



ANTELOPEVALLEY COLLEGE

**Academic Affairs
Course Outline of Record**

Academic Affairs Only

- New Course
- COR Revision 12/11/2008
- COR Update
- Pre Req/Advisories 12/11/08
- Other Changes 12/11/08
- Effective Date

COURSE SUBJECT & NUMBER: DM 112L

COURSE NAME: Experimental Digital Video Lab (formerly MM 112L/ART 234L)

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

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

Co-Requisite: Concurrent enrollment in DM 112

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.)*

A laboratory in support of the course designed to allow students to advance their knowledge, complete course assignments and master learning objectives. (This is a P/NP only course.) (CSU, AVC) (R2)

COURSE OBJECTIVES: *(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:

- Use video equipment and software to produce creative motion-based visual imagery
- Produce scripts and storyboards to support experimental video projects

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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. Title 5 requires that each instructor must cover all material listed below.)*

1. Introduction to Experimental Video.

- A. Review how artists have used video to explore their own creativity,
- B. Review the transition of video exploration from analog to digital format,
- C. Provide several exercises designed to allow the student to experiment with digital video concepts of previous artists.
- D. Producing a working script (does not necessarily include specific dialogue).
- E. Review storyboarding elements. Developing a story board and shot list.

2. Introduction to visual effects

- A. Digital video hardware
 - i. Capture hardware (cameras)
 - ii. Non-camera, non-computer signal processing hardware
- B. Digital video software
 - i. Editing Software
 - ii. Software for unique effects.

3. Topics for experimental video projects

- A. 30-second piece:
 - i. "Found Art" (silent)
 - ii. Illustrating an art genre (silent)
 - iii. Student's Choice (silent)
 - iv. Repeat one of above with sound
- B. One-to-two-minute piece. Sound is optional.
- C. Three-to-Five minute piece. Finished piece must have full sound track

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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:

Web research and tutorials

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

Outlines, scripts and storyboards of proposed experimental digital video projects

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

N/A

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:

Analysis and critique of selected video art

5. Describe those critical thinking skills that are derived from assignments listed above; be sure that they reflect course objectives.

Analyze video art

6. For categories 1-4 above, describe the estimated time per week it would take a student to complete homework assignments. Title 5 uses the Carnegie formula for establishing units using a 2:1 ratio as follows: 1 hr. lecture = 2 hrs. homework; 2 hrs. lecture = 4 hrs .homework; etc. For example: reading textbook—2 hours; writing reports—3 hours.

Reading Assignments:

Writing Assignments:

Computational Assignments: N/A

Other Assignments:

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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 demonstrations and critiques of student skills

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.)*

Evaluation of student performance in the Lab is determined from review of progress. Areas considered are;

1. Student participation in the Experimental Digital Video Lab,
2. Evaluation of skills demonstrated on specific assignments and projects.

Suggested Texts or other Instructional Materials *(list several when possible; include title, author, publisher, date, and latest edition.)*

Motion Blur, onedotzero (Shane Walter and Matt Hanson), published by Laurence King; Pap/DVD edition (June 1, 2006)