EDTC 6135 Print Based Instructions Reflective Statement

The Project

This project was a regular class assignment that was specified as our portfolio artifact for EDTC 6135. The assignment was the create a set of print based instructions for a certain procedure. The deliverable was a set of print-based instructions in PDF format. I chose to create a set of print-based instructions detailing how to add participants to a club site within the Sakai Learning Management System.

Project Development

Developing this project was pretty easy to me as I have a lot of technical documentation background. However, what was new to me was using different elements of design. I was also new to different types of design applications such as Adobe Illustrate, which I used to complete this assignment. I learned new visual design terms such as drop shadow, proximity, contrast, and typography.

When creating this set of print-based instruction, I had to constantly keep in mind all of the factors surrounding print-based instruction as well as incorporate all of the design principals I had learned thus far. There are many aspects and elements of graphic design and knowing the format in which it will be presented helps to decide which of those elements to use and how to use them. I knew that the final product was going to be a print-based set of instructions. So, contrasting my fonts with different colors was not really necessary, but I did want to contrast the style of the fonts. I also was not too concerned with the graininess of the images, as they do not seem so blurry or grainy once printed. Making the images smaller may actually make them more difficult to read when printed out. The colors I did choose were to satisfy the branding and marketing requirements for the university and to match the images, as the images could not be

changed. I also added some depth to these instructions to make the images and arrows pop and bring more attention to them for the learner as they read, skim, or study the instructions.

Professional Goals and Objectives

Learning new terms and design concepts and heuristics is a valuable tool in my every day professional life. There are many times where I have to create what I call "quick and dirty" instructions for different processes at work. While they do not take long to create, they will now be full of new design concepts in order to present a visually appealing and easy to follow end product. I now have new skills on new software applications such as Adobe Illustrator and Adobe InDesign. I can add different features to shapes and graphics such as drop shadows and include optimal color combinations paired with a more appealing type size and style. I have learned that it is okay to have a lot of white space and it is more than acceptable to not have everything center aligned.

References

1. Williams, R. (2015). The Non-Designers Design Book (4th ed.). Peachpit Press.