



Course Name: **Communications Technology, Graphic Communication: TGG4M**

Course Description:

This course emphasizes the pre-press operations for producing multi colour printing. Live production jobs are used to teach half tone theory, colour theory, page layout, image manipulation, advanced pre-press operations, composition and direct-to-plate printing.

Prerequisite: **Communications Technology, Grade 11, University/College**

Teacher: **Mr. Nathan Beyerle**

Room: **136**

Course Learning Goals:

By the end of this course, you will:

- ✓ demonstrate an understanding of main concepts, techniques, and skills required to produce communications media products and services.
- ✓ demonstrate an understanding of different types of equipment, software as well as technical terminology, scientific concepts, and mathematical concepts used in communications technology.
- ✓ apply project management techniques, interpersonal and communication skills, to develop communications technology products effectively in a team environment.
- ✓ apply a design process to meet a range of challenges in communications technology.
- ✓ create productions that demonstrate competence in the application of creative and technical skills and incorporate current standards, processes, formats, and technologies.
- ✓ describe the impact of current communications media technologies and activities on the environment and identify ways of reducing harmful effects.
- ✓ demonstrate an understanding of the social effects of current communications media technologies and the importance of respecting cultural and societal diversity in the production of media projects.
- ✓ demonstrate and apply an understanding of safe work practices and adhere to legal and ethical requirements relating to the industry.
- ✓ identify careers in communications technology for which postsecondary education is required or advantageous, and describe college and university programs that prepare students for entry into these occupations.

Outline of Units:

- Unit 1** – Intro
- Unit 2** – Design & Typography
- Unit 3** – Illustrator
- Unit 4** – Indesign
- Unit 5** – Photoshop
- Unit 6** – Printing & Binding
- Unit 7** – Book Production

Evaluation:

Term work will count for **70%** of the final mark in the course; the final evaluation will count for **30%**.

The Final Evaluation: Presentation **3%**, Final Book Production **27%**

Plagiarism and Cheating:

Plagiarism of all print or electronic (Internet) material on assessment/evaluation tasks is **forbidden**.

Plagiarism/copying student work and taking credit as one's own or allowing your own work to be used by another is also strictly forbidden. Any act of plagiarism, allowing your work to be copied, copying another's work and /or cheating will result in a mark of **zero** for all parties involved.

Tests:

Missed tests will be written the first day back to school or a mark of zero will be assigned unless alternative arrangements have been made in advance.

Assignment Sheets & Rubrics:

<http://www.nathanbeyerle.com>