MUSEUM STUDIES DEPARTMENT
COURSE SYLLABUS
DIGITAL MEDIA 1
INSTRUCTOR: MR. GRANT
PERIOD: 9
SCHOOL YEAR: FALL 2019 / SPRING 2020
CREDITS: 1

DIGITAL MEDIA 1

COURSE DESCRIPTION

In this course you will learn how to use images, text, motion, and sound to create stories for print and online platforms. Students will learn how to create and tell stories using multiple visual media elements.

IMAGES	TEXT	MOTION	SOUND
PHOTOGRAPHY	TYPOGRAPHY	VIDEO	MUSIC
ILLUSTRATIONS	FONT DESIGN	STILL IMAGES	VOICE
DRAWINGS/PAINTINGS	TYPE STYLING	TYPE	SOUND EFFECTS

CONTENT STANDARDS

This course uses the following content will be used to evaluate the core skills, concepts, and knowledge of the student.

- History and Development of Current Technologies.
- Graphic File Formats
- Graphic Design Elements & Principles
- Digital Image Processing
- Basic Approaches to Desktop Publishing & Typography
- Using Digital Technology for Cultural History: Tradition, Creativity, and Diversity

COURSE OUTLINE

I. *Introduction to Image Processing*
   A. Demonstrate ability to use current computer hardware.
   B. Understand and explain electronic imaging terminology.
   C. Discuss and describe issues of Typography such as, fonts, styles, point sizes, scaling
   D. Demonstrate an awareness of basic photographic principles underlying the new technologies and the ability to apply these interdisciplinary principles in the sciences and fine arts.
   F. Recognize contributors from diverse cultures and backgrounds to contemporary electronic imaging.

II. *Graphic Design & Imaging Techniques*
   A. Demonstrate ability to use the following menus and tools in electronic imaging software:
      1. Drawing tools: Brushes, rubber stamp, paint brush, airbrush.
      2. Image editing tools: Select, cut, paste, rotate, scale, crop.
      3. Enhancement tools: Brightness & contrast controls, levels, channels

4. <u>Color editing</u>: Hue and saturation, color balance
5. <u>Filters and special effects</u>: Adding textures, shadows, layering, blends and montage
   B.   Create hard copy photographic images for portfolio presentation.
   C.   Demonstrate the basics of Video production
   1. Scripting
   2. Storyboarding
   3. Videography
   4. Video editing
   D. Demonstrate the basic of audio production
   1. Recording
   2. Editing

III.   *Project Development*
   A. Demonstrate the ability to develop a digital project. with content from another class.
   B. Demonstrate the ability to design a five page World Wide Web site to put on the Internet.
   C. Understand and explain the relevance and relationship of technology to aesthetics and creative art.
   D. Understand and explain reproduction and marketing issues.
   E. Apply appropriate techniques and skills learned to Departmental projects and exhibitions

MATERIALS
- Handouts
- One 16GB USB flash drive
- Notebook or journal
- Behance.net Portfolio

POLICIES AND PROCEDURES

GENERAL RULES

1. Attendance is required. Any absences must be supported by a note from the student's parent or guardian. Five unexcused absences may result in a dropped letter grade.
2. Arriving on time for class is mandatory.
3. Students must take all tests and quizzes.
4. Students must complete all assignments on time. Students are responsible for coming to the teacher for missed work.
5. Students must keep a notebook.
6. Students may use mobile phones for educational purposes only.
7. Students are not permitted to sleep or have headphones in ears during class time

GRADING POLICY   (Grade percentage per quarter)

Participation   **10%**
- Listening
- Speaking
- Effort

Practice and Application   **50%**
- Classwork/Homework
- Writing assignments
- Projects
- Field trips

Assessments   **40%**
- Quizzes
- Unit Tests
- Presentations

NOTE: 5 unexcused absences results in the automatic drop in one letter grade, ten unexcused absences in one advisory results in a grade of FA, & 30 absences in a year is an automatic F for the course.

CONTACT INFORMATION

- jarvisgrant@gmail.com
- Aspen

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Parent /Guardian Signature   Date

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Student Signature   Date