WILMINGTON UNIVERSITY
COLLEGE OF TECHNOLOGY
BASIC COURSE INFORMATION

COURSE TITLE:          Graphic Design Applications
COURSE NUMBER:         DSN 230

I. SOFTWARE
Adobe Illustrator CS (most current version) will be utilized in this course. For distance learning
the student is responsible for acquiring the latest software version (education pricing available)
through Adobe’s Creative Cloud (one-year or month-to-month memberships) or the Adobe
Creative Suite® Design Premium.

II. MAJOR INSTRUCTIONAL GOALS:
GOAL A: Understand how to design and produce projects in Adobe Illustrator CS.
Learning Outcomes: The student will be able to:
A-1. View graphics and analyze how they were created.
A-3. Experiment with all tools available in application.
A-4. Understand and demonstrate the use of the tools in application.
A-5. Understand and demonstrate the use of layers and symbols in application.
A-6. Understand and demonstrate the use of multiple art boards in application.

GOAL B: Understand commercial printing and its impact on digital files.
Learning Outcomes: The student will be able to:
B-1. Understand and demonstrate the difference in 4-color process and spot printing.
B-2. Understand and demonstrate how to prepare files for its final destination, print, web or
video.
B-3. Understand and demonstrate how to produce clean and correct digital files.

GOAL C: Demonstrate basic skills to be a successful Media designer.
Learning Outcomes: The student will be able to:
C-1. Understand and demonstrate that there are multiple ways to reach a desired design
outcome.
C-2. Understand and demonstrate how keeping an open mind can enhance your abilities as a
media designer.
C-3. Understand and demonstrate the importance to be flexible and to think outside the box.

II. CLASS PARTICIPATION:
Students are expected to attend class and participate actively and in a positive way. Questions and
relevant observations are encouraged and enrich the experience of the entire class.
Computers in the classrooms are intended to be used as tools to enhance the students' learning
experience. Instant messaging, gaming, emailing, and surfing the web are distractions to the
student, the surrounding students, and the instructor and constitute inappropriate behavior.
Students are ethically obliged to avoid these and similar practices.
**External Storage Requirement:**
Students are required to supply their own external storage (i.e., SD card, external hard drive, etc.)
See Course Blackboard for instructor’s directive for your course. Memory cards are NOT supplied with cameras and video equipment.