

College of San Mateo
Official Course Outline

1. **COURSE ID:** DGME 120 **TITLE:** Advanced Digital Video and Editing
Units: 3.0 units **Hours/Semester:** 48.0-54.0 Lecture hours; and 16.0-18.0 Lab hours
Method of Grading: Grade Option (Letter Grade or P/NP)
Recommended Preparation:
 DGME 113, or equivalent knowledge and ENGL 838, or ENGL 848

2. **COURSE DESIGNATION:**
Degree Credit
Transfer credit: CSU

3. **COURSE DESCRIPTIONS:**
Catalog Description:

Students learn advanced skills in digital video shooting and editing. Production projects focus on "shooting to edit" and applying common aesthetic principles, such as continuity and sound perspective. Students will work in teams to plan, shoot, and edit their projects using applications such as Adobe Premiere Pro or equivalent. Additional topics include scripting and pre-visualization.

4. **STUDENT LEARNING OUTCOME(S) (SLO'S):**

Upon successful completion of this course, a student will meet the following outcomes:

1. Demonstrate advanced production skills
2. Prepare video for common applications
3. Demonstrate competency in advanced video editing
4. Apply common aesthetic conventions to production and post-production
5. Demonstrate ability to communicate a message through video production
6. Manage data files throughout the post-production process

5. **SPECIFIC INSTRUCTIONAL OBJECTIVES:**

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

1. Demonstrate advanced production skills
2. Prepare video for common applications
3. Demonstrate competency in advanced video editing
4. Apply common aesthetic conventions to production and post-production
5. Demonstrate ability to communicate a message through video production
6. Manage data files throughout the post-production process

6. **COURSE CONTENT:**

Lecture Content:

- Shooting to Edit
 - Pre-visualization and pre-production planning including scripting
 - Establishing shots &: spatial relationships
 - The action axis, vectors, and continuity
 - Close ups, cutaways, and details
 - Subject to camera relationships
- Project Management
 - Producing and managing a production
 - Production team
 - The post production process
 - Managing and storing media assets
- Digital Video Editing
 - Managing media files
 - Advanced edit techniques
 - Editing audio
 - Titling
 - Transitions and effects
 - Transcoding

Lab Content:

Lab time will be completed in Digital Media Center, where students will apply their learning by demonstrating the advanced digital video editing techniques with appropriate software.

Students will complete lab exercises and assignments that reinforce the lecture material along with strengthening their skills utilizing the appropriate software.

7. REPRESENTATIVE METHODS OF INSTRUCTION:

Typical methods of instruction may include:

- A. Lecture
- B. Lab
- C. Activity
- D. Critique
- E. Discussion
- F. Field Experience
- G. Observation and Demonstration

8. REPRESENTATIVE ASSIGNMENTS

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

Writing Assignments:

Students will write scripts, shot lists, and other documents related to their projects

Reading Assignments:

Weekly readings from the assigned textbook or handouts.

Other Outside Assignments:

Video projects demonstrating advanced production and post-production skills.

9. REPRESENTATIVE METHODS OF EVALUATION

Representative methods of evaluation may include:

- A. Class Participation
- B. Group Projects
- C. Homework
- D. Lab Activities
- E. Projects

10. REPRESENTATIVE TEXT(S):

Possible textbooks include:

- A. Artis, A.. *Master Shots: 100 Advanced Camera Techniques to Get an Expensive Look on Your Low-Budget Movie*, 2nd ed. Michael Wiese Productions, 2012
- B. Adobe Creative Team. *Adobe Premiere Pro CS6 Classroom in a Book*, ed. Adobe Press, 2012
- C. Anthony Q. Artis. *The Shut Up and Shoot Freelance Video Guide: A Down & Dirty DV Production*, 2nd ed. Focal Press, 2014

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Course Originator: Kevin Henson