

# class syllabus

## digital works, inc.



### *Digital Works, Inc.*

<b>Division:</b>	e-Communication	<b>Course Title:</b>	Digital Works, Inc.
		<b>Course #:</b>	<b>CP440</b>
<b>Instructor:</b>	Mr. Kapeller	<b>Grade Level:</b>	10
<b>Email:</b>	dkapelleronw@olatheschools.com		
<b>Credit:</b>	1	<b>Course Length:</b>	One Semester, Two-Hour Block

#### **Description:**

This course will provide students with the foundation for further study in the field of e-Communication. Students will be provided an overview of the digital universe through real world projects in a learning laboratory classroom environment. Students will complete projects following industry-standard 4-stage production process: development, pre-production, production, and post-production. Projects will encompass all three threads of the e-Communication program: web design and development, graphics and animation, and multimedia and entertainment broadcasting.

#### **Prerequisites:**

None

#### **Required Textbooks:**

TBD

#### **Instructional Strategies:**

Direct instruction, demonstration, graphic organizers, application exercises, projects, cooperative groups, case studies, guest speakers, videos, and the Internet.

#### **Assessment:**

Projects, learning simulations, daily work performance, attendance, teacher observation, rubric, checklist, classroom discussion, research relevant to topic, application performance, and exams.

#### **Course Objectives:**

Upon successful completion of this course the student should be able to:

1. Demonstrate the planning, designing and production components involved in the creation of a video clip.
2. Demonstrate the planning, designing and production components involved in the creation of a web site.
3. Demonstrate the planning, designing and production components involved in the creation of print media.
4. Demonstrate the planning, designing and production components involved in the creation of a radio and/or television broadcast.
5. Plan, design and produce one or more of the following: a unique video clip, a unique web site, a customized radio or television broadcast, or custom graphics used in print media.
6. Demonstrate corporate digital use policies and explain the consequences of violation.
7. Demonstrate the importance of licensing agreements as a user or designer or programs or applications.
8. Integrate skills in other curricular areas.
9. Identify career roles, educational requirements, and salary ranges and job outlook in various digital design and development fields.

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### **Course Outline:**

**Division 1:** Introduction to Digital Works, Inc.

**Division 2 & 3:** Print Media

**Division 4 & 5:** Animation

**Division 6 & 7:** Radio & Television Broadcasting

**Division 8:** Video Production & Animation

**Division 9 & 10:** Web Design & Development

**Division 10—15:** Final Product based on Client Case Study

### **Methods of Evaluation of Competencies:**

Evaluation of student mastery of course competencies will be accomplished using the following grading scale:

A = 90 -100 %

B = 80 – 89 %

C = 70 – 79 %

D = 60 – 60 %

F = 0 – 59 %