

CS 50.32 Course Outline as of Fall 2020**CATALOG INFORMATION**

Dept and Nbr: CS 50.32 Title: WEB & DIGITAL MEDIA PROJ

Full Title: Web and Digital Media Projects

Last Reviewed: 9/24/2018

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	4.00	Lecture Scheduled	4.00	17.5	Lecture Scheduled	70.00
Minimum	4.00	Lab Scheduled	0	8	Lab Scheduled	0
		Contact DHR	0		Contact DHR	0
		Contact Total	4.00		Contact Total	70.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 140.00

Total Student Learning Hours: 210.00

Title 5 Category: AA Degree Applicable

Grading: Grade Only

Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP

Also Listed As:

Formerly: CIS 58.55

Catalog Description:

This advanced project management course guides teams of digital filmmakers, digital audio producers, web graphic designers, web programmers and interactive multimedia designers, through the process of developing an interactive digital media project for local clients. Topics include: Writing a proposal, bidding a job, storyboard and timeline creation, content development, effective teamwork, communication skills, production techniques, client relations, project delivery and maintenance. Students will work in teams to develop a digital media project for a client provided by the instructor. This course is the capstone experience for Digital Filmmaking, Digital Audio, and Web and Multimedia Design certificate programs.

Prerequisites/Corequisites:

(For Web and Multimedia or Web Full-Stack Developer) Completion or Current Enrollment in CS 50C;

OR (For Digital Filmmaking) Completion of CS 74.11 and MEDIA 20 and CS 74.21B;

OR (For Digital Audio) Completion of CS 74.11 and MUSC 51B and MUSC 60B

Recommended Preparation:**Limits on Enrollment:**

Schedule of Classes Information:

Description: This advanced project management course guides teams of digital filmmakers, digital audio producers, web graphic designers, web programmers and interactive multimedia designers, through the process of developing an interactive digital media project for local clients. Topics include: Writing a proposal, bidding a job, storyboard and timeline creation, content development, effective teamwork, communication skills, production techniques, client relations, project delivery and maintenance. Students will work in teams to develop a digital media project for a client provided by the instructor. This course is the capstone experience for Digital Filmmaking, Digital Audio, and Web and Multimedia Design certificate programs. (Grade Only) Prerequisites/Corequisites: (For Web and Multimedia or Web Full-Stack Developer) Completion or Current Enrollment in CS 50C;

OR (For Digital Filmmaking) Completion of CS 74.11 and MEDIA 20 and CS 74.21B;

OR (For Digital Audio) Completion of CS 74.11 and MUSC 51B and MUSC 60B

Recommended:

Limits on Enrollment:

Transfer Credit: CSU;

Repeatability: Two Repeats if Grade was D, F, NC, or NP

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree:	Area	Effective:	Inactive:
CSU GE:	Transfer Area	Effective:	Inactive:
IGETC:	Transfer Area	Effective:	Inactive:
CSU Transfer:	Transferable	Effective: Fall 1999	Inactive: Fall 2022
UC Transfer:		Effective:	Inactive:

CID:

Certificate/Major Applicable:

Both Certificate and Major Applicable

Approval and Dates

Version:	09	Course Created/Approved:	3/9/1998
Version Created:	11/21/2019	Course Last Modified:	6/4/2022
Submitter:	Ethan Wilde	Course last full review:	9/24/2018
Version Status:	Approved (Changed Course)	Prereq Created/Approved:	9/24/2018
Version Status Date:	12/9/2019	Semester Last Taught:	Spring 2022
Version Term Effective:	Fall 2020	Term Inactive:	Fall 2022

COURSE CONTENT

Student Learning Outcomes:

At the conclusion of this course, the student should be able to:

1. Analyze workflow issues involved in the design and programming of an interactive digital media project.
2. Create a communication plan that facilitates decision making and collaboration between a

development team and their client.

3. Develop templates for a digital media project, including writing a proposal, bidding a job, creating a strategic brief, and creating a contract.
4. Work effectively as a member of the development team of digital media specialists to develop an interactive digital media project.

Objectives:

Upon completion of the course, students will be able to:

1. Develop goals, objectives and questions for meetings with clients.
2. Create a storyboard, timeline, work schedule, bid, and formal proposal for a digital media project.
3. Analyze existing digital media projects regarding: overall design, navigation, content, graphics and ease of use.
4. Discuss problems which arise when creating a digital media project and brainstorm possible solutions.

Topics and Scope:

I. Educating Clients

- A. Defining a digital media project
- B. Terminology

II. Formulating Project Goals

- A. Initial client contact
- B. Brainstorming and problem solving
- C. Streamlining ideas
- D. Facilitating goal setting

III. Defining a Target Market

- A. Evaluating your audience
- B. Creating a visual theme which attracts your audience

IV. Creating a Flowchart, Storyboard, and Timeline

- A. Working backwards from deadlines to create a milestone chart
- B. Defining group roles
- C. Assigning tasks to the work group
- D. Allowing time for error
- E. Presentation to the client

V. Preparing a Contract

- A. Project estimates
- B. Determining customer budget
- C. Estimated cost versus actual cost
- D. Cost of customer changes

VI. Writing a Digital Media Proposal

- A. Putting it all together
- B. Goals
- C. Storyboard
- D. Timeline
- E. Budget
- F. Contract

VII. Communicating with the Customer and with the Work Group

VIII. Visual Styles

- A. Creating graphics and digital media assets which attract the target market
- B. Graphic appeal: basic rules for design graphics
- C. Color theory and meaning
- D. Choosing the colors that best portray your image

IX. Content

- A. Writing styles - learning what works in print
- B. Type and style: make your words speak out
- C. Animation
- D. Video
- E. Audio

X. Design

- A. Graphics and text
- B. Interface design concepts
- C. Consistency in navigation
- D. Maps
- E. Search engines

XI. Interactivity

- A. Importance of communicating with your public
- B. Using forms and contests to gather customer data
- C. Providing feedback on every page
- D. Social networking

XII. Testing the Design

- A. Debugging
- B. Beta testing with a sample audience

XIII. Presentation of Final Design to Client

- A. Discuss maintenance
- B. Publicizing project

Assignment:

1. Conduct client meetings to discuss client needs for project, client approval of storyboard, client approval of templates, final client approval and project maintenance
2. Create a storyboard, timeline, and bid to incorporate into a formal proposal for a digital media project
3. Document work on the project and compare the initial proposal to the actual work completed
4. Research existing contracts and develop one which meets client needs
5. Use the Internet to research and develop appropriate written reports
6. Create a digital media project for a client
7. Critique 2 to 4 existing projects regarding their: overall design, navigation, content, graphics and ease of use
8. Reading approximately 20-30 pages per week
9. Exams (6 - 8)

Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

Written reports, such as formal proposal and document work
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Writing 10 - 20%

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Storyboard, timeline, bid, project documentation and contract

Problem solving
25 - 50%

Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Create a project based on client needs; critique of projects

Skill Demonstrations
20 - 50%

Exams: All forms of formal testing, other than skill performance exams.

Exams

Exams
15 - 40%

Other: Includes any assessment tools that do not logically fit into the above categories.

None

Other Category
0 - 0%

Representative Textbooks and Materials:
Instructor prepared materials

OTHER REQUIRED ELEMENTS

STUDENT PREPARATION

Matric Assessment Required:	X	Exempt From Assessment
Prerequisites-generate description:	U	User Generated Text
Advisories-generate description:	NA	No Advisory
Prereq-provisional:	N	NO
Prereq/coreq-registration check:	Y	Prerequisite Rules Exist
Requires instructor signature:	N	Instructor's Signature Not Required

BASIC INFORMATION, HOURS/UNITS & REPEATABILITY

Method of instruction:	02	Lecture
	72	Internet-Based, Delayed Interaction
	71	Internet-Based, Simultaneous Interaction
Area department:	CS	Computer Studies
Division:	72	Arts & Humanities
Special topic course:	N	Not a Special Topic Course
Program status:	1	Both Certificate and Major Applicable
Repeatability:	00	Two Repeats if Grade was D, F, NC, or NP
Repeat group id:		

SCHEDULING

Audit allowed:	Y	Auditable
Open entry/exit:	N	Not Open Entry/Open Exit
Credit by exam:	N	Credit by examination not allowed
Budget code: Program:	0000	Unrestricted
Budget code: Activity:	0701	Computer & Information Science

OTHER CODES

Discipline:	Computer Information Systems	
Basic skills:	N	Not a Basic Skills Course
Level below transfer:	Y	Not Applicable
CVU/CVC status:	Y	Distance Ed, Not CVU/CVC Developed
Distance Ed Approved:	Y	Exclusively online or other technology based instruction
Emergency Distance Ed Approved:	N	None
Credit for Prior Learning:	N	Agency Exam
	N	CBE
	N	Industry Credentials
	N	Portfolio
Non-credit category:	Y	Not Applicable, Credit Course
Classification:	Y	Career-Technical Education
SAM classification:	C	Clearly Occupational
TOP code:	0614.30	Website Design and Development
Work-based learning:	N	Does Not Include Work-Based Learning
DSPS course:	N	Not a DSPS Course
In-service:	N	Not an in-Service Course