

Digital and Interactive Media, Semester A

Course Overview

This one-semester course is intended as a practical, hands-on guide to help you understand the concepts of digital and interactive media. This course will cover careers, training, and emerging technologies in digital media. This course familiarizes you with the concepts involved in digital media, such as graphic design, digital photography, principles of design, and digital printing. This course also covers copyright laws and fair use involved in digital media.

Course Goals

This course will help you meet the following goals:

- Evaluate the skills and training needed for various careers in digital and interactive media and prepare a digital portfolio and a résumé.
- Design and create a variety of media products by applying design and digital media concepts, techniques, processes, and technologies.
- Choose the appropriate equipment and appraise safety procedures and ethical concerns in the creation and storage of digital media products.

Prerequisite Skills

Digital and Interactive Media Semester A has a prerequisite course, Principles of Information Technology. Also, these fundamental skills will be helpful:

- ability to visualize and apply creativity and innovation
- familiarity with the writing process and following guidelines

General Skills

To participate in this course, you should be able to do the following:

- perform basic operations on a computer
- perform online research using various search engines and library databases
- communicate through email and participate in discussion boards

For a complete list of the general skills required for participation in online courses, refer to the Prerequisites section of the Student Orientation document, found at the beginning of this course.

Credit Value

Digital and Interactive Media Semester A is a 0.5-credit course.

Course Materials

- notebook
- computer with Internet connection and speakers or headphones
- Microsoft Word or equivalent
- Microsoft PowerPoint or equivalent
- free online graphic design tools
- digital SLR camera
- scanner
- printer

Course Pacing Guide

This course description and pacing guide is intended to help you stay on schedule with your work. Note that your course teacher may modify the schedule to meet the specific needs of your class.

Course Components and Grading Rubric

The table gives a breakdown of the weight for each component in the course. Weight represents the percentage of the total score coming from each activity.

Course Components	Count	Weight
Pretest. <i>Pretests are optional assessments, typically designed for credit recovery use. If a student shows mastery of a lesson's objective, the student may be automatically exempted from that lesson in the upcoming unit. Typically, teachers do not choose to employ exemptive pretests for first-time credit courses. Pretests are not included as a component of the student's final grade.</i>	4	0%
Module. <i>Each module in this course contains an interactive tutorial and an associated mastery test. Tutorials may include one or more Lesson Activities that constitute tasks associated with the tutorial. The module score comes from a student's score on the mastery test.</i>	14	20%
Discussion. <i>Online discussions allow for higher-order thinking about terminal objectives. An online threaded discussion mirrors the educational experience of a classroom discussion. Teachers can initiate a discussion by asking a complex, open-ended question. Students can engage in the discussion by responding both to the question and to the thoughts of others. Each unit in a course has one predefined discussion topic; teachers may add more discussion topics.</i>	4	20%
Unit Activity. <i>Unit Activities are at the end a unit and constitute one or more small tasks. Their purpose is to deepen understanding of key unit concepts and tie them together. Each Unit Activity includes a simple rubric. The teacher versions include both a rubric and modeled sample answers. Unit Activities are teacher graded.</i>	4	20%
Posttest. <i>The posttest appears at the end of the unit and mirrors the pretest in structure, content, and complexity.</i>	4	20%
End of Semester Test. <i>The end of semester test (EOS) appears at the end of the course. Students are delivered a few items from every tutorial in the course in order to assess the major course objectives.</i>	1	20%
Total	31	100%

*Teachers may manually adjust these weights if desired, per district grading requirements.

Unit 1: Careers and Emerging Technologies

Summary

In this unit, you will describe careers in digital media and create a résumé. You will also describe the training and skills required for a career in digital media. Finally, you will identify emerging technologies in the field of digital media.

Day	Activity/Objective	Type
1 day: 1	Syllabus and Plato Student Orientation <i>Review the Plato Student Orientation and Course Syllabus at the beginning of this course.</i>	Course Orientation
4 days: 2–5	Careers in Digital Media <i>Identify common digital products and careers in digital media; recall how to create a résumé.</i>	Lesson
4 days: 6–9	Training and Skills <i>Identify and describe professions in digital media and the training and skills required for a career in the field; recognize positive work ethics.</i>	Lesson
4 days: 10–13	Emerging Technologies <i>Identify emerging technologies in the field of digital and interactive media, identify hardware and software needed to install and printer and scanner and practice installing them, and identify proper ergonomics and Internet safety.</i>	Lesson
1 day: 14	Para Jumble	Game
5 days: 15–19	Unit Activity: Careers and Emerging Technologies <i>Identify the job responsibilities and qualifications relevant to a specific job profile, and identify educational institutions that provide courses specific to that job profile.</i>	Unit Activity
1 day: 20	Post-test—Unit 1	Assessment

Unit 2: Graphics and Photography

Summary

In this unit, you will describe digital image concepts and use basic tools of graphic design software. You will also apply image manipulation techniques to a digital image. Then you will describe various modes and settings of a digital camera and produce color photograph and continuous tone photographs. Additionally, you will produce photographs using appropriate lighting, white balance, and exposure. Finally, you will describe how to enhance and retouch a photo.

Day	Activity/Objective	Type
4 days: 21–24	Digital Image Concepts and Basic Tools <i>Identify digital image concepts and the basic tools of graphic design software.</i>	Lesson
4 days: 25–28	Basic Manipulation Tools and Filters <i>Identify image manipulation software and techniques and recall how to apply them to a digital image.</i>	Lesson
5 days: 29–33	Digital Photography <i>Identify imaging systems; recall appropriate modes and settings of a digital camera as well as developing methods to practice producing color and continuous tone photographs; identify workplace safety laws and behaviors.</i>	Lesson
5 days: 34–38	Lighting and Exposure in Photography <i>Recognize the role of camera settings and lighting, white balance, and exposure to produce various types of photographs; identify appropriate mounting and matting techniques to display a photograph.</i>	Lesson
5 days: 39–43	Retouching Photos <i>Identify retouching tools and recall how to edit, enhance, and retouch a photographic image.</i>	Lesson
1 day: 44	Space Jumble	Game
6 days: 45–50	Unit Activity: Graphics and Photography <i>Practice producing and enhancing photographs, and use these photographs to create a photography portfolio.</i>	Unit Activity
1 day: 51	Post-test—Unit 2	Assessment

Unit 3: Design Elements and Principles

Summary

In this unit, you will describe how to apply color balancing techniques and text effects to an image. You will also create images using elements of design. Finally, you will create a layout design and produce photographs using design principles.

Day	Activity/Objective	Type
4 days: 52–55	Color and Typography <i>Identify, compare, and apply color-balancing techniques and text effects to an image.</i>	Lesson
3 days: 56–58	Elements of Design <i>Recall the process of creating images using various elements of design, including use of color to evoke different moods in the viewer.</i>	Lesson
4 days: 59–62	Principles of Design <i>Practice creating a layout design and producing photographs using design principles.</i>	Lesson
1 day: 63	Para Jumble	Game
5 days: 64–68	Unit Activity: Design Elements and Principles <i>Identify and employ principles of design to create a poster.</i>	Unit Activity
1 day: 69	Post-test—Unit 3	Assessment

Unit 4: Storing Images, Copyright Laws, and Printing

Summary

In this unit, you will describe how to organize and store images. You list and describe laws and ethics related to digital media. Finally, you will describe the digital printing process and print an image.

Day	Activity/Objective	Type
4 days: 70–73	Storing Images <i>Identify file formats, plug-ins, and their uses; recall how to organize and store digital images in different circumstances.</i>	Lesson
4 days: 74–77	Copyright Laws and Fair Use <i>Recall and compare laws and ethics related to digital media and the impact of digital media on society.</i>	Lesson
4 days: 78–81	Digital Printing <i>Identify methods of printing and recall the digital printing process, including technical adjustments to images.</i>	Lesson
1 day: 82	Thwack-A-Mole	Game
5 days: 83–87	Unit Activity: Storing Images, Copyright Laws, and Printing <i>Identify and employ learned techniques to create and print a greeting card for your friends and family.</i>	Unit Activity
1 day: 88	Post-test—Unit 4	Assessment
1 day: 89	Semester Review	
1 day: 90	End-of-Semester Test	Assessment

Course Map

You will achieve course level objectives by completing each lesson’s instruction, assignments, and assessments. For a detailed look at how the materials meet these objectives, review the [course map for Semester A](#).