

Course Overview:

This course is intended to give students the opportunity to learn some of the fundamentals of Media Arts, particularly with regards to digital media in audio and video technology. The course here at Malvern will include the following major units, which will likely overlap, depending on how the online portion of our learning needs to be coordinated:

Unit A: DIGITAL PHOTOGRAPHY AND PHOTOSHOP

- Brief history of photography
- Understanding the digital camera
- Photography as Art: compositional photography and slideshow assignment
- Photoshop Tutorials and related assignments

Unit B: INTRODUCTION TO DIGITAL MUSIC AND STUDIO RECORDING

- Elements and Principles of Design as applied to music
- The structure of a song
- Creating a song using Soundtrap or Garage Band
- Research project on Legal and Moral Issues in Music in a Digital Age

Unit C: INTRODUCTION TO ANIMATION

- The flipbook as a starting point: understanding frame by frame motion
- Tutorials in Flash (Adobe Animate) animation software

Unit D: FILMING and EDITING

- Film terminology
- Introduction to video editing and video effects

FINAL ASSIGNMENT:

- Students will apply their understanding of photographic composition and video editing in the form of a final music video

Expectations and Evaluation:

- 1) This is a STUDIO course. **Regular attendance is crucial for success. This includes attendance to all in-class and virtual lessons.** Most often, enough time is given to be able to complete all assignments, providing the students use their time wisely.
- 2) Missed studio time would normally be made up at lunches or after school in the Media Arts room. Where possible, there will be extra studio time available in the computer classroom (208 or 313) at lunch.
- 3) It is the student's responsibility to ensure that assignments are completed within the allotted time frame **and that the files work on the device on which they will be evaluated or presented from.** This means that students need to be aware of what file formats they have submitted and that they have tested them on the school's computers.
- 4) Deadlines for major evaluations will usually be as such: An initial deadline will be set, after which, studio time is "up" and we will move onto something new with our class time. A second

- deadline (usually a week or so later) is given where students can finish an incomplete assignment outside of regular studio time. *Projects may still be accepted after the second deadline*, at the teacher's discretion and with a possible late penalty.
- 5) Assignments over the course of the year account for 100% of the final grade. They are designed such that they cover the four strands: Theory, Knowledge and Understanding, Creation and Thinking/Inquiry.
 - 6) The final project will be designed such that it evaluates a range of student learning over the course.

Other:

1. Students are recommended to have a personal memory storage device (USB stick with minimum 4 GB memory). This should be used daily to create back up files. Otherwise, files can be backed up to your Google Drive.
2. About using personal laptops and computers at home: Past years have shown that having students use computers other than the classroom computers **can create more problems than it solves**. The risk of plagiarism is one issue, though **incompatible software is generally the most common problem**. Since students will be given a computer to do their assignments on, it is recommended they just stick with that computer. However, if a student has a computer that they can bring to school that also has the necessary software (Adobe Creative Cloud), they may be able to arrange that with the teacher.