CS 74.11 Course Outline as of Summer 2013

CATALOG INFORMATION

Dept and Nbr: CS 74.11 Title: INTRO TO DIGITAL MEDIA
Full Title: Introduction to Digital Media
Last Reviewed: 9/11/2023

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00	Lecture Scheduled	3.00	17.5	Lecture Scheduled	52.50
Minimum	3.00	Lab Scheduled	0	6	Lab Scheduled	0
		Contact DHR	0		Contact DHR	0
		Contact Total	3.00		Contact Total	52.50
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 105.00 Total Student Learning Hours: 157.50

Title 5 Category:	AA Degree Applicable
Grading:	Grade or P/NP
Repeatability:	00 - Two Repeats if Grade was D, F, NC, or NP
Also Listed As:	
Formerly:	CIS 75.1

Catalog Description:
An introduction to digital media that provides an essential foundation for the student interested in learning interactive media and web design programs in addition to video and serious game design. Using industry standard photographic editing, web design, animation and presentation software, students will create a basic composite digital media presentation in Dreamweaver that includes text, graphics, animation, video, and sound.

Prerequisites/Corequisites:

Recommended Preparation:
Eligibility for ENGL 100 or ESL 100

Limits on Enrollment:

Schedule of Classes Information:
Description: An introduction to digital media that provides an essential foundation for the student interested in learning interactive media and web design programs in addition to video and serious game design. Using industry standard photographic editing, web design, animation and presentation software, students will create a basic composite digital media presentation in

Dreamweaver that includes text, graphics, animation, video, and sound. (Grade or P/NP)
Prerequisites/Corequisites:
Recommended: Eligibility for ENGL 100 or ESL 100
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 2007	Inactive:	
UC Transfer:		Effective:		Inactive:	

CID:

Certificate/Major Applicable:
Both Certificate and Major Applicable

COURSE CONTENT

Outcomes and Objectives:
Upon completion of this course students will be able to:
1.Discuss the history and evolution of computer based multimedia, interactive web and video game industries.
2. Research and determine team positions and opportunities in Digital Media.
3. Identify different types of digital file formats in text, graphics, animation, video, and sound in Digital Media.
4. Create an online, computer-based multimedia presentation using different types of applications including, painting, drawing, animation, video and web authoring programs.

Topics and Scope:

I. Evolution and history of Digital Media Interactive Web Design and Video Game Design
II. Professional opportunities in Digital Media web design and video/serious game design
III. Interactive Web Design in Digital Media
 A. User interface content
 B. Identifying different types of digital file formats for Digital Media and the World Wide Web
  1. Creating images for the web sites
  2. Creating presentations for web-based delivery
 C. Understanding digital file formats
  1. Native file formats
  2. Portable file formats
 D. Transferring media files
  1. Transferring between Mac and PC
  2. Exporting and importing file types between applications
  3. Creating cross-platform portable electronic presentations

E. Capturing graphics and video
1. Using a scanner
2. Using a digital camera
3. Using a digital video camera

IV. Video Game Design in Digital Media
A. What is a game?
1. Design components and process
2. Game design teams and each member's role
3. Storytelling, narrative, and basic level design
4. Creating the user experience

B. Types of games
1. Commercial "Box" releases
2. Online games, multiuser games

C. Programming for video and serious game design
1. Intro to Gamemaker
2. Intro to Alice

D. Audio production for video and serious game design
1. Equipment
2. Recording techniques
3. Digital Audio production

E. Evaluating and critiquing digital media presentations
1. Functionality
2. Interface Design

F. Other topics
1. Copyright issues
2. Web design issues

V. Best Practices for Overall Digital Media Design
A. User-interface
B. Integration
C. Navigation
D. Interactivity
E. Distribution

VI. Creating Presentations Using Various Multimedia Applications
A. Drawing programs
B. Image-editing programs
C. Screen capture programs
D. Animation and digital video programs

Assignment:

1. Read approximately 25-30 pages per week.
2. View and critique professional Digital Media presentations. Three to five pages of written critique.
3. Create Digital Media presentations (3-5) of increasing complexity which will include text, audio, animation, and video. Sample activities include:
    a. Scan and modifying digital images.
    b. Create a slide show with photos consistent with current copyright laws.
    c. Create a short video production.
    d. Create an interactive Digital Media presentation.
4. View and critique other student presentations.
5. Complete 2-3 quizzes.
6. Final project: interactive Digital Media presentation displayed on the web.

7. Presentation and critique of final projects.

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 critiques	Writing 10 - 20%

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

Multimedia presentations	Problem solving 10 - 20%

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

Class performances, Performance exams, Multimedia presentations	Skill Demonstrations 30 - 50%

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

Multiple choice, True/false, Matching items	Exams 20 - 40%

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

None	Other Category 0 - 0%

Representative Textbooks and Materials:
Game Design Workshop. Fullerton, Tracy. Morgan Kaufmann: 2008
Creative Suite C Deigital Classroom. Osborn, Jerry. Wiley: 2012
Digital Planet: Tommorrow's Technology and You. Beckman, George. Prentice Hall: 2011