

## MS-CPAS Blueprint Summary

<b>Assessment:</b>	Web Development Technology
<b>Test Code:</b>	20300Y0-2010
<b>CIP Code:</b>	111004
<b>Certificate:</b>	Career
<b>Type:</b>	PS

The MS-CPAS Blueprint Summary indicates the number of assessment questions related to each unit on the assessment and indicates the relative emphasis placed on each unit. All of the listed competencies will appear on the assessment, but because of the length of the assessment, not every competency will be equally represented in the assessment.

The MS-CPAS Blueprint Summary includes a variety of information, which is explained below:

Terms and Definitions	
<b>Assessment:</b>	This signifies the name of the assessment, which corresponds with the name of the pathway or program.
<b>CIP Code:</b>	Developed by the U.S. Department of Education's National Center for Education Statistics (NCES), CIP codes are a federal coding system utilized for assessment and reporting of fields of study and program completions activity tracking.
<b>Test Code:</b>	A unique code that serves to numerically identify a specific assessment
<b>DOK Levels:</b>	Based on Webb's Depth of Knowledge (DOK), this signifies the assessment item difficulty factor to be expected in each unit. The three levels are as follows: <i>1 = Recall and Reproduction, 2 = Skills and Concepts, 3 = Short-term Strategic Thinking</i> <b>Some postsecondary programs will not use DOK levels until the next revision.</b>
<b>Instructional Hours:</b>	The total number of hours assigned to a unit per the pathway's curriculum
<b>Total Items:</b>	The total number of items assigned to each unit on the assessment. It is calculated as follows: <i>(Unit Instructional Hours / Total Instructional Hours) * Total Active Items</i>
<b>Active Items:</b>	The number of items on the assessment that will be graded
<b>Field-test Items:</b>	The number of items that are being field-tested, or piloted, to determine their eligibility for inclusion as an Active Item on future assessments. These items are not graded and, thus, will not impact the student's final score.
<b>Total Assessed Items:</b>	The total number of items on the given assessment. It is calculated as follows: <i>Active Items + Field-test Items</i>

For more information regarding this MS-CPAS Blueprint Summary, please contact the Research and Curriculum Unit by phone at 1.866.901.7433 or by e-mail at [helpdesk@rcu.msstate.edu](mailto:helpdesk@rcu.msstate.edu).



Assessment: Web Development Technology	DOK Level(s)			Instructional Hours	Total Items
Test Code: 20300Y0-2010					
CIP Code: 111004					
Total Hours: 23					
<b>WDT 1123: Web Development Concepts</b>				<b>3</b>	<b>10</b>
1. Present an overview of the Internet. 2. Demonstrate Web site publishing and hosting. 3. Develop a Web site using eXtensible/HyperText Markup Language (X/HTML). 4. Style a Web site using Cascading Style Sheets (CSS).					
<b>WDT 1414: Web Design Applications</b>				<b>4</b>	<b>14</b>
1. Design Web pages using various applications.					
<b>WDT 1314: Web Programming I</b>				<b>4</b>	<b>14</b>
1. Discuss programming development concepts. 2. Create applications using program development steps. 3. Create Web applications.					
<b>WDT 2214: Web Programming II</b>				<b>4</b>	<b>14</b>
1. Demonstrate client-side programming using ECMAScript. 2. Demonstrate effective error handling and debugging techniques.					
<b>WDT 2224: Web Programming III</b>				<b>4</b>	<b>14</b>
1. Create Web applications using advanced server-side technologies. 2. Communicate across various Web-based applications.					
<b>WDT 2614: Web Project Management</b>				<b>4</b>	<b>14</b>
1. Evaluate and implement Web site development processes. 2. Create a portfolio.					
<b>Active Items</b>					<b>80</b>
<b>Field-Test Items</b>					<b>20</b>
<b>TOTAL ASSESSED ITEMS</b>					<b>100</b>

## MS-CPAS Blueprint Summary

<b>Assessment:</b>	Graphic Design(w/in Digital Arts & Design Tech Cluster)
<b>Test Code:</b>	20350Y0-2010
<b>CIP Code:</b>	50049
<b>Type:</b>	PS

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<b>DOK Levels:</b>	Based on Webb's Depth of Knowledge (DOK), this signifies the assessment item difficulty factor to be expected in each unit. The three levels are as follows: <i>1 = Recall and Reproduction, 2 = Skills and Concepts, 3 = Short-term Strategic Thinking</i> <b>Some postsecondary programs will not use DOK levels until the next revision.</b>
<b>Instructional Hours:</b>	The total number of hours assigned to a unit per the pathway's curriculum
<b>Total Items:</b>	The total number of items assigned to each unit on the assessment. It is calculated as follows: <i>(Unit Instructional Hours / Total Instructional Hours) * Total Active Items</i>
<b>Active Items:</b>	The number of items on the assessment that will be graded
<b>Field-test Items:</b>	The number of items that are being field-tested, or piloted, to determine their eligibility for inclusion as an Active Item on future assessments. These items are not graded and, thus, will not impact the student's final score.
<b>Total Assessed Items:</b>	The total number of items on the given assessment. It is calculated as follows: <i>Active Items + Field-test Items</i>

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<b>Assessment:</b> Graphic Design(w/in Digital Arts &					
<b>Test Code:</b> 20350Y0-2010					
<b>CIP Code:</b> 50049					
<b>Total Hours:</b> 25					
	<b>DOK Level(s)</b>			<b>Instructional Hours</b>	<b>Total Items</b>
<b>CAT 1113 Graphic Design and Production I</b>				<b>3</b>	<b>12</b>
1. Demonstrate proper use of tools and equipment used in the graphic design field.					
2. Demonstrate principles of typography.					
3. Demonstrate proper design and production techniques.					
4. Relate the printing process to design techniques.					
<b>CAT 1123 Graphic Design and Production II</b>				<b>3</b>	<b>9</b>
1. Identify and describe process color-printing techniques.					
2. Identify and describe industry terminology and brand management.					
3. Analyze corporate identity and branding techniques.					
<b>CAT 1143 Typography</b>				<b>3</b>	<b>7</b>
1. Recognize type as an aesthetic form.					
2. Relate typographic form to meaning.					
3. Discuss and describe the terminology and historical development of typography					
<b>CAT 1213 Fundamentals of Graphic Computers</b>				<b>3</b>	<b>13</b>
1. Define and use computer terminology related to the graphic design industry.					
2. Define and use graphic-related computer hardware and peripheral equipment.					
3. Define and use software related to the graphic industry.					
<b>CAT 2133 Graphic Design Studio</b>				<b>3</b>	<b>10</b>
1. Research and develop projects that are a culmination of training specifically related to the graphic design industry.					
<b>CAT 2313 Basic Advertising Design</b>				<b>3</b>	<b>12</b>
1. Utilize creative solutions in problem solving for graphic design work.					
2. Describe, apply, and utilize computer equipment to produce graphic design projects.					
<b>CAT 2323 Advanced Advertising Design</b>				<b>3</b>	<b>5</b>
1. Utilize creative solutions in solving problems encountered in industry.					
2. Describe, apply, and utilize computer equipment to produce advanced graphic design projects.					
<b>CAT 2334 Practical Advertising Techniques</b>				<b>4</b>	<b>12</b>
1. Demonstrate performance skills needed for productive employment.					
2. Design a professional résumé and compile a portfolio.					
<b>Active Items</b>					<b>80</b>
<b>Field-Test Items</b>					<b>20</b>
<b>TOTAL ASSESSED ITEMS</b>					<b>100</b>