COURSE INFORMATION FORM

DISCIPLINE  Computer Science & Information Technology
COURSE TITLE  Advanced Digital Media and Design
CR.HR  3  LECT HR  2  LAB HR  2  CLIN/INTERN HR  CLOCK HR

CATALOG DESCRIPTION
This course expands upon the theories, concepts and practical applications presented in Introduction to Digital Media. Students will create and edit complex media elements in Photoshop and Flash. Students will use authoring tool functions in Dreamweaver as well as shoot, edit, and embed a video project into a Web page. Students will discuss the most current development and distribution issues facing digital media technologies.

PREREQUISITES
CSIS 162

EXPECTED STUDENT OUTCOMES IN THE COURSE (ESO)

Upon completion of this course, the student will be able to:
1. Develop digital media content using professional applications and methods.
2. Create and analyze effective, user-friendly interfaces and navigation for digital media applications.
3. Produce and assemble video segments for a digital media project.
4. Produce a professional-grade, interactive digital media portfolio Web site project.
5. Write program code to control functions and behavior of digital media applications.
6. Evaluate media development options and plan methods for application creation.
7. Combine media elements from multiple sources together into a single presentation interface.

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

2. Critical Thinking
   B. Define, analyze, and evaluate information, materials and data
      3. Unambiguously define problems with issues  (2)

Revised 3/14/11
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.
2. Create and defend solutions to real life business challenges.
3. Recognize the need for continued professional development.

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

1. Quizzes/Exams (4-7)
2. Hands-on projects (1-3)
3. Classroom participation (1-3)
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. Digital Media overview

II. Authoring software
   A. Fundamentals
   B. Authoring techniques

III. Digital Media project
   A. Define media content
   B. Control/coordinate multiple elements
   C. Define and shape digital media project

IV. Audio elements
   A. Create new audio elements
   B. Capture accessible audio
   C. Editing and enhancements

V. Video fundamentals
   A. Animations
   B. Synchronization
   C. Timeline controls

VI. Image processing
   A. Capture
   B. Manipulations
   C. Enhancing

VII. Scripting for Digital Media
   A. Controls
   B. Web-based environments
   C. Incorporating streaming media on the Internet

VIII. Digital Media-rich technologies
   A. Optical media – CD/DVD
   B. Web site