

Spring 2006

Course Name: Introduction to Digital Media
Course Prefix and Number: DIG 100
Credit and contact hours: 3 credit hours – 4 contact hours

Catalog Description:

This course introduces the tools, techniques, and concepts behind the production of digital media. Application of digital media technologies including operating systems, hardware, software, and multimedia design are explored.

II. Course Outcomes and Objectives

Learning Outcomes:

This foundation course introduces students to new and emerging technologies and applications for producing a new media product. Topics covered include: definition of digital media, overview of digital media technologies, digital media production and opportunities for careers using digital media.

Relationship to Academic programs and curriculum:

This course provides a learning lab for exploring and practicing digital media concepts and principles. Creative processes, technical skills and problem solving are emphasized.

College competencies addressed by the course:

Oral Communication	Professional Competency
Ethics and Values	Information Resources
Problem Solving &	Reading
Critical Thinking	Writing

III. Methods of Instruction

Types of Course materials:

Textbook: *Digital Media: An Introduction*
Richard L. Lewis & James Luciana

Methods of instruction:

Classes are conducted in a studio/lab environment. A step-by-step approach is used to build the student's knowledge of digital media theory and applications. Regular assignments are given to help students master skills and develop a personal portfolio. Extensive use of visuals illustrates concepts and gives historical perspective. Critiques are held at the completion of each assignment.

Assessment measures:

The production of a portfolio based on course goals and objectives will be used to assess the students' understanding and abilities.

Methods of Evaluation:

1. Quality of Work Produced (Portfolio)
2. Promptness

3. Participation in Discussions and Critiques
4. Attendance
5. Attitude & Progress

- IV. General Outline of Topics covered
- The History of Digital Media
 - Basics of Digital Media
 - Hardware/Software
 - Input/Output
 - Creativity
 - The Production Pipeline
 - Professional Issues