

# Multimedia 1 (MM1) Syllabus

Fall 2006

Mr. Allison

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This course is designed for students who wish to increase their knowledge and usage of technology and software, with an emphasis in multimedia applications. The primary focus for the semester will be an introduction to making various types of movies.

EQUIPMENT REQUIREMENTS: Headphones

EQUIPMENT RECOMMENDATION: Digital Camera, Digital Video Camera\*

\*Students enrolled in MM1 will benefit greatly from having access to a digital movie camera as well as a digital camera. Students are not required to have a digital video camera, but their enjoyment and success in the class will be greatly limited and restricted without one. This class emphasizes moviemaking and the lack of access to a digital video camera will severely limit the opportunities a student can take advantage of.

GOAL: Demonstrate academic excellence in the field of multimedia by developing core knowledge of basic multimedia applications: terminology, troubleshooting, composition, cross platform, cross application, and creativity.

PLAN:

- Develop quality projects over the course of a semester.
- Present projects to the class throughout the semester.
- Create a final project using multimedia software learned throughout the semester.

Application description and software used throughout the semester may include (but not limited to):

<u>DESCRIPTION</u>	<u>SOFTWARE</u>
1. Sound (creation and design)	1. GarageBand
2. Presentations (business and stand alone)	2. PowerPoint
3. Photos (photo CD's, editing, slideshow)	3. iPhoto
4. Movies (composition, creation, video editing)	4. QuickTime Pro, iMovie, Final Cut Express

GRADING:

50% On task and on time to demonstrate employee excellence

30% Class Presentations

20% Final Project

CLASSROOM BEHAVIOR, REQUIREMENTS and EXPECTATIONS:

- On task 100% treating others with respect.
- No food or drink in the lab at any time-consequence will be helping me to clean up the lab after all have left.

MAKEUP WORK – All assignments have one extra day of time built into the length of the assignment, therefore, if you are absent one day during a project or assignment, there will not be any extra time given for the assignment. If you miss more than one day during a project or assignment, please see Mr. Allison. Mr. Allison will work with students and give them a fair amount of time to make up missed assignments. Make up work applies to excused absences only.

- Be at class on time and ready to work. Call home after 3 tardies. 4<sup>th</sup> is a referral. Each tardy costs 5 points from on task grade because they detract from time on task. In any real world job you would be fired for excessive tardiness.
- Always be respectful of others – if someone drives you crazy then practice ignoring him or her like a Zen Master.
- Listening to CDs or MP3s, playing software games, checking email or messing with the configuration of our computers is NEVER tolerated. (Automatic loss of points for not being On Task).
- Late works costs 10% of final grade per working day late. After 2<sup>nd</sup> day, best possible grade for project will be a "C" (could be lower if project does not meet requirements or is substandard quality.)
- Each student receives 100 responsibility points at the beginning of the semester. Those points are yours to keep, unless you fail in your responsibility to meet requirements and expectations (such as playing games on Internet, not staying on task during class, etc.)

*I have read the course syllabus and understand the requirement and expectation. I understand the equipment requirements and recommendations (digital cameras and headphones).*

Email contact for parents: \_\_\_\_\_

Signature: \_\_\_\_\_