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EXAMINATION FOR THE AWARD OF DIPLOMA IN JOURNALISM AND MASS COMMUNICATION

DJMC 0221: DESKTOP PUBLISHING

STREAMS: TIME: 2 HOURS

DAY/DATE: THURSDAY 10/12/2020 2.30 P.M -4.30 P.M.

INSTRUCTIONS:

- Answer Question ONE (1) and any other two questions.
- Do NOT write on the question paper.
- 1. a) Define desktop publishing.

(4 Marks)

- b) Explain any four design principles and why they matter.
- (16 Marks)
- c) Discuss any <u>two</u> of these composition basics: proximity, white space, contrast. (10 Marks)
- 2. Outline the history of desktop publishing.

(20 Marks)

- 3. As a graphic designer, discuss the issues you would keep in mind when dealing with trademarks. (20 Marks)
- 4. a) Elaborate on the importance of kerning, leading and alignment. Use examples to illustrate your points. (10 Marks)
 - b) With the aid of examples, discuss any three elements of visual design. (10 Marks)
- 5. Discuss any five ways you would strengthen your designs. (20 Marks)

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