

COURSE CONTENT AND SCOPE - Lecture:Outline the topics included in the lecture portion of the course (Outline reflects course description, all topics covered in class).	Hours Per Topic	COURSE OBJECTIVES - Lecture:Upon successful completion of this course, the student will be able to...(Use action verbs - see Bloom's Taxonomy for 'action verbs requiring cognitive outcomes.')
<p>1. Software: Functions and Applications</p> <ul style="list-style-type: none"> a. Illustrator b. Flash c. Dreamweaver d. ProTools e. Final Cut Pro f. Photoshop <p>2. Saving, E-mailing, Importing, Exporting</p> <ul style="list-style-type: none"> a. File Extensions: BMP, EPS, JPEG, PDF, TIFF b. Compression of File Attachments c. PDF, Scanning, Frame from Video d. Exporting: PDF, EPS, HTML, SVG, XML, SWF <p>3. Creating Effects</p> <ul style="list-style-type: none"> a. Transform: Skew, Distort, Perspective b. Adjustments: Equalize, Gradient Mapping, Posterize c. Levels, Lighting, Color d. Filters and Effects e. Timeline and Effects <p>4. Technical Aspects and Terminology</p> <ul style="list-style-type: none"> a. Layout, Type, Object, Table b. Duplicate, Rotate, Crop, Resize, Layers, Selection tools c. Keyboard Short Cuts d. Preferences e. Rulers, Grid, Tracing Image, 	<p>4</p> <p>4</p> <p>6</p> <p>6</p> <p>4</p> <p>4</p>	<p>1. Utilize and demonstrate the functions and applications of different software programs as related to homework received in multimedia classes.</p> <p>2. Differentiate the different functions related to saving, e-mailing, importing and exporting files.</p> <p>3. Differentiate the appropriate methods for creating effects specific to the project at hand.</p> <p>4. Demonstrate familiarity with the technical aspects of computer applications used to design multimedia projects. Students will use terminology used within a computer lab context.</p>

<p>Plugins, Toolboards f.Tag, Insert Image, Layout Objects, Hyperlink, Anchor g. Arrange, Table, Image, Frameset</p> <p>5. Organization a. Files/Folders b. Sub-Folders</p> <p>6. Projects a. Illustrator b. Flash c. Dreamweaver, Imageready d. ProTools e. Final Cut Pro</p> <p>7. Principles of Design a. harmony b. variety c. balance d. proportion e. dominance f. movement g. economy</p> <p>8. Evaluation</p>	<p>4</p> <p>4</p>	<p>5. Organize/categorize files/folders in a systematic way.</p> <p>6. Construct projects using various software applications.</p> <p>7. Apply design principles to projects.</p> <p>8. Self evaluate projects by giving a written appraisal of their quality in terms of problem solving, craftsmanship and appropriateness of application tools utilized.</p>
Total:	36	
Total Lecture Hours In Section I Class Hours:	0	