

Digital - Media

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Room Number: 323

Prep Period: B-Day 4th. Period

Website: www.ames-slc.org

Textbook: Online Class Information

Course Description

In today's world students face ever-changing technological demands. Technology is a flood of information that never stops and never sleeps. AMES Digitali-Media class provides students a hands-on experience that builds knowledge and skills related to modern computer technology. Students not only see how computer Multi-Media operates within the classroom, but how it applies in real world demands.

This lab incorporates Multi-Media activities that allow the student an opportunity to use industry standard media creation tools and explore individual creativity. Students will first understand the computer hardware functionality and the computer operating system (Windows 7). Software applications (Dream Weaver, Flash, Photoshop, Premier) will be explored. These applications will be very useful tools in many of the other classes offered here at AMES and within the industry of website development. The class will also give students an opportunity to create and edit movies. Students will use movie maker to edit audio and video segments of their video project.

This class will challenge students to discover the underlying principles of multi-media and apply those principles through the use of critical thinking, problem solving, decision making, hands-on activities, and team effectiveness. It facilitates not only the mastery of technological subject matter, but a mastery of the process of learning. AMES technology promotes individual exploration, creativity, innovation and encourages team collaboration.

Course Objectives:

- Expand basic reading skills by gathering information for a variety of activates
- Expand basic writing skills by completing various lab activities and assignments
- Develop skills in cooperative learning through participation in team learning
- Improve technical skills as well as interpersonal skills
- Learn how to confront challenges, solve problems, and find information
- Develop technical literacy and awareness
- Develop personal skills related to future education and employment
- Discover the fun and joy from learning about technological topics

Grading Schedule:

Attendance **30%**

Class Participation **35%**

Students will be evaluated daily;

- Use of class time
- Following class rules
- Quality of work submitted
- Attitude toward learning

Assignments **20%**

Tests/Quizzes **15%**

Letter grades will be assigned to the final percentage totals as follows:

93-100%=A	83-86%=B	73-76%=C	63-66%=D
90-92% =A-	80-82%=B-	70-72%=C-	60-62%=D-
87-89% =B+	77-79%=C+	67-69%=D+	< 60% =F

Attendance:

Attendance grades reductions for each occurrence:

Excused absence = None, Unexcused absence = 5%, Tardiness = 2%

Class Participation Points:

Class participation points are designed to reward productive classroom behavior and effort. There is never enough lab time to experience and learn about everything that can be found in our technology lab facility. To maximize the time that is available, students are expected to put forth a full effort toward learning objectives of the class each time we meet. Students that are following class rules, making progress, and doing what is expected will earn 10 points each day. The following situations would cause points to be lost.

- Failure to attend class
- Leaving class early
- Arriving to class more than 10 minutes late
- Not abiding by class rules

Class Rules:

- No food or drink in the computer lab
- Come to class ready to work
- No Cell Phones , No hats, No personal music in class
- Arrive to class on time, do not leave class early
- Obtain teachers permission to leave class
- Use appropriate language(spoken, written, file names)
- Never alter system files in any way
- Obtain permission before accessing personal disk or storage devices
- Exercise good citizenship (assist others, use computers with care, clean up after yourself)

Preliminary Calendar of Instruction *(subject to change)*

Time Frame	Unit Title	Standards	Objectives
August-Sept	History of computing.	Students will understand the history of computers.	1: Understand the history of computers and how they work. 2: Understand the ethics of computer use. 3: Understand the affects of computers in the career world.
September	Webpage Design Principles	Students will understand how to use a website development environment.	1: Understand the development process. 2: Understand the basic functions web design. 3: Understand how to use the Dream Weaver development environment.
Sep.- Oct.	Graphic design principles	Students will understand how to use graphic design functions.	1: Understand and use Photoshop as a graphic creation and editing tool. 2: Understand the functionality of Fireworks as a webpage development tool.
October	Animation design principle	Students will understand how to use animation development and design tools.	1: Understand and use Flash as a animation development tool. 2: Create a animated project using flash.
November	Video and audio design	Students will understand how to create and edit video and audio.	1: Understand how to create and edit audio and video information. 2: Students will create a video project.
Nov.- Dec.	Student Portfolio	Students will create and or modify their student portfolio.	1: Students will create and or modify their student portfolios using the above design tools.

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Please sign below to indicate that you have read the disclosure/syllabus document and then return this page to Mr. Webster. Please keep the rest of the document for your future reference. Returning this signed form is a homework assignment and will count as such toward your class grade.

Student Name: (Print) _____

Student Signature: _____ Date: _____

Parent/Guardian Name: (Print) _____

Parent/Guardian Signature: _____ Date: _____

Parent/Guardian Phone Number: _____

Parents or Guardians: If you can give me your e-mail address, please do. This is by far the most effective way for us to communicate. I will send period reminders and updates via e-mail. People have found this e-mail update to be tremendously helpful in past years. Please be sure to give me your e-mail address, not the student's address.

Parent/Guardian E-Mail Address: _____

If there is anything that I should know about the student that would help me to do a better job of teaching them, please tell me here.
