DIGITAL MEDIA TECHNOLOGY

Class times: AM 7:55-10:00 am | PM 11:50 am- 1:55 pm

Shawn Harrel, Instructor

Course Syllabus

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Office Hours: 7:25 – 7:55 a.m. or 2:00 – 2:50 p.m.
Virtually, by appointment

COURSE INFO:
Digital Media Technology
Credits: 3 units (Weighted: 0.666), 1.5 Fall Semester, 1.5 Spring Semester; Grades: 11-12
Prerequisite: GPA: 2.5 cumulative or higher; Attendance: 90% or higher; Math: Algebra I, C or higher; Reading/Writing: 10th-grade level; one credit in Fine Arts
Recommended: Computer Applications or Programming; proficiency in keyboarding.

Please see STA Student Handbook for additional information.

COURSE DESCRIPTION: *The Digital Media Technology program at Summit Technology Academy gives students an opportunity to explore and prepare for careers in arts, audio/video technology, and communications. Students will focus on the complete video and audio production workflow from pre-production through post-production. They will work in teams to integrate video, motion graphics, and sound in entrepreneurial and career experience-based projects for their schools and/or communities. Students have the opportunity to gain skills towards an industry-recognized certification in Final Cut Pro X or Logic Pro X.*

INSTRUCTIONAL PHILOSOPHY: *Digital Media Technology uses a project-based learning approach. Each project has phases that follow a design and development process, from project planning and analysis to evaluation and distribution. Students gain experience through real-world projects that help them understand roles and processes across a broad range of careers involving audio and video. To simulate a professional work environment, students gradually migrate their work from an individual process to a group process, focused on personal and client work. The projects contain activities that require students to plan their communication and focus and then evaluate and improve their communications. Specific attention has been paid to developing concepts and principles for thorough, effective communication to multiple audiences.*

COURSE LEARNING OBJECTIVES:

1.) Effectively set-up and operate cameras, tripods, and lights for professional-quality productions.
2.) Understand and demonstrate audio for live sound and recording.
3.) Demonstrate and employ non-linear video editing techniques and workflows.
4.) Create compelling stories using video.
5.) Demonstrate non-destructive audio editing techniques.
6.) Combine audio/video skills to effectively carry out a live event broadcast.
7.) Cultivate professional teams and relationships.
8.) Understand and practice working safely with audio/video equipment.
9.) Create a professional portfolio of audio/video work demonstrating a variety of skills.

MAJOR ASSIGNMENTS/PROJECTS MAY INCLUDE THE FOLLOWING:

1. *Develop and evaluate effective uses of video-shot techniques and build a video sequence.*
2. *Edit event action footage to create a short video.*
3. *Select a subject, conduct an interview, and report a story.*
4. *Plan, shoot, edit, create music for and produce a public service announcement.*

5. *Work with a client to create a commercial complete with music that will be deployed on the web.*
6. *Students work in teams to create a mini-documentary with sound design, identifying the theme, audience, and goals for a particular topic.*
7. *Students work in teams to plan, record, edit and produce a music video.*
8. *Complete a Digital Media portfolio that highlights student skills and accomplishments.*

ASSESSMENT PLAN: *Weekly formative assessments will be used to identify whether students are attaining the essential learning targets on a daily basis. Online quizzes, Socrative (online informal quizzes), Exit slips etc. will be used to identify comprehension of the learning targets. Summative assessments will be given, including a comprehensive final at the end of each semester that shows achievement of the essential standards and concepts needed to progress. Finally, student work will be evaluated against an industry-level standard.*

DUAL CREDIT OPPORTUNITIES: Offered to eligible students according to Coordinating Board of Higher Education. University of Central Missouri Music 1410 Fundamentals of Music Technology I: Hardware (0.5 hour credit), Music 1420 Fundamentals of Music Technology I: Software (0.5 hour credit), Music 1470 Fundamentals of Music Technology II (1 credit hour)**. Course Description and Objectives:** See the end of this syllabus.

CERTIFICATE OPPORTUNITIES: Apple Certified status validates skills in **Final Cut Pro** and **Logic Pro**. Students with sufficient aptitude will be prepared to take the Apple Certification for Final Cut Pro X and Logic Pro X when the class is complete. Differentiate yourself to schools, potential employers, and prospective clients as an Apple Certified Professional and gain a competitive edge in the ever-changing job market. Careful preparation and certification will be the responsibility of the student. Instructors will provide the necessary information as needed. More information can be found at the Apple Certification website. (http://training.apple.com/en/certification/proapps.html)

GRADING POLICY: DMT Uses a mastery-based grading system as follows:

A Grade (95%+)

- ☐ Meet expectations as described in the STA Student Handbook
- ☐ Complete a capstone project and portfolio
- ☐ Complete a client-connected project
- ☐ Create an approved project on behalf of DMT
- ☐ Create an approved project on behalf of STA or your sending school
- ☐ Submit a project to a competition
- ☐ Complete at least 12 hours of extracurricular work on behalf of DMT (i.e. STA open house, LS R7 podcast recordings, event recordings, additional editing work, event set-up, etc.)
- ☐ Demonstrate mastery on **all 138** STA Digital Media Technology skills (Top-level and below, see here)

B Grade (85%+)

- ☐ Meet expectations as described in the STA Student Handbook
- ☐ Complete a capstone project and portfolio
- ☐ Complete a client-connected project
- ☐ Create a project with significant contribution to DMT
- ☐ Submit a project to a competition
- ☐ Complete at least 6 hours of extracurricular work on behalf of DMT (i.e. STA open house, LS R7 podcast recordings, event recordings, additional editing work, event set-up, etc.)
- ☐ Demonstrate mastery on **131 of 138** STA Digital Media Technology skills (Mid-level and below, see here)

C Grade (75%+)

- ☐ Meet expectations as described in the STA Student Handbook

- ☐ Complete a capstone project and portfolio
- ☐ Create a project for a competition, complete a client-connected project, or complete a project for DMT/STA
- ☐ Demonstrate mastery on **103 of 138** STA Digital Media Technology skills (Foundational Skills, see here)

In the event that students do not complete some or a portion of the requirements, semester grades will be lowered anywhere from 0.5 to 1% per infraction. This can include missing work, attendance or discipline concerns, and unmastered DMT skills. Additional percentage points may be earned for exemplary work above and beyond expectations. These expectations are subject to change. Changes will always favor creatives (as long as the creative works hard to master DMT skills).

The mastery-based grading system will be converted to the following standardized grading scale used for STA:

A = 95 -100	*C = 73 - 76*
A- = 90 - 94	*C- = 70 - 72*
B+ = 87 - 89	*D+ = 67 - 69*
B = 83 - 86	*D = 63 - 66*
B- = 80 - 82	*D- = 60 - 62*
C+ = 77 - 79	*F = 59 & below (No Credit)*

Colleges use a four-point system of grading (A= 4, B=3, C=2, D=1, F=0) without a minus and plus option.

TUTORING/EXTRA HELP PLAN: *STA utilizes a pyramid of interventions in order to ensure students successfully meet the course requirements. Tutoring or extra help can be obtained by contacting the STA teacher through e-mail, phone or a student management system (such as Blackboard or Canvas). The teacher will provide either immediate help, set up a time to meet, or utilize an online conference method.*

ATTENDANCE POLICY: *Regular attendance reflects dependability. The experience gained by students in the laboratory cannot be duplicated in the event of absence.* ***Summit Technology Academy's policy may differ from that of the home school and will be in effect for the period of attendance at STA.***

A student shall be allowed no more than nine (9) absences, excused or unexcused, per semester in any one class. When a student reaches 9 days, the school will send an informational letter to the parents, regardless of prior contact by phone or conference. The letter serves as notification of the number and type of absences by the student in each class. On the tenth (10) absence, in any one class, the student will not earn credit for that class. Students will have the opportunity to work with their administrator or teacher to make up missed time prior to the end of the semester. If a student still has 10 or more absences at the conclusion of the semester the student will be required to complete an attendance waiver appeal. A waiver to maintain full credit must be submitted by the end of the semester. This waiver should include documentation of illness, funeral, or family emergency from a medical doctor, dentist, minister, or other official sources. The waiver should be turned into the attendance office.

ELECTRONIC GRADEBOOK/PARENT CONNECT WEBSITE: *Grades are updated on a weekly basis. The Parent Connect website address is https://powerschool.lsr7.org/public/.*

ACADEMIC LETTERING: *Students who have earned a 94.50% or higher in a STA program for the first semester and a 94.50% or higher grade at the time of the fifth grading period will receive the academic letter, also known as a Chenille letter. (see student handbook p.27)*

UCM Dual Credit Course Descriptions and Objectives:

Music 1410 Fundamentals of Music Technology I: Hardware (.5 credit hour)

Course Description:
Overview of music technology and audio hardware, including basic operating principles, terminology, and real-world applications.

Purpose of this course:
Provide students with an introduction to and working knowledge of music technology and audio hardware, including microphones, mixing consoles, loudspeakers, amplifiers, cables, and more.

Course objectives:
After completing Fundamentals of Music Technology: Hardware, students will understand how basic hardware components of audio systems work, how to operate them, and how to interface them to accomplish common tasks in sound reinforcement, recording, and other audio production contexts.

Music 1420 Fundamentals of Music Technology I: Software (.5 credit hour)

Course description:
Overview of music technology and audio software, including basic operating principles, terminology, and real-world applications.

Purpose of this course:
Provide students with an introduction to and working knowledge of standard music technology and audio software, focusing on Digital Audio Workstation (DAW) applications and common audio processing plug-ins.

Course objectives:
After completing Fundamentals of Music Technology I: Software, students will understand what Digital Audio Workstation applications are intended to do, how to operate them, and how to expand their functionality with plug-ins to accomplish common audio production tasks.

Music 1470 Fundamentals of Music Technology II (1 credit hour)

Course objectives:
Fundamentals of music technology and audio production. Signal processing, system operation, and other core topics. Prerequisites: Mus 1410 and Mus 1420.

Purpose of this course:
Build upon Fundamentals of Music Technology I: Hardware and Fundamentals of Music Technology I: Software to complete the introduction of the core fundamentals of audio production, equipping students with the foundational knowledge required for success in more advanced courses.

Course objectives:
After completing Fundamentals of Music Technology II students will possess a working knowledge of common signal processing techniques, typical approaches to session setup and organization, industry-standard solutions for common production challenges, and other core knowledge relevant to most live sound and audio production environments.