

COURSE LEARNING OUTCOMES (CLOs)

1. Create and follow a production schedule
2. Direct creation of photographs which are appropriate to specific media
3. Meet deadlines
4. Estimate necessary materials/supplies
5. Make accurate observations, isolate issues and formulate questions
6. Identify and access potential sources of information
7. Work cooperatively as well as independently
8. Add video to a piece
9. Add interactivity to a movie
10. Create a sound file
11. Script a file

Outline

In this course, students are required to demonstrate the following competencies at an introductory level of proficiency:

- I. Create and follow a production schedule
 - A. Manage in-class time effectively to complete projects
 - B. Keep a time sheet
 - C. Estimate the number of hours necessary for project activities
 - D. Allow for unforeseen time/costs
- II. Meet deadlines
 - A. Establish project deadline
 - B. Turn in your multimedia piece on time
- III. Identify and access potential sources of information
 - A. Research the internet for information on what others are doing in multimedia
 - B. Find out what others are using for software for multimedia projects
 - C. Visit a design firm or studio that is using multimedia
 - D. List equipment needed for production of projects using video, audio and animation
- IV. Present a storyboard to others
 - A. Draw a storyboard
 - B. Prepare a storyboard for presentation
 - C. Speak in front of a group
 - D. Ask questions of a group
- V. Animate characters for a multimedia production
 - A. Choose the appropriate software for animation
 - B. Use layers in the animation
 - C. Create an effective animation
 - D. Test the animation on the internet for download speed
- VI. Work cooperatively as well as independently

- A. Critique each other's work to point out areas that need improvement
 - B. Help each other with software issues
 - C. Do your part in the assignments given to you
- VII. Add video to a project
- A. Determine what equipment to use
 - B. Determine how to save your computer files
 - C. Place your video in a multimedia presentation
 - D. Test your video on the internet to see if download time is efficient
- VIII. Add interactivity to a movie
- A. Design a presentation that is user friendly
 - B. Create a button that is easily identifiable
 - C. Test your button to make sure that it takes you to the appropriate place
 - D. Create multiple buttons
- IX. Create a sound file
- A. Use an appropriate software to create a sound file
 - B. Change a sound file to work effectively on the internet
 - C. Edit a sound file
 - D. Place a sound file in a multimedia project
- X. Script/code a file
- A. Use appropriate scripting to make your file work
 - B. Use up-to-date scripting
 - C. Animate cast members with scripting
 - D. Stop the action with scripting
 - E. Add interactivity with scripting
 - F. Upload your scripted file to the server

Projects:

Web video

E magazine for iPad, Kindle, etc.

Title Graphic

Advertising Commercial

Short Story

Documentary

Cartoon

Kiosk Display