# **Course Outline**

# **Multimedia 10/20/30**

# 

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## **Overview:**

In this class you will have the opportunity to use the computers to create different media messages. This class is split into 3 streams: Audio & Video, Photography, and Digital Design. If you are a **beginner**, you will take modules (or units) in all three streams. If you are **intermediate** you get to choose a few of the modules you want and in what stream, and if you are **advanced** you have even more choice. You will need to complete 5 modules by the end of the semester for a total of 5 credits (1 credit per module).

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| **Beginner** | **Intermediate** | **Advanced** |
| COM 1005: Visual Composition | COM 2015: Media Impact | COM 3035: Raster Graphics 2 |
| COM 1035: Graphic Tools | COM 2035: Raster Graphics 1 |  |
| COM 1105: Audio Video | |  |  |  | | --- | --- | --- | | CHOOSE: | | | | Audio & Video | Photography | Digital Design | | |  |  |  | | --- | --- | --- | | CHOOSE: | | | | Audio & Video | Photography | Digital Design | |
| COM 1205 Photography Introduction |
| COM 1055: Web Design 1 |

## **Text and Resources:**

Various text materials will be utilized throughout the different modules; however, most of what you will need will be online. Resources vary according to the modules that we cover. Our main resources will be the computers, course related software, and peripherals.

## **Description:**

Students will:

* Develop skills in various multimedia topics, and become technologically literate citizens.
* Explore personal aptitudes and interests through various projects/assignments.
* Develop competence in a creative and imaginative way, individually and in groups.
* Foster basic skills, knowledge, and attitudes necessary for further training, education, or career exploration
* Develop positive work station management, work ethic, and time management

## **Goals:**

* To become skilled in the use of various multimedia applications and peripherals.
* Build skills useful for other present and future educational endeavors, your personal life, and the work force.
* Develop an expertise in creative thinking, and problem solving.

## **Requirements:**

* Be self-motivated. This is critical, you MUST be able to work independently and productively. A lot of the assignments are self-driven and not teacher led.
* Work together with your fellow students and teacher to become a skilled problem solver.
* Be courteous to your peers, and respectful of LCI computer lab, and related resources. Working with computers is a privilege that can quickly be revoked if your conduct is inappropriate.
* Bring your creativity and be ready to have fun while completing your assignments, activities, and projects.

## **Evaluation:**

Each individual module has its own evaluation scheme. All courses are split into “Assignments”, “Quizzes” and “Projects”. We will have the opportunity to discuss this at the beginning of each course/module start date. **5% of grade** for every module will be given for attitude, effort, participation, respect, etc.

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| **Multimedia** | | |
| **Topic** | **Dates** | **Duration** |
| Module 1 | DUE September 26 | 3 weeks |
| Module 2 | DUE October 20 | 4 weeks |
| Module 3 | DUE November 18 | 4 weeks |
| Module 4 | DUE December 16 | 4 weeks |
| Module 5 | DUE January 27 | 4 weeks |
| Module 6 (optional) | DUE January 27 | Time Left |

Students who apply themselves and work independently and productively will complete the course early and will have the option to complete a 6th credit. They will be able to complete a project that involves two new modules of their choosing.

**Attendance:**

The course expectations for attendance are in accordance with the LCI policy for attendance and lates. It will be strictly enforced and adhered to. Show up, and be on time.