1. **COURSE ID:** DGME 165  
   **TITLE:** Digital Animation  
   **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:**  
   Eligibility for ENGL 838 or ENGL 848.  
   DGME 167

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

3. **COURSE DESCRIPTIONS:**  
   **Catalog Description:**  
   This project-based course will cover the design principles for creating animations and interface solutions for web-based media. Students will learn basic techniques used to create interactive web sites and animation. Topics include: creating vector graphics, importing and optimizing bitmaps, symbols and instances, tweening, keyframes, audio, interactivity, graphic user interface design, usability and accessibility. Students will build a basic website or interactive project. Software: Adobe Creative Suite®

4. **STUDENT LEARNING OUTCOME(S) (SLO'S):**  
   Upon successful completion of this course, a student will meet the following outcomes:  
   1. Identify interface elements  
   2. Identify and demonstrate the drawing tools  
   3. Identify basic animation techniques  
   4. Identify the concept of symbols and demonstrate building basic symbols.  
   5. Demonstrate the ability to build animations and execute basic action script  
   6. Demonstrate the ability to prepare and publish movies

5. **SPECIFIC INSTRUCTIONAL OBJECTIVES:**  
   Upon successful completion of this course, a student will be able to:  
   1. Identify interface elements  
   2. Identify and demonstrate the drawing tools  
   3. Identify basic animation techniques  
   4. Identify the concept of symbols and demonstrate building basic symbols.  
   5. Demonstrate the ability to build animations and execute basic action script  
   6. Demonstrate the ability to prepare and publish movies

6. **COURSE CONTENT:**  
   **Lecture Content:**  
   - Interface Elements  
   - Drawing Tools  
   - Animation Basics (frame x frame)  
   - Shape Tweening  
   - Symbols and Instances  
   - Motion Tweening & Timeline Effects  
   - Use of Bitmaps  
   - Buttons  
   - Movie Clips  
   - Text  
   - Sound  
   - Video  
   - Publishing and Exporting  
   - Project Management  
   - Integration with other software

7. **REPRESENTATIVE METHODS OF INSTRUCTION:**
Typical methods of instruction may include:
A. Lecture
B. Lab
C. Activity
D. Critique
E. Discussion
F. Observation and Demonstration
G. Other (Specify): A. Lecture/Discussion: Encompassing in-class demonstration and explanations on course topics.
B. Lab: Students will demonstrate examples of course topics on lab computers
C. Reading Assignments: Students will be given reading assignments to become familiar with the material presented corresponding lecture, lab, quiz, mid-term, or final.
D. Project Assignments: Student will be given project assignments to demonstrate their knowledge of the software and theory of concepts

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

Writing Assignments:
- Weekly Forums
- Weekly Summaries/Assignments
- Reflection Assignments
- Mid Term
- Final Exam

Reading Assignments:
- Required Text Book
- Online Resources
- Instructor Provided Resources

Other Outside Assignments:
- Homework Assignments

9. REPRESENTATIVE METHODS OF EVALUATION
Representative methods of evaluation may include:
A. Class Work
B. Exams/Tests
C. Group Projects
D. Homework
E. Lab Activities
F. Oral Presentation
G. Papers
H. Portfolios
I. Projects
J. Quizzes
K. Written examination
L. Projects: Student will be assigned projects to execute to specifications. Students will be graded on performance of these projects.
Quizzes/Mid-Term/Final Exam: Students will be tested on their retention of important principles
In-class Demonstrations: Students will be asked to make presentations and demonstrate course topics

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

Origination Date: August 2014
Curriculum Committee Approval Date: December 2014
Effective Term: Fall 2015
Course Originator: Diana Bennett