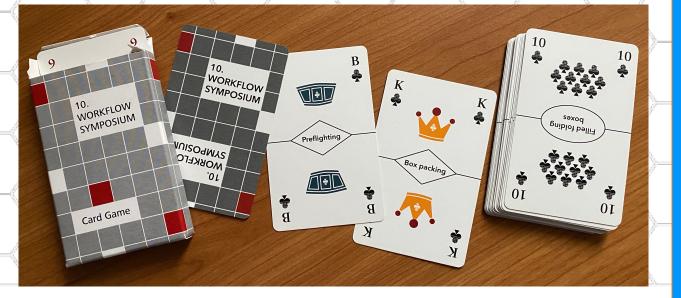


Online Interactive Games for Graphic Arts Workflow and Imposition

Richard Adams and Thomas Hoffmann-Walbeck

Workflow Puzzle

- Graphic arts workflow is a complex process involving numerous steps
- "Workflow Cards" is a didactic game developed by Thomas Hoffmann-Walbeck at HdM-Stuttgart to explore workflow
- The "cards" have been recreated on the web as an interactive game (URL: ryerson.ca/~wdp/workflow-puzzle)



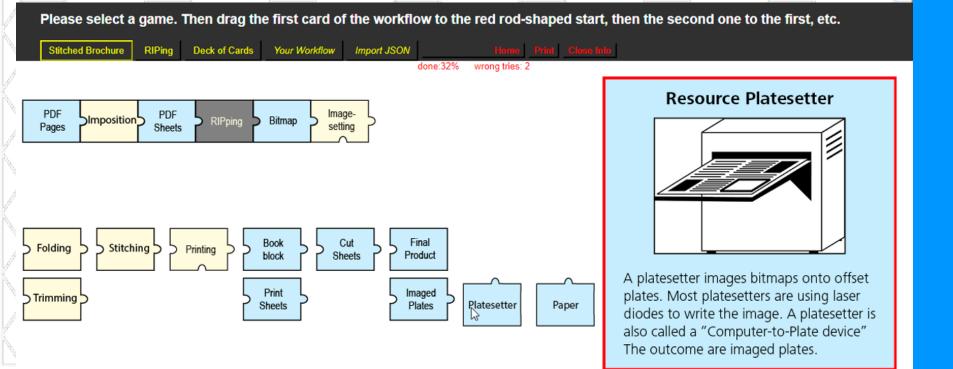


Workflow Puzzle

How it works:

Drag-and-drop the workflow puzzle pieces in the correct order

Feedback in the form of sound and a running tally of errors

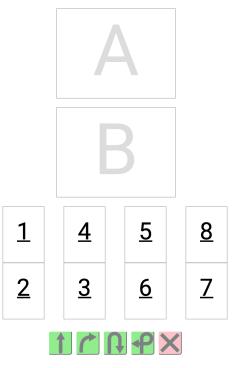


Imposition Puzzle

- Created in response to a comment, "Students do not understand imposition"
- URL: ryerson.ca/~wdp/imposition

Sheetwise Imposition

Instructions. Drag-and-drop the 8 pages onto the front ("A") and back ("B") of the press sheet so that, when the sheet is printed sheetwise (Ilipped horizontally) and folded lengthwise and perpendicular, the pages will come out in the correct order to make a booklet. To rotate a page, click to select (note red border), and click one of the green buttons below. To deselect, click on another page or on the red "x". To save, click the Prin button at the bottom and save to PDF.





Imposition Puzzle

AMUST GO ON..

