1. COURSE ID: DGME 104  TITLE: Digital Media Career Pathways
   Units: 3.0 units  Hours/Semester: 48.0-54.0 Lecture hours; and 96.0-108.0 Homework hours
   Method of Grading: Grade Option (Letter Grade or P/NP)
   Recommended Preparation: Eligibility for ENGL 838 or ENGL 848

2. COURSE DESIGNATION:
   Degree Credit
   Transfer credit: CSU
   AA/AS Degree Requirements:
   CSM - GENERAL EDUCATION REQUIREMENTS: E5d. Career Exploration and Self-Development

3. COURSE DESCRIPTIONS:
   Catalog Description:
   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, Web Design, Broadcasting, 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.

4. STUDENT LEARNING OUTCOME(S) (SLO'S):
   Upon successful completion of this course, a student will meet the following outcomes:
   1. Identify and discuss the history of Digital Media
   2. Demonstrate knowledge of the uses of Digital Media
   3. Analyze what is involved in the industry of Digital Media
   4. Research and compare the different career avenues available in Digital Media
   5. Research and examine the education skills, and experience required in Digital Media

5. SPECIFIC INSTRUCTIONAL OBJECTIVES:
   Upon successful completion of this course, a student will be able to:
   1. Identify and discuss the history of Digital Media
   2. Demonstrate knowledge of the uses of Digital Media
   3. Analyze what is involved in the industry of Digital Media
   4. Research and compare the different career avenues available in Digital Media
   5. Research and examine the education, skills, and experience required in Digital Media

6. COURSE CONTENT:
   Lecture Content:
   Topical Outline: DGME 104 Digital Media Career Pathways
   Course Summary
   An Introduction to Digital Media Careers focuses on digital media career avenues within the creative industries ranging from the fine arts, to entertainment, to commercial art and advertising, to journalism, to media and software services provided for any kind of industry.
   Module 1: Welcomes/Course Syllabus/Technical Requirements
   Module 2: The History of Digital Media and Multimedia Terminology/Technology
   Module 3: Graphic Design
   Module 4: Web
   Module 5: Digital Music
   Module 6: Interactive Media
   Module 7: Broadcasting
   Module 8: Animation and Gaming

7. REPRESENTATIVE METHODS OF INSTRUCTION:
   Typical methods of instruction may include:
   A. Lecture
   B. Discussion
   C. Observation and Demonstration
   D. Group work/Cooperative Learning
   E. Field trips/virtual tours/ Tage visits
   F. Internship/Practicum
D. Other (Specify): A. Lecture/ Discussion Encompassing online-lecture, discussion, demonstrations, and 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.

8. REPRESENTATIVE ASSIGNMENTS
Representative assignments in this course may include, but are not limited to the following:

**Writing Assignments:**
Students will be given written assignments from lectures and course resources to strengthen their knowledge with the material presented in a corresponding lecture, demo, or quiz.

**Reading Assignments:**
Students will be given reading assignments from lectures and course resources to strengthen their knowledge with the material presented in a corresponding lecture, demo, or quiz.

**Other Outside Assignments:**
Students will be given online research project assignments to demonstrate their knowledge of subject matter. Discussion Board, Online Quiz, Online Exercises, Wikis, Blogs.

9. REPRESENTATIVE METHODS OF EVALUATION
Representative methods of evaluation may include:

A. Class Participation
B. Exams/Tests
C. Group Projects
D. Homework
E. Projects
F. Quizzes
G. 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

10. REPRESENTATIVE TEXT(S):
Possible textbooks include:

**Origination Date:** November 2016  
**Curriculum Committee Approval Date:** February 2017  
**Effective Term:** Fall 2017  
**Course Originator:** Diana Bennett