COURSE INFORMATION FORM

DISCIPLINE: COMM

COURSE TITLE: Digital Video Editing

CR.HR: 3 LECT HR: 2 LAB HR: 2 CLIN/INTERN HR: CLOCK HR: 

CATALOG DESCRIPTION
This course builds on the topics presented in COMM 263 and provides students with the skills necessary to create sophisticated video productions using digital video editing software. Students will use advanced editing techniques, create special effects for video and audio, use multi-track audio and audio restoration techniques, create video programs for television and the internet, and produce a digital portfolio.

PREREQUISITES
COMM 263

EXPECTED STUDENT OUTCOMES IN THE COURSE (ESO)
Upon completion of this course, the student will be able to:

1. Use digital video editing software to import media, create transitions, motion effects, and titles.
2. Demonstrate familiarity with a variety of video output formats and choose the best output format for a particular display device or medium.
3. Use software drawing tools and apply animation techniques.
4. Create a multi-track audio project and apply digital effects, equalization, and compression to enhance the audio soundtrack.
5. Use software tools to perform audio and video enhancement and restoration.
6. Create a documentary, public service announcement, and commercials that meet professional broadcast standards.
7. Create and publish video suitable for the internet.
8. Research and evaluate digital video editing software and supplemental tools and describe emerging trends in video production.

GENERAL EDUCATION OUTCOMES (ESO)
Specify which general education outcomes, if any, are substantially addressed by the course. Numbers in parentheses identify the Expected Student Outcomes linked to the specific General Education Outcome.

Outcomes ESO
PROGRAM-LEVEL OUTCOMES

CAREER AND TECHNICAL EDUCATION PROGRAM OUTCOMES
Specify which Career and Technical program outcomes, if any, are substantially addressed by the course by completing the “Career and Technical Education template” to show the relationship between course and program outcomes to assessment measures.

1. Use industry-specific software and/or apply troubleshooting skills to solve problems. (1, 2, 3, 4, 5, 6, 7)
2. Create and defend solutions to real-life business challenges. (2, 4, 5, 6, 7, 8)
3. Demonstrate professional oral and written communication. (6, 7, 8)
4. Recognize the need for continued professional development. (8)

CLASS-LEVEL ASSESSMENT MEASURES
Student accomplishment of expected student outcomes may be assessed using the following measures. (Identify which measures are used to assess which outcomes.)

1. Examinations/Quizzes (1, 2, 4, 8)
2. Class Discussions/Participation (1, 2, 3, 4, 5, 6, 7, 8)
3. Exercises/Projects (1, 2, 3, 4, 5, 6, 7, 8)
Individual instructors may order this outline as fits the needs of their individual courses. In addition, they may place more emphasis on some areas than on others. What is assured is that this particular list is covered in the course. Other topics may be added to a course as the instructor sees fit, and as time and interest allow. An *asterisk can be used to mark an item as optional.

I. Review of nonlinear video editing concepts
II. Overview of video editing software and supplemental tools
III. Creating a video montage
   A. Video editing software workspace
   B. Importing media
   C. Using the timeline
   D. Applying transitions and motion effects
   E. Creating titles
   F. Exporting the finished movie
IV. Special effects
   A. On-screen graphics
   B. Logos
   C. Title sequences
   D. Advanced effects
V. Audio for video
   A. Review of basic digital audio theory
   B. Exploring commercial and open-source audio software
   C. Working with multi-track audio
   D. Audio enhancement and restoration
VI. Video editing projects
   A. Documentary video
   B. Public service announcement
   C. Commercial for television
   D. Commercial for the internet
VII. Portfolio
   A. Compile projects into a portfolio and publish to the internet
   B. Use authoring software to build a portfolio