

Advanced Digital Media (DMII) - 7936 Course Syllabus

Career and Technical Education - Trade and Industrial Program of Study

Course website: <http://www.mchsdigitalmedia.com/>

Course Description:

This course is intended to further students' knowledge in the field of Digital Media with hands-on projects and "real world" activities. Students develop an e-portfolio containing their projects related to personal career goals developed in this course through guided practice and independent practice. This course is based upon the development of a specific set of skills that would be required in the field of Digital Media. This skill set can be broken down into five specific competencies or skills areas:

- 1) Graphic design
- 2) Animation
- 3) Audio production
- 4) Video production
- 5) Web design

Upon completion of this course students will be able to:

- Understand and apply procedures for personal goal setting and career planning
- Understand concepts and apply procedures to create portfolios
- Apply procedures of pre-production, production, and post-production for graphics projects
- Apply procedures of pre-production, production, and post-production for animation projects
- Apply procedures of pre-production, production, and post-production for audio projects
- Apply procedures of pre-production, production, and post-production for video projects
- Apply procedures of pre-production, production, and post-production for web projects

Required Materials:

- 1) Pen or Pencil
- 3) Professional Gmail account
- 4) Behance Portfolio account
- 5) Google Drive account

Structure of the Course:

Tests: Tests will be given over the period of the course to prepare for the Post-Assessment Final Exam and for preparation of the Final Portfolio.

Retests: Students will be offered the opportunity to retest after review with the highest score being recorded as their final score.

Exam: A Post-Assessment Exam will be given by the state at the end of the 1st semester. This is a required exam for which there are no exemptions.

Projects & Activities: Weekly projects will be assigned to develop the five specific competencies or skills areas of the course. All projects and activities will follow strict deadlines that must be met.

Portfolio: A portfolio of all student work is compiled over the last two weeks of the course. Students should save all projects and activities created in the areas of graphics, animation, audio, video and web design for the development of the portfolio throughout the year. Remember every time you save something on the computer, you should also save the file to your Google Drive.

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Certification Tests: Adobe (ACA) Certified test will be given during the semester for students to gain certification in several Adobe Software products.

Grading Criteria

The grading criteria is broken into classroom tests, projects, and final assessments. The Final exam and portfolio assessments are 20% of the overall final grade, while tests and project work is 80% of the overall final grade.

Exam/Portfolio	20%
Quizzes/Tests/Projects & Activities	80%
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TOTAL	100%

Expectations and Policies:

All students should be mature, motivated, and willing to broaden their understanding of the course material, and be ready, willing, and able to work hard every day. This course is demanding, and successful completion requires full determination and dedication from beginning to end. Students will work in groups and must utilize teamwork and team building skills.

- Log onto the computer and begin the daily assignment upon entering the classroom.
- Respect your teacher, your classmates, and the equipment.
- Be quiet/respectful when the teacher is talking or a student is asking/answering a question.
- Food and drinks are not allowed so as to protect the equipment.
- Projects and Assignments will have specific deadlines that must be met.

All school policies and classroom rules will be rigidly enforced -- no exceptions! Students must be familiar with and abide by the guidelines in the Student Handbook pertaining to such areas as discipline, attendance, appearance, electronics policy, academic honesty, etc.

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Course Calendar – Fall – Advanced Digital Media

**SkillsUSA projects will vary from this calendar*

Date	Competency	Assignment	Essential Standard
Aug. 26-30	Video	P1 – Premiere What is DM project	206.01 & 206.02
Sept. 3-6	Graphics	Intro to Illustrator projects P2 – Drawing with Shapes P3 – Tracing Objects	203.01 & 203.02
Sept. 9-20	Graphics	P4 – Illustrator State Fair project	203.01 & 203.02
Sept. 23-27	Graphics	Gmetrix Practice - Illustrator Certiport Illustrator (9/27) - IL	203.01 & 203.02
Oct. 1-11	Video	P5 – Premiere Everywhere project Q1 – Video – 206 (10/4) T1 – Video – 206 (10/8)	206.01 & 206.02
Oct. 14-18	Video	Gmetrix Practice - Premiere Certiport Premiere (10/18) - PR	206.01 & 206.02
Oct. 21-25	Graphics	P6 – InDesign Menu project * Q2 – Graphics – 203 (10/23) T2 – Graphics – 203 (10/25)	203.01 & 203.02
Oct. 28-30	Graphics	P7 – Photoshop Bubble project	204.01 & 204.02
Nov. 4-8	Graphics	Gmetrix Practice - InDesign Certiport InDesign (11/8) - ID	203.01 & 203.02
Nov. 12-15	Web Design	P8 – DW Entertainment Website * Q3 – Web Design – 207 (11/13) T3 – Web Design – 207 (11/15)	207.01 & 207.02
Nov. 18-22	Web Design	P8 – DW Entertainment Website * Gmetrix Practice - Dreamweaver Certiport Dreamweaver (11/22) - DW	207.01 & 207.02
Nov 25 - 26	Graphics	P9 - Product Packaging Project	204.01 & 204.02
Dec. 2 - 6	Graphics	Gmetrix Practice - Photoshop Certiport Photoshop (12/6) - PS	203.01 & 203.02
Dec. 9 -13	Graphics	P10 – Trading Card project Q4 – Careers/Portfolio 201(12/11) Q5 – Project Manage/Research 202	204.01 & 204.02

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		T4 – Careers/Portfolio 201(12/13) T5 – Project Manage/Research 202	
Dec. 16-19	Animation	P11 – AE Dancing Can project Q6 – Audio – 205 (12/17) T6 – Audio – 205 (12/19)	203.01 & 203.02
Dec. 20 - Jan. 3		<i>Holiday Break</i>	
Jan. 6 - 10	Animation	P12 – AE Dancing Can project Q7 – Animation – 204 (1/8) T7 – Animation – 204 (1/10)	204.01 & 204.02
Jan. 13-17	All	<i>Exam Review</i>	201 – 207
Jan. 21 - 27	All	<i>Exam Period – End of 1st Semester</i>	201 – 207

Course Calendar – Spring – T&I Advanced Studies

**SkillsUSA projects will vary from this calendar*

Date	Competency	Assignment	Essential Standard
Jan. 28-Feb. 7	Graphics	P13 – Polygonal Animal project	203.01 & 203.02
Feb. 10-14	Audio	P14 – Audition Day in History project	205.01 & 205.02
Feb. 19 - 28	Graphics	P15 – Illustrator Portrait project	203.01 & 203.02
March 2 - 6	Audio	P16 – Audition Audio Movie Trailer	205.01 & 205.02
March 10 - 21	Animation	P-17 – AE Madness project	204.01 & 204.02
March 23-27	Graphics	P18 – InDesign Pamphlet project	203.01 & 203.02
Mar. 20 - Apr. 3	Animation	P19 – Animate Video Game project	204.01 & 204.02
April 6 - 13		<i>Spring Break</i>	
April 14 - 17	Audio	P20 – Audio Ad Jingles	205.01 & 205.02
April 20 - 21	Graphics	P21 - Photo Manipulation Project	203.01 & 203.02
April 22 - 24		<i>SkillsUSA State Conference</i>	
Apr. 27 - 30	Graphics	P22 – Illustrator Infographic	203.01 & 203.02
May 18 - 26	All	<i>Portfolio Development</i>	201 – 207

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June 1-5	All	<i>Portfolio Presentations</i>	201 – 207
June 8-12		<i>Exam Period – End of Semester</i>	