

DIGITAL AND INTERACTIVE MEDIA, SEMESTER B

Credits: 0.5

COURSE OVERVIEW AND GOALS

[Getting Started/Best Practices Template](#)

This one-semester course is intended as a practical, hands-on guide to help you understand the concepts related to digital communication systems, audio and video production, multimedia, animation, and digital publishing. This course will cover digital communication systems. This course familiarizes you with audio and video technologies. This course also covers digital media design, multimedia, and animation. In addition, this course teaches you how to create a web page, publish digital products, and create a digital portfolio.

Prerequisite courses: Digital and Interactive Media, Semester A v3.0

Foundational skills: general literacy and communication skills needed for all high school online courses

By the end of this course, you will be able to do the following:

- ❖ Evaluate the skills and training needed for various careers in digital and interactive media and prepare a digital portfolio and a résumé.
- ❖ Evaluate and employ multiple communication and information systems.
- ❖ Design and create a variety of media products by applying design and digital media concepts, techniques, processes, and technologies.
- ❖ Choose the appropriate equipment and appraise safety procedures and ethical concerns in the creation and storage of digital media products.

COURSE COMPONENTS AND GRADING RUBRIC

The table gives a breakdown of the weight for each component in the course. Weight represents the percentage of the total score coming from each activity.

Course Components	Count	Weight*
Pretest. <i>A pretest is an optional assessment, typically designed for credit recovery. If a student shows mastery of a lesson objective, the student may be automatically exempted from the upcoming activities associated with the mastered objective. Pretests are not included as a component of the student's final grade.</i>	4	0%
Module. <i>Each module in this course contains an interactive tutorial or study and an associated mastery test. Tutorials and studies combine instruction and practice to prepare students for the mastery test, which is a computer-scored lesson-level summative assessment. The module score comes from a student's score on the mastery test.</i>	14	20%
Discussion. <i>A discussion activity is an opportunity for students to collaborate with their peers. An online threaded discussion mirrors the educational experience of a classroom discussion initiated when a teacher asks a complex, open-ended question. Students can engage in the discussion by responding both to the question and to the thoughts of others allowing for higher-order thinking about terminal objectives.</i>	4	20%
Unit Activity. <i>A Unit Activity is at the end of a unit and constitutes one or more small tasks. Its purpose is to deepen understanding of key unit concepts and tie them together. Each Unit Activity includes a simple rubric. The teacher versions include both a rubric and modeled sample answers. Unit Activities are teacher graded.</i>	4	20%
Posttest. <i>A posttest appears at the end of each unit.</i>	4	20%
End-of-Semester Test. <i>An end-of-semester test (EOS) appears at the end of each course.</i>	1	20%
Total	31	100%

Weight* Teachers may manually adjust these weights if desired, per district grading requirements.

SCOPE AND SEQUENCE

UNIT 1: COMMUNICATION SYSTEMS

In this unit, you will describe communications systems and how they have evolved. You will also describe communication systems the evolution of communication systems. Then, you will describe how to solve communication system problems using a universal systems model and a communication systems model. Finally, you will describe and use geographic information systems (GIS), global positioning systems (GPS), and telecommunications devices.

Activity	Activity Objective
Syllabus	Review the Course Syllabus at the beginning of the course.
Digital Communication Systems	Name communication systems and recall the evolution of communication and the purpose of using a binary number system; identify career pathways in the field.
Communication System Model	Identify problems with communication systems and recognize solutions using a universal systems model and a communication systems model.
Exporting Communication Data	Identify geographical information systems (GIS), global positioning systems (GPS), and telecommunication devices and their purposes; recall new technologies in the telecommunication industry.
Unit Activity: Communication Systems	Relate how GPS is utilized in various fields.

UNIT 2: AUDIO AND VIDEO TECHNOLOGIES

In this unit, you will describe basic audio equipment, record audio, and use audio-editing software. You will also describe basic video equipment and explain how to produce video, and use video-editing software. Finally, you will describe the audio and video production process.

Activity	Activity Objective
Audio Equipment and Techniques	Identify basic audio equipment and quality of sound, practice recording audio, and recall how to use audio-editing software.
Video Equipment and Techniques	Identify basic video equipment and recall how to produce a video and use video-editing software techniques.
Audio and Video Production Process	Recall the audio and video production process, including preproduction; recognize how to interact with clients, and identify elements of a storyboard.
Unit Activity: Audio and Video Technologies	Practice video shooting skills and relate the steps needed to capture the footage.

UNIT 3: MULTIMEDIA AND ANIMATION

In this unit, you will describe design characteristics of digital media. You will also explore the use of multimedia. In addition, you will create an interactive multimedia presentation. Finally, you will create an animation.

Activity	Activity Objective
Digital Media Design	Identify the design characteristics of digital media and identify appropriate design decisions.
Multimedia	Identify the characteristics of multimedia and its uses; recall the role of graphics in multimedia.
Multimedia Presentation	Identify design principles and apply them to create an interactive multimedia presentation.

Activity	Activity Objective
Animation	Identify how animation is used and recall the process of creating and modifying an animation.
Unit Activity: Multimedia and Animation	Apply design and layout principles to create a multimedia presentation.

UNIT 4: TECHNICAL DESIGN, WEB PAGE, PUBLISHING, AND PORTFOLIO

In this unit, you will produce a technical sketch and drawing. You will create a web page and a publication from digital layouts. Finally, you will create a digital portfolio.

Activity	Activity Objective
Technical Design	Identify and practice technical sketch and drawing skills.
Creating a Web Page	Identify learned skills and tools and apply them to create a web page.
Digital Publishing	Identify prepress requirements and practice creating a publication from digital layouts.
Digital Portfolio	Identify elements and contents of an effective digital portfolio and practice making one; identify professions in media.
Unit Activity: Technical Design, Web Page, Publishing, and Portfolio	Apply basic web design concepts to practice creating a simple web page.

COURSE MAP

You will achieve course level objectives by completing each lesson's instruction, assignments, and assessments. For a detailed look at how the materials meet these objectives, review the [course map](#).

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