

## 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:

- 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.
- Evaluate and employ multiple communication and information systems.

### 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
<b>Pretest.</b> <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%
<b>Module.</b> <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%
<b>Discussion.</b> <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%
<b>Unit Activity.</b> <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%
<b>Posttest.</b> <i>The posttest appears at the end of the unit and mirrors the pretest in structure, content, and complexity.</i>	4	20%
<b>End of Semester Test.</b> <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%
<b>Total</b>	<b>31</b>	<b>100%</b>

\*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	<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>Name communication systems and recall the evolution of communication and the purpose of using a binary number system; identify career pathways in the field.</i>	Lesson
4 days: 6–9	<b>Communication System Model</b> <i>Identify problems with communication systems and recognize solutions using a universal systems model and a communication systems model.</i>	Lesson
4 days: 10–13	<b>Exporting Communication Data</b> <i>Identify geographical information systems (GIS), global positioning systems (GPS), and telecommunication devices and their purposes; recall new technologies in the telecommunication industry.</i>	Lesson
1 day: 14	<b>Para Jumble</b>	Game
5 days: 15–19	<b>Unit Activity: Communication Systems</b> <i>Relate how GPS is utilized in various fields.</i>	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.

Day	Activity/Objective	Type
4 days: 21–24	<b>Audio Equipment and Techniques</b> <i>Identify basic audio equipment and quality of sound, practice recording audio, and recall how to use audio-editing software.</i>	Lesson
5 days: 25–29	<b>Video Equipment and Techniques</b> <i>Identify basic video equipment and recall how to produce a video and use video-editing software techniques.</i>	Lesson
4 days: 30–33	<b>Audio and Video Production Process</b> <i>Recall the audio and video production process, including preproduction; recognize how to interact with clients, and identify elements of a storyboard.</i>	Lesson
1 day: 34	<b>Space Jumble</b>	Game
6 days: 35–40	<b>Unit Activity: Audio and Video Technology</b> <i>Practice video shooting skills and relate the steps needed to capture the footage.</i>	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>Identify the design characteristics of digital media and identify appropriate design decisions.</i>	Lesson
4 days: 45–48	<b>Multimedia</b> <i>Identify the characteristics of multimedia and its uses; recall the role of graphics in multimedia.</i>	Lesson
4 days: 49–52	<b>Multimedia Presentation</b> <i>Identify design principles and apply them to create an interactive multimedia presentation.</i>	Lesson
4 days: 53–56	<b>Animation</b> <i>Identify how animation is used and recall the process of creating and modifying an animation.</i>	Lesson
1 day: 57	<b>Para Jumble</b>	Game
6 days: 58–63	<b>Unit Activity: Multimedia and Animation</b> <i>Apply design and layout principles to create a multimedia presentation.</i>	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>Identify and practice technical sketch and drawing skills.</i>	Lesson
4 days: 69–72	<b>Creating a Web page</b> <i>Identify learned skills and tools and apply them to create a web page.</i>	Lesson
4 days: 73–76	<b>Digital Publishing</b> <i>Identify prepress requirements and practice creating a publication from digital layouts.</i>	Lesson
4 days: 77–80	<b>Digital Portfolio</b> <i>Identify prepress requirements and practice creating a publication from digital layouts.</i>	Lesson
1 day: 81	<b>Thwack-A-Mole</b>	Game
6 days: 82–87	<b>Unit Activity: Technical Design, Web page, Publishing, and Portfolio</b> <i>Apply basic web design concepts to practice creating a simple web page.</i>	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

## 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](#).