

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 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: 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	Syllabus and Student Orientation <i>Review the Student Orientation and Course Syllabus at the beginning of this course.</i>	Course Orientation
4 days: 2–5	Digital Communication Systems <i>Describe communication systems the evolution of communication systems.</i>	Lesson
4 days: 6–9	Communication System Model <i>Describe how to solve communication system problems using a universal systems model and a communication systems model.</i>	Lesson
4 days: 10–13	Exporting Communication Data <i>Describe and use geographic information systems (GIS), global positioning systems (GPS), and telecommunications devices.</i>	Lesson
1 day: 14	Para Jumble	Game
5 days: 15–19	Unit Activity/Threaded Discussion—Unit 1	Unit Activity
1 day: 20	Post-test—Unit 1	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.

Day	Activity/Objective	Type
4 days: 21–24	Audio Equipment and Techniques <i>Describe basic audio equipment, record audio, and use audio-editing software.</i>	Lesson
5 days: 25–29	Video Equipment and Techniques <i>Describe basic video equipment and explain how to produce video, and use video-editing software.</i>	Lesson
4 days: 30–33	Audio and Video Production Process <i>Describe the audio and video production process.</i>	Lesson
1 day: 34	Space Jumble	Game
6 days: 35–40	Unit Activity/Threaded Discussion—Unit 2	Unit Activity
1 day: 41	Post-test—Unit 2	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	Digital Media Design <i>Describe the design characteristics of digital media.</i>	Lesson
4 days: 45–48	Multimedia <i>Explain the use of multimedia and the role of graphics in multimedia.</i>	Lesson
4 days: 49–52	Multimedia Presentation <i>Create an interactive multimedia presentation.</i>	Lesson
4 days: 53–56	Animation <i>Create an animation.</i>	Lesson
1 day: 57	Para Jumble	Game
6 days: 58–63	Unit Activity/Threaded Discussion—Unit 3	Unit Activity
1 day: 64	Post-test—Unit 3	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	Technical Design <i>Produce a technical sketch and a drawing.</i>	Lesson
4 days: 69–72	Creating a Web page <i>Create a web page.</i>	Lesson
4 days: 73–76	Digital Publishing <i>Create a publication from digital layouts.</i>	Lesson
4 days: 77–80	Digital Portfolio <i>Create a digital portfolio.</i>	Lesson
1 day: 81	Thwack-A-Mole	Game
6 days: 82–87	Unit Activity/Threaded Discussion—Unit 4	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 B](#).