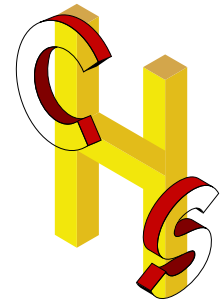


DIGITAL MEDIA

CHINOOK HIGH SCHOOL

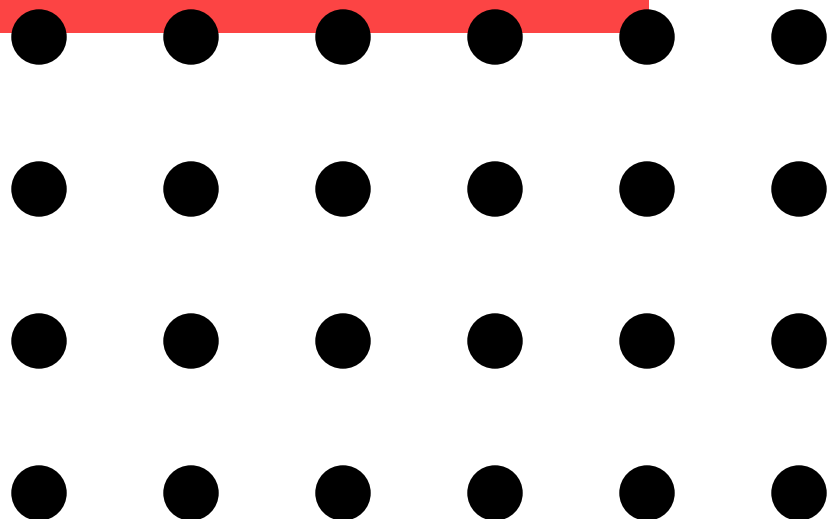
AMANDA | RM 205

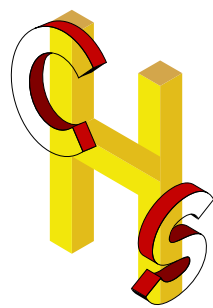
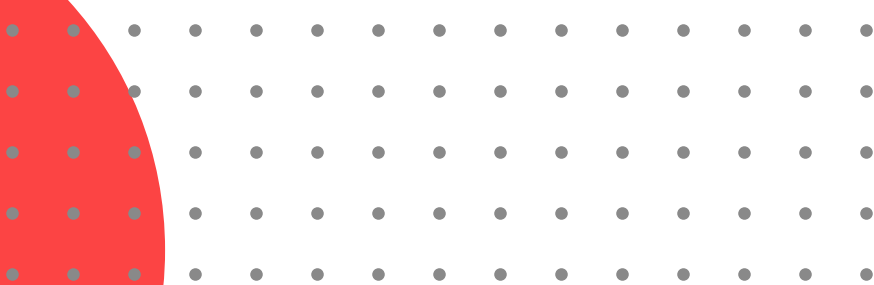
Amanda.Sequeira@lethsd.ab.ca



Welcome! Digital Media is a series of 10, 20, and 30-level CTS courses focused in a variety of areas of study; Graphic Design, Photography, 2D and 3D Animation, Web Development, Audio Production, Video Production, Digital Art, UI/UX Design, and more! Due to the module-based structure of the class, Digital Media offers ample opportunity for senior students to design, create, and execute their own project ideas.

Digital Media is a largely project-based course rooted in design theory and project development. Students are required to complete two mandatory modules before choosing their own project work - it is expected students complete a minimum of 5 modules per semester. (Note: 5 30-level credits in Digital Media are approved as a 5th course requirement at the University of Lethbridge) Mandatory modules are outlined in the following page.



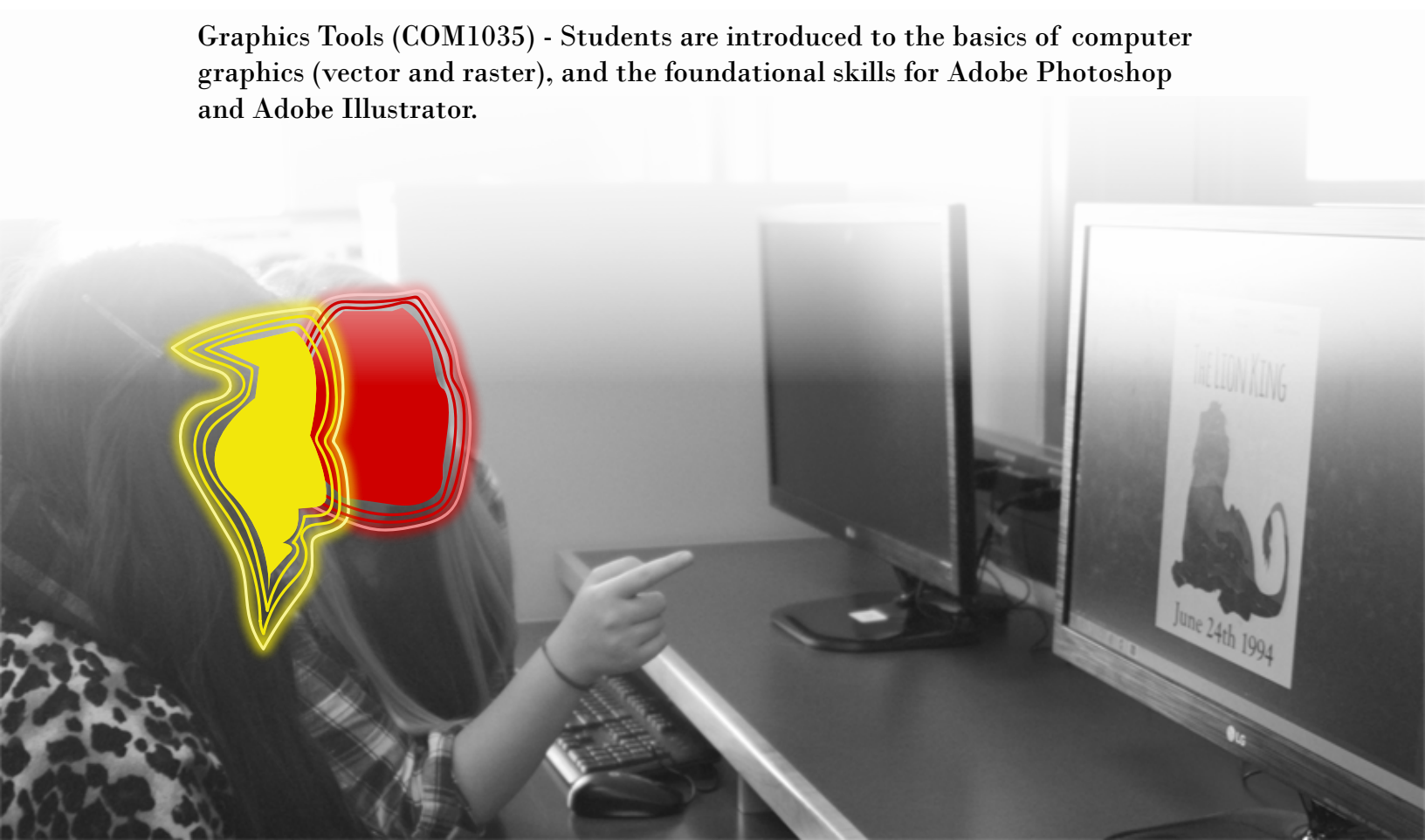


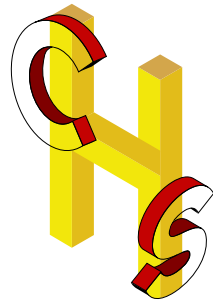
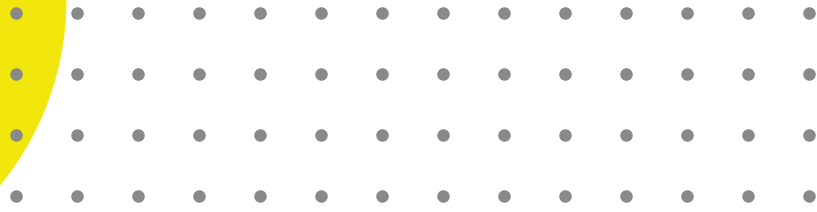
MANDATORY MODULES

If this is your first time taking Digital Media, regardless of your grade level, you must complete the two prerequisite modules below first before developing your own project work. The completion of both these modules by all Digital Media students at Chinook ensure all students have the same foundational skills moving forward;

Visual Composition (COM1005) - Students will learn to employ fundamental elements and principles of design and gain a strong foundational multidisciplinary experience in preparation for upcoming modules.

Graphics Tools (COM1035) - Students are introduced to the basics of computer graphics (vector and raster), and the foundational skills for Adobe Photoshop and Adobe Illustrator.





COURSE MATERIALS

Digital Media students will have access to the entire Adobe suite while on campus at Chinook High School, this is made possible through a \$15 school fee for the semester-long course.

Students should make use of their 1TB OneDrive storage, which can be accessed through their Office365 school logins to back up their project work. Physical external hard drives are welcome but discouraged due to ease of corrupting them from getting knocked around.

Digital Media students have access to the variety of resources at Chinook High School (DSLR cameras, drawing tablets, tripods, etc.), however students who wish to use their own equipment are always welcome to do so.

ASSESSMENT

Students will be assessed on their abilities using a variety of software, as well as their abilities to critically reflect and evaluate their learning through written and oral modalities. While assignments in various modules have been designed to be completed in specific ways, each assignment is considered to be flexible in its approach and may be adjusted to meet the needs of individual learners.

Students are able to develop industry knowledge and skills in Digital Media in an engaging and hands-on learning environment, while also helping students to explore their interests and career options in this field. Students will have the opportunity to collaborate with their peers on their work, while also achieving independence through a student led learning process that encourages ongoing student reflection.

This is all just a long way of saying:

50% = Workstation Routines and Competencies (proper time management, equipment use, copyright enforcement etc.)

50% = Skill Development in Project Work