General Information

**Date** February 23rd, 2022

**Author** Paul Engin

**Department** Visual and Performing Arts

**Course Prefix** DIG

**Course Number** 100

**Course Title** Introduction to Digital Media

Course Information

**Catalog Description** This course introduces the tools, techniques, and concepts behind the production of digital media through the practice of good design. Application of digital media technologies including operating systems, hardware, software, and multimedia design are explored. Topics covered include: definition of digital media, overview of digital media technologies, digital media production, Design Principles and opportunities for careers using digital media

**Credit Hours** 3

**Lecture Contact Hours** 3

**Lab Contact Hours** 1

**Other Contact Hours** 0

**Grading Scheme** Letter

Prerequisites

None

Co-requisites

None

First Year Experience/Capstone Designation
This course is designated as satisfying the outcomes applicable for status as a First Year Experience

SUNY General Education

This course is designated as satisfying a requirement in the following SUNY Gen Ed categories
None

FLCC Values

Institutional Learning Outcomes Addressed by the Course
Vitality, Inquiry, Perseverance, and Interconnectedness

Course Learning Outcomes

Course Learning Outcomes

1. Describe digital media, its history, career possibilities, technologies, and production procedures

2. Produce content applying the basics of digital media design

3. Design and develop creative ideas through the production process

4. Interpret, discuss, and critique one's own design work, and that of others

Outline of Topics Covered

Understanding of social media
Setting up accounts
Digital image production
Adobe Photoshop
Developing and manipulation of bitmap graphics
Adobe Illustrator
Developing vector imaging
Google Docs to develop and share surveys
Concepts of e-publishing
Adobe InDesign
Deploying to mobile platform

Program Affiliation

This course is required as a core program course in the following program(s)
AS New Media and AAS Web and Mobile Development