

## Digital and Interactive Media Semester B

### Course Overview

This one-semester course is intended as a practical, hands-on guide to help you understand the concepts related to digital communication systems, audio and video production, multimedia, animation, and digital publishing. This course will cover digital communication systems. This course familiarizes you with audio and video technologies. This course also covers digital media design, multimedia, and animation. In addition, this course teaches you how to create a web page, publish digital products, and create a digital portfolio.

### Course Goals

This course will help you meet the following goals:

- Describe communication systems and the evolution of communication systems.
- Describe the Universal Systems Model and the Communication Systems Model.
- Describe and use geographical information systems (GIS), global positioning systems (GPS), and telecommunication devices.
- Describe basic audio and video equipment, record audio, produce a video, and use audio and video editing software.
- Explain the production process and produce a video.
- Describe the design characteristics of digital media.
- Create an interactive multimedia presentation.
- Produce a technical sketch and a drawing.
- Create a web page.
- Create a publication from digital layouts and a digital portfolio.

### Prerequisite Skills

Digital and Interactive Media Semester B has a prerequisite course, Digital and Interactive Media Semester A. 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 B 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 audio editing tools
- free online video editing tools
- free online animation tools
- digital video camera
- scanner
- printer
- mobile phone

# 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: Communication Systems

### Summary

In this unit, you will describe communications systems and how they have evolved. You will also describe communication systems the evolution of communication systems. Then, you will describe how to solve communication system problems using a universal systems model and a communication systems model. Finally, you will describe and use geographic information systems (GIS), global positioning systems (GPS), and telecommunications devices.

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>Digital Communication Systems</b> <i>Describe communication systems the evolution of communication systems.</i>	Lesson
4 days: 6–9	<b>Communication System Model</b> <i>Describe how to solve communication system problems using a universal systems model and a communication systems model.</i>	Lesson
4 days: 10–13	<b>Exporting Communication Data</b> <i>Describe and use geographic information systems (GIS), global positioning systems (GPS), and telecommunications devices.</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: Audio and Video Technologies

### Summary

In this unit, you will describe basic audio equipment, record audio, and use audio-editing software. You will also describe basic video equipment and explain how to produce video, and use video-editing software. Finally, you will describe the audio and video production process.

<b>Day</b>	<b>Activity/Objective</b>	<b>Type</b>
4 days: 21–24	<b>Audio Equipment and Techniques</b> <i>Describe basic audio equipment, record audio, and use audio-editing software.</i>	Lesson
5 days: 25–29	<b>Video Equipment and Techniques</b> <i>Describe basic video equipment and explain how to produce video, and use video-editing software.</i>	Lesson
4 days: 30–33	<b>Audio and Video Production Process</b> <i>Describe the audio and video production process.</i>	Lesson
1 day: 34	<b>Space Jumble</b>	Game
6 days: 35–40	<b>Unit Activity/Threaded Discussion—Unit 2</b>	Unit Activity
1 day: 41	<b>Post-test—Unit 2</b>	Assessment

## Unit 3: Multimedia and Animation

### Summary

In this unit, you will describe design characteristics of digital media. You will also explore the use of multimedia. In addition, you will create an interactive multimedia presentation. Finally, you will create an animation.

Day	Activity/Objective	Type
3 days: 42–44	<b>Digital Media Design</b> <i>Describe the design characteristics of digital media.</i>	Lesson
4 days: 45–48	<b>Multimedia</b> <i>Explore the use of multimedia.</i>	Lesson
4 days: 49–52	<b>Multimedia Presentation</b> <i>Create an interactive multimedia presentation.</i>	Lesson
4 days: 53–56	<b>Animation</b> <i>Create an animation.</i>	Lesson
1 day: 57	<b>Para Jumble</b>	Game
6 days: 58–63	<b>Unit Activity/Threaded Discussion—Unit 3</b>	Unit Activity
1 day: 64	<b>Post-test—Unit 3</b>	Assessment

# Unit 4: Technical Design, Web Page, Publishing, and Portfolio

## Summary

In this unit, you will produce a technical sketch and drawing. You will create a web page and a publication from digital layouts. Finally, you will create a digital portfolio.

Day	Activity/Objective	Type
4 days: 65–68	<b>Technical Design</b> <i>Produce a technical sketch and a drawing.</i>	Lesson
4 days: 69–72	<b>Creating a Web page</b> <i>Create a Web page.</i>	Lesson
4 days: 73–76	<b>Digital Publishing</b> <i>Create a publication from digital layouts.</i>	Lesson
4 days: 77–80	<b>Digital Portfolio</b> <i>Create a digital portfolio.</i>	Lesson
1 day: 81	<b>Thwack-A-Mole</b>	Game
6 days: 82–87	<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