a multi-page layout in InDesign to an Interactive PDF.
- Drill 2: Document Setup: Documents according to specs.
- Drill 3: Grids: Aligning elements to a grid
- Drill 4: Copyfitting: Setting up & calculating copy fitting
- Drill 5: Tables: Creating & formatting tables

### 100 POINTS

**JOB 1: LOGO**—a new logo design for an existing company

### 140 POINTS

**JOB 2: STYLE GUIDE**—a 16 page style guide outlining logo usage, and other branding elements such as color palette, graphic elements, fonts, etc.

### 120 POINTS

**Job 3a: Ad Campaign**—research and choose an appropriate publication for your company to advertise in. download and reference their actual media kit to create 3 related full-page ads. Then resize one of the full-page ads into half-page, and quarter-page ad for the same publication

### 120 POINTS

**JOB 3B: ALTERNATE ADVERTISING**—Continuing with your campaign now add an outdoor advertising, digital outdoor, web banner, e-blast, and a direct mail piece.

### 100 POINTS

**JOB 4: WEB/SOCIAL MEDIA**—Plan and design a web presence for your company with consideration of what social media can play a part in promoting the web site. Collect your research, inspirations, sketches, and digital comps of the website (3 pages) into one professional PDF presentation.

### 100 POINTS

**MIDTERM EXAM**—Written Exam

### 100 POINT

**FINAL EXAM**—Part1: Written Exam, Part 2: Proficiency Exam

## 100 POINTS

**TVAC SKILLS** —Includes attendance, class participation, project effort and timeliness

## COURSE PRESENTATION DESCRIPTIONS:

**GRAPHIC DESIGN & HISTORY** - What is Graphic Design, why, objective, timeline

**ELEMENT/PRINCIPLES** - Part 1 on elements, Part 2 on Principles. Lots of examples to illustrate principles

**LOGODESIGN** - Description, purpose, design process, examples, crossmedia, type, vector, raster, designers & links

**COLOR REPRODUCTION** - Color theory, reproduction, trapping, duotones, halftone dots, gamut, moiré, optimization, changing color models in Illustrator, optimizing in Illustrator, Ben Day, Process Camera

**AD DESIGN** - Ad & direct mail promotional examples, formatting type, clipping paths

**TYPE DESIGN** - Type terms, classifications, computer type, designing do’s & don’ts, examples of cards & letterhead packages.

**STYLEGUIDE** - company style guides, examples, information & production

**PROD WISE DESIGN** - acquiring text, spell check & proofreading, formatting & copyfitting text, preparing files for print & proofing

**ON PRESS** - printing processes, imposition, stripping, film, plates, direct to plate, binding, finishing

**PAPER & INK** - process, description of types, selecting

**OUTDOOR** - information about various method of outdoor advertising, templates & website resources

## COURSE READING DESCRIPTIONS:

**THE LANGUAGE OF GRAPHIC DESIGN.** by Richard Poulin

**THE GRAPHIC DESIGNERS DIGITAL TOOLKIT,** by Allan Wood

## ADDITIONAL RESOURCES:

**LAYOUT WORKBOOK** – A Real-world Guide to Building Pages In Graphic Design by Kristin Cullen (Rockport)

**MAKING & BREAKING THE GRID** – A Graphic Design Layout Workshop by Timothy Samara (Rockport)

**FORMS FOLDS & SIZES** – All the details graphic designers need to know but can never find by Poppy Evans (Rockport)

**ATLAS HOMEPAGE & COURSE TAKE-OUT BOX** – Resource Folders.



## GRA 1203C - Layout, Design and Copy Preparation Schedule Spring 2014

• *Subject to change due to unforeseen circumstances. Change notification will occur through Atlas class e-mail*

WK #	Date	Lecture Topic	Presentations and In class activities	Homework/What to Bring to Next Class
WK 1	Jan 10	<ul style="list-style-type: none"> <li>- Orientation to course/review syllabus.</li> <li>- Lecture/discuss layout design.</li> <li>- Drill 1: InDesign to PDF</li> <li>- Job 1 Assigned</li> </ul>	<ul style="list-style-type: none"> <li>- LogoDesign.swf</li> <li>Select at least 3 potential company you might use for your projects.</li> </ul>	<ul style="list-style-type: none"> <li>- Job 1: Choose a company or organization to design for during this course. Hint: choose a local small business or non-profit for real-world experience.</li> <li>- Research your company's current logo, website, collateral, etc. PRINT it out and bring to class.</li> <li>- Create at least 3 sketches for your new logo design. We will critique these, along with your research.</li> <li>- Reach Chp. 25 &amp; 26.</li> </ul>
WK 2	Jan 17	<ul style="list-style-type: none"> <li>- Present your chosen company research and logo sketches.</li> <li>- Discuss logo design, creative briefs and process documentation (process books).</li> <li>- Creative brief in-class exercise.</li> </ul>	<ul style="list-style-type: none"> <li>Graphic Design History.swf and Elements,Principles.swf</li> <li>In-class Group Review of company selections</li> </ul>	<ul style="list-style-type: none"> <li>- Create your new logo design digitally based on feedback from ketches.</li> <li>- Read Chp. 1 &amp; 2.</li> </ul>
WK 3	Jan 24	<ul style="list-style-type: none"> <li>- <b>JOB 1 DUE:</b> Present and turn in final logos and process book.</li> <li>- Job 2 Assigned</li> <li>- Discuss next steps: style guide, branding, campaigns.</li> <li>- Slideshow &amp; discussion of successful style guides. Resources for research.</li> <li>- Drill 2: Document setup</li> </ul>	<ul style="list-style-type: none"> <li>ColorRepro.swf</li> <li>Begin Logo redraw in Illustrator</li> </ul>	<ul style="list-style-type: none"> <li>- Job 2: Create a style guide outlining logo usage, and other branding elements such as color palette, graphic elements, fonts, etc.</li> <li>- Sketch the layout of your style guide in detail. Be sure to include all the information required, and keep to a realistic number of "signatures" (x4).</li> <li>- Begin to layout your style guide digitally.</li> <li>- Make any needed "changes after final" to logos. This will not improve your grade on the project you just turned in, but for future ones.</li> <li>- Read Chp. 3 &amp; 4.</li> </ul>
WK 4	Jan 31	<ul style="list-style-type: none"> <li>- Present your style guide sketches, and what you have so far in digital form (printouts).</li> <li>- Revisit best practices for style guides.</li> <li>- Drill 3: Grids</li> </ul>	<ul style="list-style-type: none"> <li>In-class Group Review</li> </ul>	<ul style="list-style-type: none"> <li>- Finish creating your style guide digitally, proof very carefully for errors as this is due next class. Hint: find a partner and proof each other's style guides.</li> <li>- Reach Chp. 5 &amp; 6.</li> </ul>
WK 5	Feb 7	COLLEGE IS CLOSED — NO CLASS		<ul style="list-style-type: none"> <li>- Don't forget your style guide is due next class meeting.</li> </ul>
WK 6	Feb 14	<ul style="list-style-type: none"> <li>- <b>JOB 2 DUE:</b> Present and turn in style guides.</li> <li>- Job 3 Assigned</li> <li>- Discuss foundation - successful advertising campaign—full-page ads.</li> <li>- Discuss hierarchy of information — within the full page ads.</li> <li>- Slideshow &amp; discussion of successful ad campaigns.</li> </ul>	<ul style="list-style-type: none"> <li>Company information and all research for direct mail advertising</li> <li>In-class Group Review</li> </ul>	<ul style="list-style-type: none"> <li>- Job 3: start your ad campaign by designing 3 full-page advertisements.</li> <li>- Sketch out your full-page ad layouts to present next class.</li> <li>- Read Chp. 7 &amp; 8.</li> </ul>
WK 7	Feb 21	<ul style="list-style-type: none"> <li>- Present sketches/proofs of full-page ads.</li> <li>- Discuss strategies for resizing ads into half-page &amp; quarter-page ads.</li> <li>- Review for Midterm Exam.</li> </ul>	<ul style="list-style-type: none"> <li>Outdoor.swf</li> <li>In-class Group Review</li> </ul>	<ul style="list-style-type: none"> <li>- Digitally create final versions of ads to present next WK.</li> <li>- Study for Midterm Exam.</li> <li>- Read Chp. 9, 10 &amp; 11.</li> </ul>

## GRA 1203C - Layout, Design and Copy Preparation Schedule Spring 2014

• *Subject to change due to unforeseen circumstances. Change notification will occur through Atlas class e-mail*

WK 8	Feb 28	<ul style="list-style-type: none"> <li>- <b>JOB 3a DUE:</b> Present full-page ads.</li> <li>- Job 3b Assigned</li> <li>- Discuss translating into Champaign goals into direct mailers, outdoor, digital outdoor, web banners, e-blasts.</li> <li>- Discuss hierarchy of information — how to choose what info to keep in other sizes/formats.</li> <li>- Slideshow of outdoor &amp; direct mail examples. Discuss creative shapes/sizes, die-cuts, Postal costs and requirements.</li> <li>- Midterm Exam.</li> </ul>	<p>OnPress.swf and Paper_Ink.swf DirectMail.swf In-class Group Review</p>	<ul style="list-style-type: none"> <li>- Job3b: expand your full-page ads into a full blown ad campaign.</li> <li>- Resize one full-page ad into half-page and quarter page sizes. Then, take the ad and revise into outdoor, digital outdoor, web banners and eblasts (according to specs provided to you). Print in color for critique next WK.</li> <li>- Sketch ideas for direct mail piece.</li> <li>- Read Chp. 12, 13 &amp; 14.</li> </ul>
WK 9	Mar 3-9	COLLEGE IS CLOSED — SPRING BREAK		
WK 10	Mar 14	<ul style="list-style-type: none"> <li>- Present proofs of other formats (outdoor, digital outdoor, web banners, eblasts).</li> <li>- Present sketches of your direct mailer.</li> </ul>	<p>Prod_wiseDesign.swf In-class Group Review</p>	<ul style="list-style-type: none"> <li>- Revise pieces according to feedback. Create your mailer digitally.</li> <li>- Read Chp. 15 &amp; 16.</li> </ul>
	MAR 21	<b>FINAL WITHDRAWAL DATE</b>		
WK 11	MAR 21	<ul style="list-style-type: none"> <li>- Present mailer proof. Mock up &amp; cut out dielines, if applicable.</li> <li>- Drill 4: Copyfitting in InDesign</li> </ul>	<p>Styleguide.swf All company information, Style guide research, booklet examples and itemized list</p>	<ul style="list-style-type: none"> <li>- Revise designs based on feedback. Prepare to turn in everything next WK.</li> <li>- Read Chp. 17 &amp; 18.</li> </ul>
WK 12	Mar 28	<ul style="list-style-type: none"> <li>- <b>JOB 3b DUE:</b> Digital PDF presentation of Job 3 a &amp; b. Turn into ad campaign.</li> <li>- Discuss social media: demand and use.</li> <li>- Discussion of successful social media campaigns.</li> <li>- Job 4 Assigned</li> </ul>		<ul style="list-style-type: none"> <li>- Job 5: Create web and social media graphics, be sure they align with your style guide and ad campaign.</li> <li>- For next WK, sketch out basic home page and mobile home page layouts.</li> <li>- Read Chp. 19 &amp; 20.</li> </ul>
WK 13	Apr 4	<ul style="list-style-type: none"> <li>- Present sketches of basic home page &amp; mobile home page layouts.</li> <li>- Lecture/discussion.</li> </ul>	<p>In-class Group Review</p>	<ul style="list-style-type: none"> <li>- Digitally create basic home page and mobile home page layouts.</li> <li>- Read Chp. 21 &amp; 22</li> </ul>
WK 14	Apr 11	<ul style="list-style-type: none"> <li>- Present proofs of your home page and mobile home page layouts.</li> <li>- Drill 5: Tables</li> </ul>	<p>Individual Work session</p>	<ul style="list-style-type: none"> <li>- Revise proofs according to feedback, and prepare to turn in next WK.</li> <li>- E-mail me questions you would like answered in the Final Q &amp; A discussion.</li> <li>- Read Chp. 23 &amp; 24.</li> </ul>
WK 15	Apr 18	<ul style="list-style-type: none"> <li>- <b>JOB 4 DUE:</b> Present &amp; turn in final web, mobile &amp; social media designs.</li> <li>- Review for Final Exam.</li> </ul>	<p>Final Q &amp; A discussion. Individual Work session</p>	<ul style="list-style-type: none"> <li>- Study for Final Exam.</li> </ul>
WK 16	Apr 25	-Written Exam and Computer Practical Final Exam		
WK 17	Apr 28	Grades due to Valencia College		