



ANTELOPE VALLEY COLLEGE
Academic Affairs
Course Outline of Record

Academic Affairs Only

<input type="checkbox"/>	New Course
<input type="checkbox"/>	Effective Date (for articulation)
<input checked="" type="checkbox"/>	COR Revision 12/11/2008
<input checked="" type="checkbox"/>	Pre Req/Advisories 12/11/08
<input checked="" type="checkbox"/>	Other Changes 12/11/08
<input type="checkbox"/>	SLOs

COURSE SUBJECT & NUMBER: DM 101L (formerly CG 101L/MM 101L-Introduction to Digital Media Arts Lab)

COURSE NAME: Digital Media Arts Lab

COURSE UNITS: .5 **COURSE HOURS:** 24 Hours total

COURSE REQUISITES: *(Follow format of similar courses found in the college catalog.)*

Corequisite: Concurrent Enrollment in DM 101

COURSE DESCRIPTION: *(Write a short paragraph providing an overview of topics covered. Be sure to identify target audience--transfer, major, GE, degree/certificate, etc. If repeatable, state the number of times at end of description as (R#).*

A laboratory in support of DM 101 designed to allow students to advance their computer skills in using appropriate media arts software and the Macintosh operating system along with other knowledge as related to DM 101. (This is a P/NP only course.) (CSU, AVC) (R2)

COURSE OBJECTIVES: *(Title 5 requires that courses show evidence of critical thinking skills. Use Bloom’s taxonomy to formulate concise, performance-based measurable objectives common to all students. Objectives must be closely aligned with course content, assignments, and methods of evaluation)*

Upon completion of course, the successful student will be able to

1. Operate the Macintosh computer, related peripherals, and the Macintosh operating system.
2. Use Media Arts industry standard software.
3. Design and produce simple Media Arts projects.
4. Search the Internet and evaluate information found.

Course Subject & Number: DM 101L

Course Name: Digital Media Arts Lab

COURSE CONTENT: *(Enter course content in terms of specific topics or a specific body of knowledge that each instructor must cover. Put topics in outline form with major and minor headings. Each instructor must cover all material listed below.)*

1. Basics of the Macintosh Hardware & Operating System
 - a. Basic introduction to the hardware components and the function of each
 - b. Basic exploration of input and output devices, how they work, their purpose and proper operation
 - c. Basic introduction to the Macintosh operating system
 - i. User interface
 - ii. File management
 - iii. Document creation and storage
 - iv. Document printing

2. Industry Standard Software
 - a. Digital imaging software components.
 - b. Vector graphics software components.
 - c. Entry-level non-linear video editing program.

Course Subject & Number: DM 101L
Course Name: Digital Media Arts Lab

TYPICAL HOMEWORK ASSIGNMENTS: (Do not include in-class work, quizzes, or tests)

This information is necessary for all credit courses. Assignments should be closely related to course objectives, content, and methods of evaluation. (See sample of a “Model Outline” in the AP&P Standards & Practices Handbook.) Include a range of assignments (minimum of three) from which faculty may choose when designing their syllabus.

1. Describe nature and frequency of typical reading assignments if applicable; note if any are required:

As required by Corequisite

2. Describe nature and frequency of typical writing assignments if applicable; note if any are required:

As required by Corequisite

3. Describe nature and frequency of typical computational assignments if applicable; note if any are required:

As required by Corequisite

4. Describe other types of homework assignments that students may be asked to complete (oral presentations; special projects; visual/performing arts; etc); note if any are required:

Complete assignments based on lecture course.

*For categories 1-4 above, list the estimated hours per week it would take a student to complete assignments. Title 5 (section 55002) requires that each unit must be shown to require three hours of work per week by the student either in or out of class. Homework formula: 3 hours of class work *times* each unit of credit *minus* classroom hours *equals* required homework hours.*

Reading Assignments: **Writing Assignments:**

Computational Assignments: **Other Assignments:**

Course Subject & Number: DM 101L

Course Name: Digital Media Arts Lab

METHODS OF INSTRUCTION: *(Methods must be consistent with content and appropriate to objectives; state in terms of what instructor will be doing in order to present course content to students: for example, lecture, demonstration, present audio/visual materials; facilitate group work, etc. Do not list specific instructional equipment.)*

Instructor demonstration, follow-along hands-on demonstration, audio/visual materials,
instructor class project critiques.

METHODS OF EVALUATION: *(These must be clearly related to course objectives and reflect course content and assignments in order to comply with Title 5 requirements. Describe what instructor will be looking for when evaluating various assignments and tests in order to determine whether students have met course objectives. Grades must be based on demonstrated proficiency in subject matter and determined, where appropriate, by essays, objective and essay tests, research papers or projects, problem solving exercises, or skills' demonstrations.)*

- 1) Student participation in the open computer lab.
- 2) Enhanced skills using appropriate computer software and the Macintosh operating system.

Suggested Texts or Other Instructional Materials

(List several when possible; include title, author, publisher, date, and latest edition. If older than five years, provide brief rationale.)