

College of San Mateo

Course Outline

- New Course
- Update/No change
- Course Revision (Minor)
- Course Revision (Major)

Date: September 18,2010

Department: DGME

Number: 104

Discipline:

Course Title: Digital Media Career Pathways Units: 3.0

Hours/Week: Lecture: 48 Lab: 0 Homework: 96 By Arrangement: 0

Length of Course

Grading

Semester-long

Letter

Short course (Number of weeks ____)

Pass/No Pass

Open entry/Open exit

Grade Option (letter or Pass/No Pass)

Faculty Load Credit: 3 FLC

Calculations : $48 \div 16 = 3$

1. Prerequisite (Attach Enrollment Limitation Validation Form.)

2. Corequisite (Attach Enrollment Limitation Validation Form.)

3. Recommended Preparation (Attach Enrollment Validation Form.)

Eligibility for ENGL 838 or ENGL 848 or equivalent

4. Catalog Description (Include prerequisites/corequisites/recommended preparation.)

DGME 104 Digital Media Career Pathways
(3) (Pass/No Pass or letter grade)
Minimum of 48 lecture hours per term.

Digital Media Career Pathways focuses on digital media career avenues within creative industries. The course details the various skills needed in the areas of Graphic Design, Gaming and Animation, Interactive Media, Broadcast, Digital Photography and Digital Music. Those who complete the course will have an idea as to what digital media area(s) they may want to pursue as well as how to go about actively pursuing them.

Recommended Preparation: Eligibility for ENGL 838 or ENGL 848 or equivalent.
(AA: Area E5d, CSU)

5. **Class Schedule Description** (Include prerequisites/corequisites/recommended preparation.)

DGME 104 Digital Media Career Pathways

This course will focus on digital media career avenues within creative industries. The course details the various skills needed in the areas of Graphic Design, Gaming and Animation, Interactive Media, Broadcast, Digital Photography and Digital Music. Those who complete the course will have an idea as to what digital media area(s) they may want to pursue as well as how to go about actively pursuing them.

Recommended Preparation: Eligibility for ENGL 838 or ENGL 848 or equivalent.

(3) Pass/No Pass or letter grade

(AA: Area E5d, CSU)

6. **Student Learning Outcomes** (Identify 1-6 expected learner outcomes using active verbs.)

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

Identify and discuss the history of Digital Media

Demonstrate knowledge of the uses of Digital Media

Analyze what is involved in the industry of Digital Media

Discover and compare the different career avenues available in Digital Media

Discover and examine the education, skills and experience required in Digital Media

7. **Course Objectives** (Identify specific teaching objectives detailing course content and activities. *For some courses, the course objectives will be the same as the student learning outcomes. If this is the case, please simply indicate this in this section).*

Same as Student Learning Outcomes

8. **Course Content** (Brief but complete topical outline of the course that includes major subject areas [1-2 pages]. Should reflect all course objectives listed above. In addition, you may attach a sample course syllabus with a timeline.)

Topical Outline Attached

9. **Representative Instructional Methods** (Describe instructor-initiated teaching strategies that will assist students in meeting course objectives. Include examples of out-of-class assignments, required reading and writing assignments, and methods for teaching critical thinking skills.)

A. Lecture/Discussion

Encompassing online-lecture, discussion, demonstrations & explanations on course topics

All content accessible through WebAccess or Internet

B. Bulletin Boards

Students will demonstrate reflective problem solving, writing to increase students' ability to read and comprehend information

D. Interactive Instruction

Students will be given assignments such as Forums, Chats and Discussion Boards to enhance peer-to-peer learning, problem solving, with the material presented in a corresponding lecture, demo, or quiz

C. Reading assignments

Students will be given reading assignments from lectures and Internet to strengthen their knowledge with the material presented in a corresponding lecture, demo, or quiz.

D. Project assignments

Students will be given online project assignments to demonstrate their knowledge of subject matter. Discussion Board, Online Quiz, Online Exercises, Wikis, Blogs

10. **Representative Methods of Evaluation** (Describe measurement of student progress toward course objectives. Courses with required writing component and/or problem-solving emphasis must reflect critical thinking component. If skills class, then applied skills.)

Projects

Student will be assigned individual and team projects to execute to specifications. Students will be graded on performance of these projects

Quizzes, Mid Term and Final exam to assess the students retention of subject matter

Forums/Chats/Discussion Boards

To stimulate thought, explanation, reflection and recall: to promote positive group interaction and conversation to strengthen basic writing skills to emphasize communication, clarity and precision; to improve student writing

11. **Representative Text Materials** (With few exceptions, texts need to be current. Include publication dates.)

Becoming a Digital Designer: A Guide to Careers in Web, Video, Broadcast, Game and Animation Design (Paperback)

Authors: [Steven Heller](#) & [David Womack](#)

Publisher: Wiley (October 2008)

ISBN-13: 978-0470048443

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