



Republic of the Philippines

# Department of Education

DepEd Complex, Meralco Avenue, Pasig City

**STRENGTHENED SENIOR HIGH SCHOOL CURRICULUM**

## **VISUAL GRAPHIC DESIGN**

**Grade 11/12**

**Course Description:**

This course is designed to provide learners with the principles and skills necessary for Visual Graphic Design, covering a range of topics. These include the Fundamentals and Principles of Visual Graphic Design, User Experience (UX) and User Interface (UI), and industry-standard software for product packaging design. Learners will acquire the fundamental principles of visual graphic design by developing designs for logos, print media, user experience (UX), user interface (UI), product packaging, and booth/product window displays. Upon completion, learners are eligible to take assessments to earn National Certificate Level III in Visual Graphic Design, higher education and careers in the visual graphic design industry.

**Elective:** Technical Professional

**Prerequisite:** None

**Time Allotment:** In Grade 11, 320 hours for two semesters, 8 hours per week/In Grade 12, 320 hours for one semester, 16 hours per week

**Schedule:** First/Second Semester

**QUARTER 1**

<b>CONTENT STANDARD</b>	The learners demonstrate understanding of fundamental principles and trends of visual graphic design needed in creating logo designs and print media design using appropriate software, tools, and materials based on industry standards.	
<b>PERFORMANCE STANDARD</b>	The learners create logo designs and print media design using appropriate software, tools, and materials based on industry standards.	
<b>LEARNING COMPETENCIES</b>		<b>CONTENT</b>
1. Discuss the fundamental principles of visual graphic design		Fundamental Principles of Visual Graphic Design <ul style="list-style-type: none"> <li>• Elements of Design               <ul style="list-style-type: none"> <li>○ line</li> <li>○ shape</li> <li>○ space</li> <li>○ color</li> <li>○ texture</li> <li>○ typography</li> <li>○ motion</li> <li>○ scale/size</li> <li>○ dominance and emphasis</li> </ul> </li> </ul>

	<ul style="list-style-type: none"> <li>• Principles of Visual Design and Communication <ul style="list-style-type: none"> <li>○ balance</li> <li>○ contrast</li> <li>○ emphasis</li> <li>○ proportion</li> <li>○ hierarchy</li> <li>○ repetition</li> <li>○ rhythm</li> <li>○ unity</li> </ul> </li> <li>• Relevant laws and legislation</li> <li>• File types/Naming convention <ul style="list-style-type: none"> <li>○ Basic measurements and resizing</li> </ul> </li> </ul>
2. Discuss trends in visual graphic designing	<p>Trends in Visual Graphic Designing</p> <ul style="list-style-type: none"> <li>• Roles and responsibilities of visual graphic designers</li> <li>• Business and career opportunities in VGD</li> <li>• Successful visual graphic artists</li> <li>• Products <ul style="list-style-type: none"> <li>○ corporate and information design</li> <li>○ editorial design and digital publishing</li> <li>○ packaging design</li> <li>○ advertising</li> <li>○ display design with new media</li> </ul> </li> <li>• Services <ul style="list-style-type: none"> <li>○ designing digital artwork for web</li> <li>○ editing digital artwork for web</li> <li>○ design consultation</li> <li>○ printing and mockup layouting</li> </ul> </li> </ul>
3. Discuss the fundamental principles of creating logo designs	<p>Fundamental Principles of Creating Logo Designs</p> <ul style="list-style-type: none"> <li>• Types of Logos <ul style="list-style-type: none"> <li>○ wordmarks/logotypes</li> <li>○ letterforms</li> <li>○ lettermarks</li> </ul> </li> </ul>

	<ul style="list-style-type: none"> <li>○ monogram logos</li> <li>○ logo symbols/pictorial marks</li> <li>○ abstract symbols</li> <li>○ mascots</li> <li>○ emblems</li> <li>○ combination marks</li> <li>● Principles of Logo Design <ul style="list-style-type: none"> <li>○ simplicity</li> <li>○ memorability</li> <li>○ timeliness</li> <li>○ scalability</li> <li>○ appropriateness</li> </ul> </li> <li>● Branding</li> <li>● Design Process <ul style="list-style-type: none"> <li>○ design concepts/design brief</li> <li>○ research trends <ul style="list-style-type: none"> <li>▪ conducting research</li> <li>▪ client company materials</li> <li>▪ interviews and discussions</li> <li>▪ competitor analysis</li> <li>▪ customer surveys and feedback</li> <li>▪ social media listening</li> </ul> </li> <li>○ proposal design</li> <li>○ creation</li> <li>○ review and revision</li> </ul> </li> </ul>
4. Create logo designs	<p>Create Logo Designs</p> <ul style="list-style-type: none"> <li>● Tools and materials</li> <li>● Initial drawing/Sketches</li> <li>● Application software <ul style="list-style-type: none"> <li>○ working environment/workspace</li> <li>○ window elements</li> </ul> </li> <li>● Creating the logo designs</li> </ul>

	<ul style="list-style-type: none"> <li>○ layout, size, and resolution</li> <li>○ shape, line, pen, and pencil tools</li> <li>○ colors (paint bucket tool and gradient tool)</li> <li>○ insert and format text</li> <li>○ import and edit images</li> <li>○ layer styles</li> </ul> <p><u>Saving and Exporting</u></p>
<p>5. Discuss the fundamental principles of print media design</p>	<p><u>Fundamental Principles of Print Media</u></p> <ul style="list-style-type: none"> <li>● Types of Print Media <ul style="list-style-type: none"> <li>○ banner</li> <li>○ poster</li> <li>○ billboard</li> <li>○ brochure</li> <li>○ invitation card</li> <li>○ annual report</li> <li>○ flyer</li> <li>○ pamphlet</li> <li>○ menu</li> <li>○ book/book cover</li> <li>○ comics</li> <li>○ call cards/business cards</li> <li>○ newspapers</li> </ul> </li> <li>● Principles of Print Media Design <ul style="list-style-type: none"> <li>○ balance</li> <li>○ alignment</li> <li>○ contrast</li> <li>○ repetition</li> <li>○ proximity</li> <li>○ typography</li> </ul> </li> </ul>

	<ul style="list-style-type: none"> <li>○ color</li> <li>● Graphic Design Styles</li> <li>● Branding</li> <li>● Design Process <ul style="list-style-type: none"> <li>○ design concepts/design brief</li> <li>○ research trends</li> <li>○ proposal design</li> <li>○ creation</li> </ul> </li> </ul> <p>review and revision</p>
6. Create print media designs	<p><b>Create Print Media Designs</b></p> <ul style="list-style-type: none"> <li>● Tools and materials</li> <li>● Initial Drawing/Sketches</li> <li>● Application software <ul style="list-style-type: none"> <li>○ Working Environment/Workspace</li> <li>○ Window Elements</li> </ul> </li> <li>● Creating the print media designs <ul style="list-style-type: none"> <li>○ layout, size, and resolution</li> <li>○ shape, line, pen, and pencil tools</li> <li>○ colors (Paint Bucket Tool and Gradient Tool)</li> <li>○ insert and format text</li> <li>○ import and edit images (incorporating previous logo design on learning competency number 4)</li> <li>○ layer styles</li> </ul> </li> <li>● Saving and Printing</li> <li>● Print setup</li> </ul>

## QUARTER 2

<b>CONTENT STANDARD</b>	The learners demonstrate understanding of user experience designs (UX) and user interface design (UI) using appropriate software, tools, and materials based on industry standards.
<b>PERFORMANCE STANDARD</b>	The learners create user experience (UX) design and user interface design (UI) using appropriate software, tools, and materials based on industry standards.
<b>LEARNING COMPETENCIES</b>	<b>CONTENT</b>
1. Discuss the fundamental principles of user experience (UX) design	<p><b>Fundamental Principles of User Experience (UX) Design</b></p> <ul style="list-style-type: none"> <li>• Types of UX Design <ul style="list-style-type: none"> <li>○ user research</li> <li>○ visual design</li> <li>○ interaction design</li> <li>○ information design</li> <li>○ product design</li> <li>○ service design</li> <li>○ commercial design</li> </ul> </li> <li>• Principles of UX Design <ul style="list-style-type: none"> <li>○ user-centered design</li> <li>○ usability</li> <li>○ consistency</li> <li>○ hierarchy and information architecture</li> <li>○ accessibility</li> </ul> </li> <li>• Branding</li> <li>• Design Process <ul style="list-style-type: none"> <li>○ design concepts/design brief</li> <li>○ research trends</li> <li>○ proposal design</li> <li>○ creation</li> <li>○ review and revision</li> </ul> </li> </ul>
2. Create User Experience (UX) design	<p><b>User Experience (UX) Design</b></p> <ul style="list-style-type: none"> <li>• Tools and materials</li> <li>• Initial Drawing/Sketches</li> </ul>

	<ul style="list-style-type: none"> <li>• Application Software <ul style="list-style-type: none"> <li>○ working environment/user interface</li> <li>○ window elements</li> </ul> </li> <li>• Creating the UX Design</li> <li>• Wireflow design <ul style="list-style-type: none"> <li>○ types of wireflows <ul style="list-style-type: none"> <li>▪ user flows</li> <li>▪ storyboarding</li> <li>▪ user journey maps</li> <li>▪ user personas</li> <li>▪ information architecture</li> </ul> </li> <li>○ setting up a new design</li> <li>○ inserting and laying out user flow elements</li> <li>○ saving and sharing to appropriate personnel for checking</li> <li>○ finalizing the user flow design</li> </ul> </li> <li>• Wireframe design <ul style="list-style-type: none"> <li>○ wireframe elements</li> <li>○ manual wireframe design <ul style="list-style-type: none"> <li>▪ steps in creating manual wireframe design</li> <li>▪ digital wireframe design</li> </ul> </li> </ul> </li> </ul>
<p>3. Discuss the fundamental principles of User Interface (UI) design</p>	<p><b>Fundamental Principles of User Interface</b></p> <ul style="list-style-type: none"> <li>• Types of User Interface <ul style="list-style-type: none"> <li>○ web-based user interface</li> <li>○ mobile user interface</li> <li>○ CD/DVD menu TV (Traditional and Smart)</li> </ul> </li> <li>• UI Elements <ul style="list-style-type: none"> <li>○ input controls</li> <li>○ navigational controls</li> <li>○ informational controls</li> <li>○ containers</li> </ul> </li> <li>• Trends and Techniques</li> </ul>

	<ul style="list-style-type: none"> <li>○ skeuomorphism &amp; minimalism</li> <li>○ flat design</li> <li>○ bauhaus style</li> <li>○ bold typography</li> <li>○ neumorphism &amp; glassmorphism</li> <li>○ animation/motion <ul style="list-style-type: none"> <li>▪ motion graphics</li> </ul> </li> <li>○ illustration as a UI Trend</li> <li>○ dark Mode as a UI Trend</li> <li>• General steps in designing the components <ul style="list-style-type: none"> <li>○ setting up the page Size and orientation</li> <li>○ typefaces</li> </ul> </li> <li>• Design Process <ul style="list-style-type: none"> <li>○ design concepts/design brief</li> <li>○ research/trends</li> <li>○ proposal design <ul style="list-style-type: none"> <li>▪ brand guidelines</li> <li>▪ brand logo</li> <li>▪ brand color scheme</li> <li>▪ company’s ideal audience</li> <li>▪ voice and tone</li> <li>▪ social media guidelines</li> </ul> </li> <li>○ creation</li> <li>○ review and revision</li> </ul> </li> </ul>
<p>4. Create User Interface (UI) designs</p>	<p><b>User Interface (UI) Design</b></p> <ul style="list-style-type: none"> <li>• Tools and materials</li> <li>• Initial Drawing/Sketches</li> <li>• Application software <ul style="list-style-type: none"> <li>○ working environment/workspace</li> <li>○ window elements</li> </ul> </li> <li>• Creating the UI design <ul style="list-style-type: none"> <li>○ stages of UI design</li> </ul> </li> </ul>

	<ul style="list-style-type: none"> <li>○ wireframes/gray boxing</li> <li>○ fundamentals of wireframing</li> <li>○ using grid in User Interface design</li> <li>○ component design <ul style="list-style-type: none"> <li>▪ designing UI push navigation menu</li> <li>▪ creating placeholders for input fields</li> <li>▪ creating image carousels</li> <li>▪ designing the search input field</li> <li>▪ creating filters</li> <li>▪ designing pop-up boxes</li> <li>▪ enhancing UI design with hover control</li> <li>▪ finalizing and testing</li> </ul> </li> </ul>
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### QUARTER 3

<b>CONTENT STANDARD</b>	The learners demonstrate understanding of the principles in product packaging design using appropriate software, tools, and materials based on industry standards.
<b>PERFORMANCE STANDARD</b>	The learners create product packaging with design using appropriate software, tools, and materials, with the design pricing / costing guide based on industry standards.
<b>LEARNING COMPETENCIES</b>	<b>CONTENT</b>
1. Discuss the fundamental principles of product packaging design	Fundamental Principles of Product Packaging Designs <ul style="list-style-type: none"> <li>● Types of packaging</li> <li>● Drafting techniques <ul style="list-style-type: none"> <li>○ elements of product packaging <ul style="list-style-type: none"> <li>▪ visual identity</li> <li>▪ informational content</li> <li>▪ graphic design</li> <li>▪ structural design</li> <li>▪ materials</li> <li>▪ typography</li> </ul> </li> </ul> </li> </ul>

	<ul style="list-style-type: none"> <li>▪ branding elements</li> <li>• Different levels of packaging <ul style="list-style-type: none"> <li>○ primary packaging</li> <li>○ secondary packaging</li> <li>○ tertiary packaging</li> </ul> </li> <li>• Design process <ul style="list-style-type: none"> <li>○ design concepts/design brief</li> <li>○ prototyping</li> <li>○ research/trends</li> <li>○ proposal design</li> <li>○ creation</li> <li>○ review and revision</li> </ul> </li> </ul>
<p>2. Create product packaging design</p>	<p>Product Packaging Design</p> <ul style="list-style-type: none"> <li>• Tools and materials</li> <li>• Initial Drawing/Sketches</li> <li>• Application Software <ul style="list-style-type: none"> <li>○ working environment/workspace</li> <li>○ window elements</li> </ul> </li> <li>• Creating the product packaging design <ul style="list-style-type: none"> <li>○ layout, size and resolution</li> <li>○ setting up the bleed</li> <li>○ text tool, text window option properties</li> <li>○ line tool and shapes tool and its properties</li> <li>○ importing image and image formatting option</li> <li>○ incorporating logo design</li> <li>○ select tool and eraser tool</li> <li>○ saving and exporting files</li> </ul> </li> <li>• Die Line <ul style="list-style-type: none"> <li>○ package design specifications</li> <li>○ rules in design layouting</li> <li>○ tips in creating a concept or rough sketch</li> <li>○ steps in creating die line</li> </ul> </li> </ul>

	<ul style="list-style-type: none"> <li>○ assembling the final package design</li> <li>● Printing and Cutting <ul style="list-style-type: none"> <li>○ tools and materials</li> <li>○ safety standards</li> <li>○ print settings</li> </ul> </li> </ul>
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#### QUARTER 4

<b>CONTENT STANDARD</b>	The learners demonstrate understanding of designing and developing a 2D and 3D booth or product window display using appropriate software, tools, materials, and compute design cost based on industry standards.
<b>PERFORMANCE STANDARD</b>	The learners create 2D and 3D booth and product window/display designs and mock-up for presentations using appropriate software, tools, materials, and compute design cost based on industry standards.

LEARNING COMPETENCIES	CONTENT
1. Discuss the fundamental principles of booths and product window/ display design	<p><b>Fundamental Principles of Booth and Product Window/Display Design</b></p> <ul style="list-style-type: none"> <li>● Types of booths and product window/display design <ul style="list-style-type: none"> <li>○ open, multi-functional thematic</li> <li>○ shell scheme</li> <li>○ pavilion stand</li> <li>○ island stand</li> <li>○ corner</li> <li>○ modular</li> <li>○ customized</li> </ul> </li> <li>● Principles of booths and product window/display design <ul style="list-style-type: none"> <li>○ balance and proportion</li> <li>○ unity and harmony</li> <li>○ contrast and emphasis</li> <li>○ rhythm and movement</li> <li>○ functionality and accessibility</li> </ul> </li> <li>● Elements used in creating booth or window display</li> </ul>

- tools and materials
  - wood
  - metal
  - glass
  - acrylic/plexiglass
  - fabrics
  - cardboard/paper
  - foamboard
- specifications
  - size and dimensions
  - load-bearing capacity
  - safety
  - construction items (nails, screws and fasteners, paints and finishes, adhesives and glues, lighting fixtures, signage and graphics)
- paraphernalia
  - props and decorative elements
  - visual merchandising accessories
  - merchandise and products
  - audiovisual equipment
- Design ideas
  - brand identity and message
  - product focus
  - theme and storytelling
  - aesthetics and visual appeal
  - space and layout
  - customer experience
  - branding & signage
  - seasonal adaptability
  - sustainability

	<ul style="list-style-type: none"> <li>○ budget and practicality</li> <li>○ accessibility</li> </ul>
<p>2. Create 2D booth and product window/ display designs</p>	<p><b>2D Booth and Product Window/Display Design</b></p> <ul style="list-style-type: none"> <li>• Tools and materials</li> <li>• Application software <ul style="list-style-type: none"> <li>○ working environment/workspace</li> <li>○ window elements</li> </ul> </li> <li>• Initial Drawing/Sketches <ul style="list-style-type: none"> <li>○ alignment with project objectives</li> <li>○ adherence to design specifications</li> <li>○ integration of multi-view orthographic</li> <li>○ incorporation of mockup and rendered graphics</li> <li>○ brand consistency and messaging</li> </ul> </li> <li>• Creating 2D booth and product window/display design <ul style="list-style-type: none"> <li>○ views, layouts and dimensions</li> <li>○ shape, line, pen, and pencil tools</li> <li>○ colors (paint bucket tool and gradient tool)</li> <li>○ insert and format text</li> <li>○ import and edit images</li> <li>○ layer styles</li> <li>○ saving and printing</li> </ul> </li> </ul> <p>Development of scaled prototype</p>
<p>3. Create 3D booth and product window/ display designs and mock-ups</p>	<p><b>3D Booth and Product Window/Display Design</b></p> <ul style="list-style-type: none"> <li>• Tools and materials</li> <li>• 3D application software <ul style="list-style-type: none"> <li>○ working environment/workspace</li> <li>○ window elements</li> </ul> </li> <li>• Initial Drawing/Sketches</li> <li>• Creating 3D and product window/display design <ul style="list-style-type: none"> <li>○ setting the object interactive mode</li> </ul> </li> </ul>

	<ul style="list-style-type: none"> <li>○ add, move, format, delete object</li> <li>○ adding depth and thickness to object according to design specifications</li> <li>○ adding textures or materials</li> <li>○ utilizing camera to specify the visible portion of a scene in rendered image</li> <li>○ adding ground plane</li> <li>○ adding animation</li> <li>○ timeline and keyframing</li> <li>○ configuring the lighting</li> <li>● Saving, Exporting, and Rendering</li> <li>● Print Setup</li> <li>● Creating the booth mockup <ul style="list-style-type: none"> <li>○ preparing the materials</li> <li>○ measuring and marking the base, walls, roof and ground plane</li> <li>○ cutting the base, walls, roof and ground plane</li> <li>○ assembling the booth mockup</li> <li>○ painting, adding decal, and other decorative materials based on 3D rendered image.</li> <li>○ incorporate the logo design, print media, product packaging in the booth mockup design</li> <li>○ presenting booth mockup design for feedback</li> </ul> </li> </ul>
4. Compute for design costs in visual graphics design	<p><b>Design Cost</b></p> <ul style="list-style-type: none"> <li>● Designers Union minimum price list</li> <li>● Value-Based Pricing and Cost-Plus Pricing</li> </ul>

## GLOSSARY

**branding** - the process of producing the distinct identity of a business, offering products or services connecting to the perspective of the general public and target market

**booth design** - the plan of an exhibition stand for a business product or window display

**design brief** - a document containing complete outlines of the details and expectations of a design project for a product or service

**filename** - a naming convention which is a unique identifier assigned to a computer file

It typically consists of a base name which describes the file's content, and an extension which indicates the file format. Filenames are essential for organizing and managing files on a computer system.

**graphic** - a visual representation of information or ideas, often used to enhance communication and understanding

It can include images, diagrams, charts, or illustrations. Graphics are commonly used in various fields, including design, marketing, and education.

**layout** - the arrangement of elements on a page or screen

It involves the placement of text, images, and other visual components to create a visually appealing and functional design. Effective layout considers factors such as balance, alignment, proximity, and white space.

**logo** - graphic symbol that represent the characteristics of a business or company's product or services

**mockup** - a physical representation of a design concept, typically used to simulate the appearance and functionality of a product or interface. It can range from low-fidelity sketches to high-fidelity prototypes, providing a tangible way to visualize and test design ideas.

**perspective** - the observable visual depth of an object; the receding line of an object as its distance from the viewer increases

**print media** - all forms of printed paper publications such as brochures or posters that provide the general public or target market with information about the product or services offered by the business or company

**print setup** - the process of setting up the printer preferences according to the layout, type of paper, size, color and print quality

**prototype** - a preliminary model of a product or system, designed to test and refine concepts and functionalities

It can be a physical object, a digital representation, or a combination of both. Prototypes are used to evaluate design choices, identify potential issues, and gather user feedback.

**product display** - the strategic arrangement and presentation of products in retail or digital spaces to attract and engage customers, making it easier for them to find and purchase the items

**resolution** - refer to how many dots, pixels or lines per inch will be printed or displayed in a screen

It is measured in dots per inch (DPI), pixels per inch (PPI) or lines per inch (LPI).

**software** – a collection of data or computer instructions that tell the computer how to work

This includes all programs and applications used to perform specific tasks on computers and other devices.

**UX (User Experience) Design** - the process of designing products (mainly digital) that provide meaningful and relevant experiences to users

This includes aspects of branding, design, usability, and function.

**UI (User Interface) Design** - the design of user interfaces for machines and software, such as computers, home appliances, and mobile devices, focusing on the look and style with the goal to make the user's interaction as simple and efficient as

possible

**vector image** - a graphic that can be displayed at any size and is resolution independent, but unsuitable for reproducing the subtle and continuous tones of photograph

**visual arts** - a broad category encompassing art forms that primarily rely on the sense of sight

They include disciplines such as painting, sculpture, drawing, printmaking, photography, film, digital art, architecture, and graphic design.

**window display** - a curated visual presentation of products or services in a storefront window whose primary purpose is to attract attention, entice potential customers, and promote brand identity and sales

**wireflow** - a visual representation of the user's journey through a product or service that maps out the steps a user takes to complete a task, highlighting the interactions and decisions involved

Wireflows are used to identify potential pain points, optimize user experience, and inform the design process.

**wireframe** - a low-fidelity visual representation of a user interface that focuses on the layout and structure of the interface, emphasizing the arrangement of elements and information hierarchy

Wireframes are used to quickly iterate on design ideas, test user flows, and communicate design concepts with stakeholders.

**workspace** - a physical or digital environment designed to facilitate work or creative activities

It can be a dedicated room, a shared office space, or a virtual environment accessed through a computer. Workspaces are often optimized to enhance productivity, creativity, and collaboration

## **REFERENCES**

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## MATERIALS, TOOLS, AND EQUIPMENT

TOOLS	EQUIPMENT	MATERIALS
May include any of the following OS: - Windows - Mac - Linux - ubuntu	Computer (software dependent specifications) with at least 18" monitor	Reference Book
Internet Browsers (Google Chrome, Internet Explorer, Mozilla Firefox)	Ergonomic computer tables and chairs	Adobe PDF documents
Must have any of the following graphic software applications* such as: - Adobe Photoshop - Adobe Illustrator - Adobe In-design - Adobe Premiere - Adobe After Effects - Adobe Acrobat - CorelDraw - Gimp - Microsoft PowerPoint - Microsoft Publisher - Adobe Flash/Animate - Adobe Dreamweaver - 3D software application Sketch Up	LCD Projector	Hand-outs
	Printer, color (DeskJet or laser)	CD's CD ROMs DVDs
	Scanner	Practice materials
	Digital Camera	Print media
	Monitor calibrator (optional)	Various printing media (e.g. photo-paper,

		tarpaulin, etc.) Printed materials
	<p>Electronic media</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Web/online</li> <li><input type="checkbox"/> CD- or DVD-based</li> <li><input type="checkbox"/> Mobile or hand-held</li> </ul> <p>Apps</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Smart phones</li> <li><input type="checkbox"/> Tablets</li> <li><input type="checkbox"/> Smart TV</li> </ul>	Printed materials
		<p>Books and magazines</p> <p>Newspapers</p> <p>Brochures and flyers</p> <p>Billboards and tarpaulins</p>
		<ul style="list-style-type: none"> <li>-Prototype materials</li> <li>papers/cardboards</li> <li>- plastic</li> <li>- textiles</li> <li>- styrofoam</li> <li>- actual product being sold</li> <li>- corrugated boxes</li> <li>- wood</li> <li>- ceramics</li> <li>- tarpaulin</li> <li>- electrical gadgets</li> <li>- neon lights</li> <li>- digital displays</li> <li>- metallic materials</li> <li>- actual product being displayed</li> <li>- mannequins</li> <li>- organic materials</li> </ul>