

Desktop Publishing

CHECK IN: 8:30 am CONTEST BEGINS: 9:00 am

CLASS:

Desktop Publishing, Word Processing, Publishing, Graphic Arts, and Office Occupations.

ELIGIBILITY:

Open to any student enrolled in any computer-related class who feels he/she has the skills to compete. Schools may be limited in the number of students for this event if those signed up cannot be accommodated. **Schools may enter up to three students.** Refer to General Information and Rules page.

SCOPE OF CONTEST:

Contestants will be given raw copy and customer specifications. Students will create a document using any available tools and functions of their word processing/desktop publishing program.

EQUIPMENT AND MATERIALS:

To be supplied by chairperson:

- Computer system with software (Windows XP, MS Office 2007, Adobe Suite CS3 including InDesign, PhotoShop, Dreamweaver and Illustrator)
- Raw copy material
- Scratch paper

To be supplied by contestant:

- Pencil and/or pen
- Ruler (optional)

TIME:

Roll will be taken at 9 a.m. The time limit for this competition is 1 to 2 HOURS. Contestants will be evaluated on their ability to complete the project within the time specified.

SCORECARD:

Final project to be judged on:

- Editing
- Readability
- Layout
- Completeness
- Overall presentation