Mapping Print & Digital Media Publication Using Adobe InDesign CC Exam Objectives to Course Content

Obtaining Adobe Certified Associate - InDesign certification requires candidates to pass the Print & Digital Media Publication Using Adobe InDesign CC exam. This table describes where the objectives for the exam are covered in this course.

| 1.0 | Setting Project Requirements | Covered In |
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| 1.1 | Identify the purpose, audience, and audience needs for preparing print and digital media publications. | 2A |
| 1.2 | Summarize how designers make decisions about the type of content to include in a project, including considerations such as copyright, project fit, permissions, and licensing. | 2A |
| 1.3 | Demonstrate knowledge of project management tasks and responsibilities. | 2A |
| 1.4 | Communicate with others (such as peers and clients) about design plans. | 2A, 2B |

| 2.0 | Understanding Print and Digital Media Publications | Covered In |
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| 2.1 | Understand key terminology related to print and digital media publications. | 2B; Part 2 |
| 2.2 | Demonstrate knowledge of basic design principles and best practices employed in the print and digital media publication industry. | 2B; Part 2 |
| 2.3 | Demonstrate knowledge of typography and its use in the print and digital publication industry. | 2B, 2D, 3A; Part 2 |
| 2.4 | Demonstrate knowledge of color and its use in print and digital publications. | 3B; Part 2 |
| 2.5 | Demonstrate knowledge of the appropriate properties of print, web, and digital publication designs. | 6A, 6B; Part 2 |

| 3.0 | Understanding Adobe InDesign CC | Covered In |
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| 3.1 | Identify elements of the InDesign CC interface and demonstrate knowledge of their functions. | 1A, 1B, 1C |
| 3.2 | Define the functions of commonly used tools including selection tools, Frame tools, type tools, drawing tools, Line tool etc. | 1A |
| 3.3 | Navigate, organize, and customize the workspace. | 1A, 1B, 1C |
| 3.4 | Use non-printing design tools in the interface, such as rulers, guides, grids, bleeds, and slugs. | 2D, 4A; Part 2 |
| 3.5 | Demonstrate knowledge of layers. | 4B |
| 3.6 | Manage colors, swatches, and gradients. | 3B; Part 2 |
| 3.7 | Create, use, and manage object styles. | 3C; Part 2 |
| 3.8 | Create, use, and manage character and paragraph styles. | 3C; Part 2 |

| 4.0 | Creating Print and Digital Media Publications Using Adobe InDesign | Covered In |
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| 4.1 | Create a new project. | 2C |
| 4.2 | Create, manage, and use frames in a publication design. | 2D, 2E |
| 4.3 | Add text to a page layout. | 2D |
| 4.4 | Add graphic, image, and video content to a page layout. | 2E |
| 4.5 | Create special page elements using InDesign tools, such as a table of contents, an index, Library files, and previously placed content. | Part 2 |
| 4.6 | Add interactive elements such as hyperlinks, interactive media objects, HTML5, and video; and assign triggers for different actions. | Part 2 |

| 5.0 | Publish, Export, and Archive Page Layouts Using Adobe InDesign | Covered In |
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| 5.1 | Prepare publications for print. | 6A, 6B; Part 2 |
| 5.2 | Prepare page layouts for export to digital media publications such as multiscreen devices and FOLIO files for Digital Publishing Suite. | Part 2 |