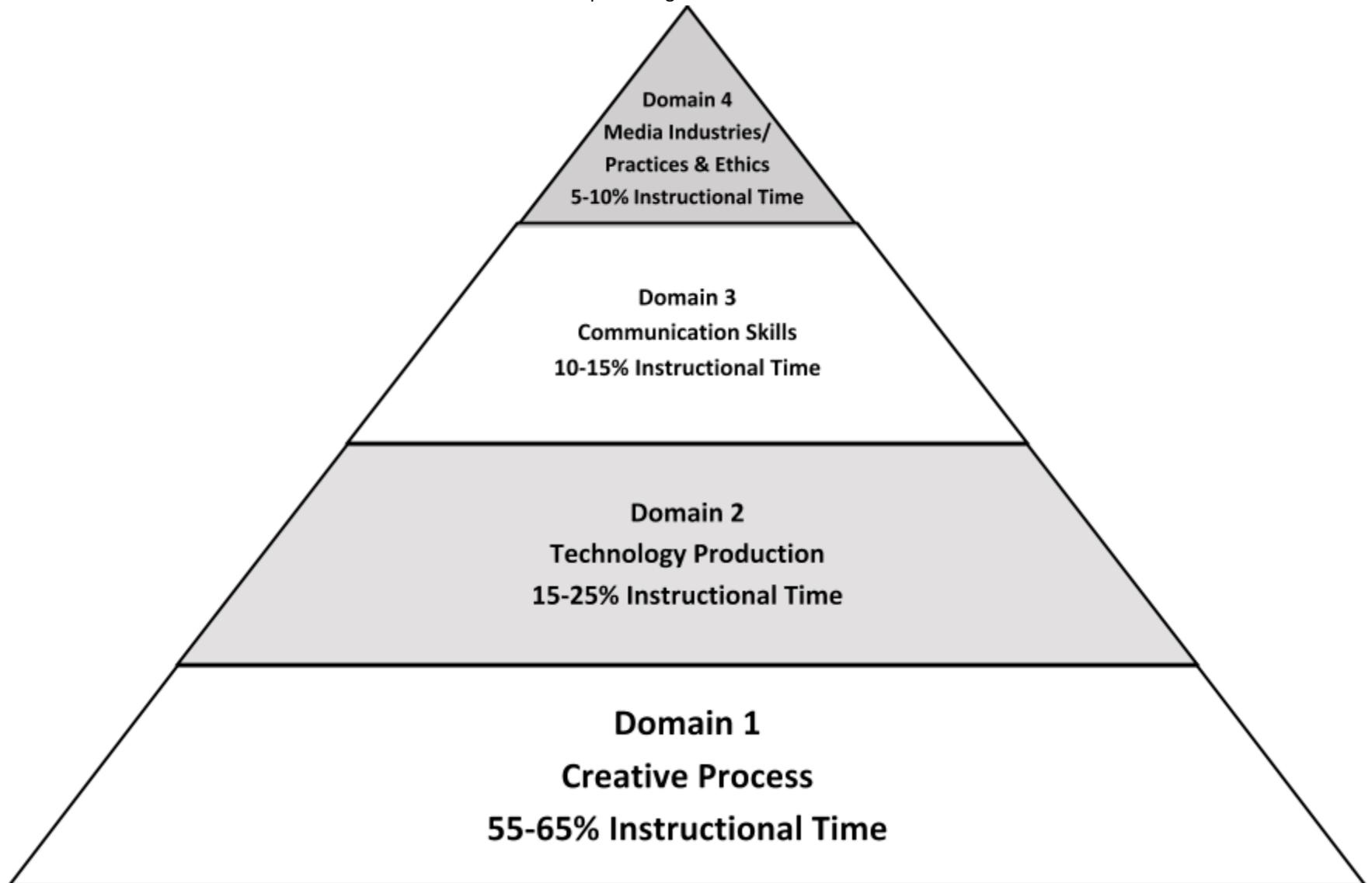


# Content Domains

Graphic Design 10.0200.30



The technical standards for the Graphic Design Program are clustered in 4 domains. The greatest percentage of instructional time will be spent on domains 1 and 2 with less time on domains 3 and 4. Students who complete the program should demonstrate a thorough knowledge in each of these domains.(2019)

# Content Domains, Standards and Instruction

Graphic Design  
10.0200.30

Domain	Related Standards	Instructional Time
Domain 1 Creative Process	<b>STANDARD 6.0 APPLY GRAPHIC DESIGN CONCEPTS TO PRODUCE VISUAL SOLUTIONS</b>  <b>STANDARD 7.0 APPLY GRAPHIC DESIGN WORKFLOW TO INCREASE SUCCESS AND PRODUCTIVITY</b>  <b>STANDARD 8.0 CREATE PROBLEM-SOLVING GRAPHIC WORKS USING INDUSTRY STANDARD SOFTWARE</b>	55-65%
Domain 2 Technology Production	<b>STANDARD 5.0 MANAGE COMPUTER HARDWARE AND SOFTWARE</b>  <b>STANDARD 9.0 DEMONSTRATE APPLICATION OF MEDIA OUTPUT</b>	15-25%
Domain 3 Communication Skills	<b>STANDARD 3.0 ANALYZE FACTORS THAT CONTRIBUTE TO PERSONAL SUCCESS IN THE COMMUNICATION MEDIA TECHNOLOGIES INDUSTRY</b>  <b>STANDARD 4.0 ANALYZE THE GRAPHIC DESIGN PROFESSION</b>	10-15%
Domain 4 Media Industries/Practices & Ethics	<b>STANDARD 1.0 ANALYZE THE COMMUNICATION MEDIA TECHNOLOGIES INDUSTRY, ITS BUSINESS PRACTICES, AND ITS ROLE IN THE ECONOMY</b>  <b>STANDARD 2.0 ANALYZE ETHICAL AND LEGAL ISSUES RELATED TO THE COMMUNICATION MEDIA TECHNOLOGIES INDUSTRY</b>	5-10%

Content domains are bodies of knowledge, skills or abilities to be taught or assessed. They are clustered as related to technical standards for instruction. The suggested percentage of instructional time is listed for each domain. Instructional time corresponds to the percentage of assessment items included on the Technical Skills Assessment. (2019)