

FBLA Collegiate Foundations of Digital Design[‡]

Design Principles (30 test items)

1. Describe the elements of design (PR:222) (SP)
2. Discuss 2D design characteristics (e.g., value, texture, contrast)
3. Discuss the use of positive and negative space
4. Explain the rule of thirds
5. Discuss the use of basic design principles (e.g., emphasis, movement, balance, variety)
6. Discuss Gestalt principles in design (e.g., similarity, proximity, continuity, closure, perception, organization, symmetry)
7. Explain the impact of color harmonies on composition (PR:314) (SP)
8. Discuss the psychological and aesthetic impacts of color

Typography and Layout (30 test items)

1. Discuss the nature of typography (PR:295) (SP)
2. Describe kerning, tracking, and leading in typography
3. Discuss the impact of typography on design
4. Explain how typography decisions may be influenced by tone, audience, and purpose
5. Define typography terms (e.g., font, typeface, ascender, serif)
6. Discuss the effects of document design elements (e.g., white space, headings, line lengths)
7. Discuss the use of font pairings and font hierarchies
8. Describe typeface categories and characteristics (e.g., serif, sans serif, script, monospaced, display)
9. Discuss relationships between layout elements (e.g., contrast, repetition, alignment, proximity)
10. Discuss framing concepts in layout design (e.g., cropping, bleeds, margins, borders)

[‡] Sources: These learning outcomes are based on MBA Research's National Business Administration Standards, Adobe Certified Professional Photoshop Exam, Borough of Manhattan Community College's Foundations of Digital Graphic Design, AIGA's Graphic Design Curriculum, eDynamic Learning's Digital Design Introduction course, and Google UX Design Professional Certificate.

Digital Design Technology (20 test items)

1. Discuss raster software and vector-based image technology
2. Discuss industry standard design software (e.g., Photoshop, InDesign, Blender)
3. Describe digital color concepts (PR:274) (SP)
4. Discuss key terms related to digital images (e.g., resolution, size, resampling, rendering)
5. Discuss types of image files and their characteristics (e.g., JPEG, PNG, SVG)
6. Explain bit depth and color gamut

User Experience and Accessibility (20 test items)

1. Discuss the importance of accessibility in design
2. Describe legal accessibility requirements for websites or other digital products
3. Discuss how design decisions can impact accessibility (e.g., colors, typography, layout)
4. Discuss elements of the design process (e.g., researching, brainstorming, collecting feedback)
5. Describe the importance of user feedback in the design process
6. Identify website design/components (PR:336) (MN)

References

- Borough of Manhattan Community College. *Foundations of Digital Graphic Design*.
<https://files.commonscs.cuny.edu/wp-content/blogs.dir/3604/files/2018/08/MMA-100-Fall-2018-Syllabus.pdf>
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<https://www.mbaresearch.org/local-educators/teaching-resources/standards/>
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<https://www.aiga.org/resources/academic-design-education/graphic-design-curriculum>
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