

## 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:

- Describe careers in digital media and create a resume.
- Describe the training and skills required for a career in digital media.
- Identify emerging technologies in the field of digital and interactive media.
- Describe digital image concepts and use basic tools of graphic design software.
- Apply image manipulation techniques on a digital image.
- Describe various modes and settings of a digital camera and produce color photographs.
- Produce photographs using appropriate lighting, white balance, and exposure.
- Describe how to enhance and retouch a photo.
- Describe how to apply color balancing techniques and text effects to an image.
- Create images using the elements of design.
- Create a layout design and produce photographs using design principles.
- Describe how to organize and store images.
- List and describe laws and ethics related to digital media.
- Describe the digital printing process and print an image.

### 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 instructor may modify the schedule to meet the specific needs of your class.

### 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	<b>Syllabus and Student Orientation</b> <i>Review the Student Orientation and Course Syllabus at the beginning of this course.</i>	Course Orientation
4 days: 2–5	<b>Careers in Digital Media</b> <i>Describe careers in digital media and create a résumé.</i>	Lesson
4 days: 6–9	<b>Training and Skills</b> <i>Describe the training and skills required for a career in digital media.</i>	Lesson
4 days: 10–13	<b>Emerging Technologies</b> <i>Identify emerging technologies in the field of digital and interactive media.</i>	Lesson
1 day: 14	<b>Para Jumble</b>	Game
5 days: 15–19	<b>Unit Activity/Threaded Discussion —Unit 1</b>	Unit Activity
1 day: 20	<b>Post-test—Unit 1</b>	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	<b>Digital Image Concepts and Basic Tools</b> <i>Describe digital image concepts and use basic tools of graphic design software.</i>	Lesson
4 days: 25–28	<b>Basic Manipulation Tools and Filters</b> <i>Apply image manipulation techniques to a digital image.</i>	Lesson
5 days: 29–33	<b>Digital Photography</b> <i>Describe various modes and settings of a digital camera and produce color photograph and continuous tone photographs.</i>	Lesson
5 days: 34–38	<b>Lighting and Exposure in Photography</b> <i>Produce photographs using appropriate lighting, white balance, and exposure.</i>	Lesson
5 days: 39–43	<b>Retouching Photos</b> <i>Describe how enhance and retouch a photographic image.</i>	Lesson
1 day: 44	<b>Space Jumble</b>	Game
6 days: 45–50	<b>Unit Activity/Threaded Discussion—Unit 2</b>	Unit Activity
1 day: 51	<b>Post-test—Unit 2</b>	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	<b>Color and Typography</b> <i>Describe how to apply color-balancing techniques and text effects to an image.</i>	Lesson
3 days: 56–58	<b>Elements of Design</b> <i>Create images using the elements of design.</i>	Lesson
4 days: 59–62	<b>Principles of Design</b> <i>Create a layout design and produce photographs using design principles.</i>	Lesson
1 day: 63	<b>Para Jumble</b>	Game
5 days: 64–68	<b>Unit Activity/Threaded Discussion—Unit 3</b>	Unit Activity
1 day: 69	<b>Post-test—Unit 3</b>	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.

<b>Day</b>	<b>Activity/Objective</b>	<b>Type</b>
4 days: 70–73	<b>Storing Images</b> <i>Describe how to organize and store images.</i>	Lesson
4 days: 74–77	<b>Copyright Laws and Fair Use</b> <i>List and describe laws and ethics related to digital media.</i>	Lesson
4 days: 78–81	<b>Digital Printing</b> <i>Describe the digital printing process and print an image.</i>	Lesson
1 day: 82	<b>Thwack-A-Mole</b>	Game
5 days: 83–87	<b>Unit Activity/Threaded Discussion—Unit 4</b>	Unit Activity
1 day: 88	<b>Post-test—Unit 4</b>	Assessment
1 day: 89	<b>Semester Review</b>	
1 day: 90	<b>End-of-Semester Test</b>	Assessment