

**College of San Mateo**  
**Official Course Outline**

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 Pass/No Pass)

**Recommended Preparation:**

Eligibility for ENGL 838 or ENGL 848 or ESL 400.

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. Research and compare the different career avenues available in Digital Media
4. Research and examine the educational 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. Research and compare the different career avenues available in Digital Media
4. Research and examine the education skills, and experience required in Digital Media

6. **COURSE CONTENT:**

**Lecture Content:**

- History of Digital Media
- Digital Media Terminology
- Digital Media Technology
- Graphic Design
- Web/Mobile Design
- Digital Music
- Interactive Media
- Broadcasting
- Animation and Gaming

7. **REPRESENTATIVE METHODS OF INSTRUCTION:**

Typical methods of instruction may include:

- A. Lecture
- B. Lab
- C. Critique
- D. Discussion
- E. Guest Speakers
- F. Observation and Demonstration
- G. Other (Specify): A. Lecture/Discussion -Encompassing in-class demonstrations & explanations on course topics B. Labs -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 in a corresponding lecture, lab, or quiz. D. Project assignments -Students will be given a project assignment to demonstrate their knowledge of the software and theory.

#### 8. REPRESENTATIVE ASSIGNMENTS

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

**Writing Assignments:**

Written short answer and short paragraphs incorporated in the assignments and projects.

**Reading Assignments:**

Weekly reading from course textbook and resources.

**Other Outside Assignments:**

Completion of homework assignments.

#### 9. REPRESENTATIVE METHODS OF EVALUATION

Representative methods of evaluation may include:

A. Class Participation

B. Class Work

C. Exams/Tests

D. Group Projects

E. Homework

F. Lab Activities

G. Oral Presentation

H. Papers

I. Projects

J. Quizzes

K. 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. Class Demonstrations -Students will make presentations and demonstrate course topics.

#### 10. REPRESENTATIVE TEXT(S):

Possible textbooks include:

A. Seguin & Culver. *Media Career Guide: Preparing for Jobs in the 21st Century*, 11th ed. Bedford/St. Martin's, 2017

**Origination Date:** September 2018

**Curriculum Committee Approval Date:** January 2019

**Effective Term:** Fall 2019

**Course Originator:** Diana Bennett