

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

1. **COURSE ID:** DGME 105    **TITLE:** Introduction to Digital Media  
**Units:** 3.0 units    **Hours/Semester:** 40.0-45.0 Lecture hours; 24.0-27.0 Lab hours; 80.0-90.0 Homework hours; 144.0-162.0 Total Student Learning hours  
**Method of Grading:** Grade Option (Letter Grade or Pass/No Pass)
  
2. **COURSE DESIGNATION:**  
**Degree Credit**  
**Transfer credit:** CSU; UC
  
3. **COURSE DESCRIPTIONS:**  
**Catalog Description:**  
Introduction to the tools and techniques of Digital Media. Includes basic computer skills, digital image capture, image manipulation, illustration, layout, time based media, 3D, and emerging technologies.
  
4. **STUDENT LEARNING OUTCOME(S) (SLO'S):**  
Upon successful completion of this course, a student will meet the following outcomes:
  1. Discuss current tools, trends and career opportunities in Digital Media.
  2. Identify, create, edit, and display different types of digital files in text, graphics, animation, video, and/or audio.
  3. Create a digital media presentation using painting, drawing, animation, video and/or web authoring programs.
  
5. **SPECIFIC INSTRUCTIONAL OBJECTIVES:**  
Upon successful completion of this course, a student will be able to:
  1. Identify the various tools and software to create, manage and distribute digital content.
  2. Create and manipulate different types of digital files.
  3. Create digital media presentation using different digital media tools.
  
6. **COURSE CONTENT:**  
**Lecture Content:**
  1. Digital Image Content Creation and Manipulation
    - A. Web
    - B. Mobile
    - C. Hybrid
  2. Illustration
    - A. Traditional
    - B. Digital
  3. Layout
    - A. Analog
    - B. Digital
  4. Interaction Design
    - A. UI/UX
    - B. Web
    - C. Game
    - D. Mobile
  5. Time-based Media
    - A. Audio
    - B. Video
    - C. Frame-by-frame
  6. 3D Fundamentals
    - A. Model
    - B. Texture
    - C. Articulate
    - D. Animate
    - E. Render
    - F. Real-time

**Lab Content:**

Students will use lab time to complete projects and textbook assignments under the guidance of the instructor.

The lab exercises will align with the course's learning objectives and progressively build students' skills and understanding of various digital media concepts and tools.

Lab exercises will consist of:

1. Developing a Website
2. Creating a Video
3. Creating a Marketing campaign
4. Creating a Multimedia presentation

**7. REPRESENTATIVE METHODS OF INSTRUCTION:**

Typical methods of instruction may include:

- A. Lecture
- B. Lab
- C. Activity
- D. Critique
- E. Discussion
- F. Guest Speakers
- G. Observation and Demonstration
- H. Other (Specify): A. Lecture/Discussion -Encompassing in-class demonstrations and explanations on course topics. B. Lab -Students will demonstrate examples of course topics C. Reading Assignments -Students will be given reading assignments from class textbook to become familiar with the material presented in the corresponding lecture, lab, or quiz. D. Project Assignments - Students will be given project assignments to demonstrate their knowledge of theory and software.

**8. REPRESENTATIVE ASSIGNMENTS**

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

**Writing Assignments:**

- Weekly assignments/projects
- Student self-assessment assignment
- Midterm
- Final Exam

**Reading Assignments:**

- Textbook-Required reading
- Online Resources
- Instructor Resources

**9. REPRESENTATIVE METHODS OF EVALUATION**

Representative methods of evaluation may include:

- A. Class Participation
- B. Class Performance
- C. Class Work
- D. Exams/Tests
- E. Group Projects
- F. Homework
- G. Lab Activities
- H. Oral Presentation
- I. Papers
- J. Portfolios
- K. Projects
- L. Quizzes
- M. Written examination
- N. A. Projects - Students will be assigned projects to execute to specifications. Students will be graded on performance of these projects. B. Quizzes/Midterm/Final Exam - Students will be tested on their retention of important principles. C. In-Class Demonstrations -Students will make presentations and demonstrate course topics.

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

Possible textbooks include:

A. Costello, Vic. *Multimedia Foundations: Core Concepts for Digital Design*, 3rd ed. Focal Press, 2023

**Origination Date:** September 2023

**Curriculum Committee Approval Date:** November 2023

**Effective Term:** Fall 2024

**Course Originator:** Diana Bennett