GAVILAN COLLEGE
5055 Santa Teresa Blvd
Gilroy, CA 95023

Course Outline

COURSE: CSIS 108 DIVISION: 50 ALSO LISTED AS: DM 108

TERM EFFECTIVE: Fall 2018 **Inactive Course**

SHORT TITLE: DIGITAL MEDIA LAB

LONG TITLE: Digital Media Lab

Units	Number of Weeks		Contact Hours/Week		Total Contact Hours
.5 TO 3	18	Lecture:	0	Lecture:	0
		Lab:	1.5 TO 9	Lab:	27 TO 162
		Other:	0	Other:	0
		Total:	1.5 TO 9	Total:	27 TO 162

COURSE DESCRIPTION:

Supervised practice and individualized computer assisted learning of software applications and techniques commonly found in the design and production of digital media (e.g., digital art and imaging, digital photography, digital print, digital audio/video, web design/authoring, DVD/CD ROMs, animation). Supplements lecture courses. Open entry/exit, so may be added at anytime during the semester. This is a pass/no pass course. Also listed as DM 108. ADVISORY: CSIS 1 or CSIS 2/2L or equivalent computer experience.

PREREQUISITES:

COREQUISITES:

CREDIT STATUS: D - Credit - Degree Applicable

GRADING MODES
P - Pass/No Pass

REPEATABILITY: N - Course may not be repeated

SCHEDULE TYPES:
04 - Laboratory/Studio/Activity
047 - Laboratory - LEH 0.7
72 - Dist. Ed Internet Delayed
73 - Dist. Ed Internet Delayed LAB
737 - Dist. Ed Internet LAB-LEH 0.7

STUDENT LEARNING OUTCOMES:

1. Create and produce digital media projects by analyzing project and rationally determining steps to produce project in a defined timeline. Critically determine aesthetics (e.g., balance, rhythm, color) and apply skills to realize them in a cohesive manner throughout project development. Analyze project and critically determine what software and/or steps will be needed to solve design problems.
ILO: 2, 5, 6, 7
Measure: performance in lab, demonstration of digital media skills, critiques by instructor & peers, project production.
2. Perform in interdisciplinary environment. Analyze others social interaction and work in a cooperative manner.
ILO: 4, 6, 1
Measure: student's interaction & performance in lab, team work in project creation.
3. Demonstrate responsibility in project development and production by producing project on time. Analyze overall project development steps and elements then critically determine own role to play.
ILO: 6, 4, 2
Measure: meeting deadline, performance during skills application, demonstration of social interaction.

CONTENT, STUDENT PERFORMANCE OBJECTIVES, OUT-OF-CLASS ASSIGNMENTS
Inactive Course: 05/14/2018
EACH WEEK
1.5 to 9 depending on unit credit
Content:
Under supervision of an instructor, students develop projects enabling them to learn and practice skills in the use of specialized software/hardware used for design and production of digital media. This supplements regular course requirements and offerings allowing the student to progress at their own rate and skill level. Examples of tasks include: producing a video, scanning images for use in web design, authoring and burning a DVD of a video made in the TV Production class, adding 3D images to a web site designed in the Dreamweaver class, produce a portfolio to help in job hunting.
Performance objectives:
Students will be able to conceive and define digital media projects.
Students will demonstrate understanding and application of techniques (e.g., digital editing, digital imaging retouching, DVD production, web page layout) in digital media design and production.
While working in an interdisciplinary environment, students will be able to apply knowledge of related disciplines; integrate disparate ideas; demonstrate social skills and the ability to work in interdisciplinary teams commonly found in digital media production.
If repeated, students will demonstrate refinement of skills and the ability to adapt their knowledge to other forms and/or elements of digital media.

ASSIGNMENTS:
Included in content section of course outline.

METHODS OF INSTRUCTION:
Individual study and application of learned skills in an open lab situation. Guided, on-line, and computer assisted teaching available as needed by the student.

METHODS OF EVALUATION:
This is a degree-applicable course, but substantial writing assignments are NOT appropriate, because the course primarily:
Involves skill demonstrations or problem solving
The problem-solving assignments required:
Other: Project design and production
The types of skill demonstrations required:
Class performance
Performance exams
Other: Team produced projects. Teamwork skills.
The types of objective examinations used in the course:
None
Other category:
Students will evaluate their own projects.
The basis for assigning students grades in the course:
Writing assignments: 0% - 0%
Problem-solving demonstrations: 35% - 45%
Skill demonstrations: 25% - 35%
Objective examinations: 0% - 0%
Other methods of evaluation: 25% - 35%

REPRESENTATIVE TEXTBOOKS:
Handouts from the instructor, assisted learning materials, and manuals available in the lab, or other appropriate college level text.

ARTICULATION and CERTIFICATE INFORMATION
Associate Degree:
GAV C1, effective 200470
CSU GE:
IGETC:
CSU TRANSFER:
Transferable CSU, effective 200470
UC TRANSFER:
Not Transferable

SUPPLEMENTAL DATA:
Basic Skills: N
Classification: Y
Noncredit Category: Y

Cooperative Education:
Program Status: 1 Program Applicable
Special Class Status: N
CAN:
CAN Sequence:
CSU Crosswalk Course Department: CSIS
CSU Crosswalk Course Number: 108
Prior to College Level: Y
Non Credit Enhanced Funding: N
Funding Agency Code: Y
In-Service: N
Occupational Course: D
Maximum Hours:
Minimum Hours:
Course Control Number: CCC000001193
Sports/Physical Education Course: N
Taxonomy of Program: 061400