

**DIGITAL MEDIA 12 - COURSE OUTLINE 2018/2019**

Ms. Brooke Sihota

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**BIG IDEAS:**

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| --- | --- | --- |
| **1** | **2** | **3** |
| Digital Media can be used to design products in the real world. This includes but is not limited to business content, world issues and promotional content. | Students will learn to improve and evolve their personal ideas and design. | The software programs that will be used in class will provide an avenue to bring ideas into fruition. |

**COURSE CONTENT:**

Digital Media Development 12 is a computer-based course that allows students to learn the skills involved in 2D/3D graphics, web design, animation or video editing. Students will use the skills acquired from previous digital media and technology courses and apply them to Digital Media Development 12. Students will also have the opportunity to explore their personal and professional creativity by being granted the freedom to plan, develop their own self-led projects.

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| **Project Content** | | | | |
| Graphic Design | Animation | 2D & 3D graphics | Web Design | Video Editing |

**STUDENT LEARNING: ACTIVITIES AND STRATEGIES:**

All projects are hands-on and require students to incorporate appropriate tools, elements and principles of design in order to complete projects that challenge them both technically and creatively. Students will collaboratively work with Ms. Sihota to plan, develop and create their own projects. Each project requires a proposal, a detailed plan, digital sketches, a final project and reflection. Their process will be recorded in a digital journal, blog or website; which will act as a final portfolio for the course. A minimum of 8 projects will be completed.

**ASSESSMENT AND EVALUATION:**

The following will be graded using criteria developed in class:

Projects 520 pts (granted through out the term)

Final Portfolio 30 pts (granted in final term)

**Students must complete 3 projects in term 1, 3 projects in term 2 and 2 projects in term 3. A 0 will be issued for any projects that are incomplete by term cut off.**

**Student Signature**

**x \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

Plagiarism, cheating, or copying of assignments will result in a mark of zero (0) for all parties involved. Parents or Guardians will be notified and a note will be added to the student’s school file.

**POLICIES AND PROCEDURES:**

You are responsible for how well you do in this course. It is your responsibility to work to the best of your ability by making a consistent effort to participate in class, be involved in activities, use class time efficiently, complete all assignments on time and bring all necessary materials to class.

**Materials:**

* Illustrator
* Photoshop
* After Effects
* Online Website creators
* PowerPoint, Prezi and other presentation tools

**Computer Lab Use and Policies:**

In addition to following the Acceptable Computer/Internet Use Policy as outlined in the agenda book, students are expected to meet and respect the following expectations:

* Ms. Sihota has a **ZERO** tolerance policy for video games. An email will be sent home immediately
* Food, drinks and gum are **NOT** permitted in the computer lab.
* Headphones/MP3’s/cell phones are **NOT** permitted in the computer lab. (\* Music only permitted upon request. Please note that teacher is obligated to deny requests.)
* Personal use of the Internet is **NOT** permitted during class - ask if you are unsure.
* Please notify Ms. Sihota immediately of any equipment that is not working properly so she can elevate the issue to IT if needed.
  + Problem solving is encouraged upon reporting to Ms. Sihota
* **DO NOT** write on desks. **DO NOT** deface equipment (this includes the keyboard trays). An email home and partnership with administration will be a consequence.
* Your assigned computer station needs to be cleaned up at the end of each class.

**Your Teacher/Classmates:**

* Are to be respected at all times. This includes any replacement teacher who may teach the class.
* There is a **ZERO** tolerance policy for bullying, teasing, and/or insulting and immediate action with administration will take place.

**Attendance:**

* Regular attendance is required for success in this course. This course focuses on hands-on computer use, each class is vital both for instruction and software use.
* It is expected that you arrive on time. If you are late, enter the room quietly without disrupting the class. If student is late two times in a row, a conversation with parents or guardians will take place.
* You are responsible for catching up on any kind of missed work. If you are absent, come see me BEFORE your first class back so that you are caught up and prepared for the next class.

Please read and sign this course outline which will indicate that they have been informed of the Information Technology Survey 12 learning outcomes and assessment and evaluation tools. Any concerns or questions should be directed to Ms. Sihota.