|  |  | **Course Outline and Evaluation Summary**  **Course Code: TGJ4M1** | |  |
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|  | Title of Course:  **Communications Technology -**  **Digital Media Arts & Technology** | 416-395-3210 | |
|  | Department:  **Technological Studies** |  | |

| **Course Description** |
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| In this course, students will further develop media knowledge and skills while designing and producing projects in the areas of live, recorded, and graphic communications. Students may work in the areas of TV, video, and movie production; print and graphic communications; photography; digital imaging; and interactive new media. Students will also expand their awareness of environmental and societal issues related to communications technology, and will investigate career opportunities and challenges in a rapidly changing technological environment. *(Reference: The Ontario Curriculum, Grades 11 and 12, Technological Education, Ontario Ministry of Education, 2009)*  Exploration of careers in digital media, for example graphic designers, animators, illustrators etc. will give students greater insight into the uses of the material learned in the units. In addition to evaluated intermittent assignments during the “media focus” unit, a culminating project at the end of the unit will give the students an opportunity to showcase their total understanding and control of the software and criteria for the unit. |

| **Course Evaluation**  Course evaluations incorporate one or more of the achievement categories. A brief description of each category can be found [here](https://www.dcp.edu.gov.on.ca/en/assessment-evaluation/categories-of-knowledge-and-skills). The final grade is calculated using the weighted percentages below. | | |
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| A variety of tasks where you show your learning and have marks assigned using the Achievement Categories/Strands. The Summative tasks assess your learning on the entire course.  **30% APPLICATION**  **25% COMMUNICATION**  **25% KNOWLEDGE/UNDERSTANDING**  **20% THINKING/INQUIRY** | **Term Work:** | **Summative**  **Evaluation:** |
| 70% | 30% *(No exam)* |
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| **Learning Skills** |
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| Learning skills provide Information to help students understand what skills, habits & behaviours are needed to work on to be successful. These are not connected with any numerical mark. A brief description of each skill can be found [here](http://www.edu.gov.on.ca/eng/policyfunding/growsuccess.pdf#page=17).  **Responsibility, Organization, Independent Work, Collaboration, Initiative and Self-Regulation**  E – Excellent G – Good S – Satisfactory N – Needs Improvement |

| **Required Materials:** Any educational resource required for this course will be provided by the school. It is the student’s responsibility to come to class with these materials. |
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| **School/Departmental/Classroom Expectations** |
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| **Attendance:** The student is expected to attend class on time. Parents/guardians will be contacted if lates/attendance becomes an issue/hindrance. If the student knows about an absence in advance, they should contact the teacher.  **Plagiarism/Cheating:** A mark of 0 will be assigned for any work submitted that does not belong to the student. A mark of 0 will be assigned to a student who was found to have cheated. Parents/guardians will be informed.  **Missed Work:** If a student is absent from class, (e.g. illness, sports team) it is **their** responsibility to find out what they have missed and to catch up. The student is responsible for completing all of the work that was missed due to an absence. If a student misses an assignment or test without a legitimate explanation and documentation, marks up to and including the full value of the evaluation may be deducted. Make-up tests must be arranged to be written.  **Late Work:** Late work may result in a deduction of marks up to and including the full value of the evaluation. |

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| **Course Assessment Tasks**  **UNIT “MEDIA FOCUS AREA” AND ASSOCIATED PROJECTS.** Students will choose two (2) “Media Focus Areas” to focus on for the entirety of the course. Students will produce a minimum of two (2) evaluated projects per focus area. Students will also complete a Culminating Activity Portfolio. ***Students will have approximately 45 hours allocated per “Media Focus Area” selected plus 15 hours for their culminating activity.*** | | | |
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| ***Unit Media Focus*** | ***Big Ideas*** | ***Major Assignments / Evaluations*** | ***Estimated Duration*** |
| **UNDERSTANDING THE CREATIVE PROCESS** | **To build upon a simplified, yet insightful approach to the creative process.** *Students will further explore the process to achieve unique and exciting designs and communication in digital media art.* | ***All Unit Media Focus assignments will have a “creative process” component in which the student must showcase and submit.*** | **5 Hours** |
| **GRAPHIC DESIGN AND LAYOUT** | **Using graphics and design to produce**  **imagery with messages or meaningful**  **ideas.** *Students will further explore Adobe Illustrator, Adobe InDesign, Adobe Photoshop during this unit.* | ***If choosing this Media Focus, students to choose two from the following:***  **A)** Original Product Package Design  **B)** 6-Page Magazine, include front/back cover, a double page spread; editorial content  (original photos/artwork and written content)  **C)** Infographic  **D)** 4-Page Restaurant Menu + Logo Design (original photos/artwork and content)  **E)** Website Design (non-functioning - just design) with minimum 3 hyperlinks menu (original photos/artwork and content) | **45 Hours** per Media Focus Area *(students to select only two (2) areas for a total of 90 hours)* |
| **ANIMATION**  **(2D and/or 3D)** | **Creating the illusion of moving imagery**  **2D and / or 3D.** *Students will further explore Adobe Animate, a*  *vector/raster-based software during this*  *Unit and/or Blender.* | ***If choosing this Media Focus, students to choose two from the following:***  **A)** 1-Minute 2-D Animation (Adobe Animate)  **B)** 1-Minute 3-D Animation (Blender)  **C)** 1-Minute Stop Motion Animation (original artwork/Adobe software)  **D)** 3-D Full Colour Modeling (character development, Blender) | **45 Hours** per Media Focus Area *(students to select only two (2) areas for a total of 90 hours)* |
| **VIDEO PRODUCTION** | **Capturing live actions and piecing it**  **together into a story.** *Students will*  *further explore Adobe*  *Premiere Pro, an editing software, Adobe After Effects and DSLR cameras during this unit.* | ***If choosing this Media Focus, students to choose two from the following:***  **A)** 3 to 5 minute Short Film (original script, storyboard/shot list and filming - narrative/documentary/mokumentary/music video)  **B)** 45-Second Public Service Announcement (PSA) Commercial  **C)** A Series of Motion Graphics illustrating use of video/images and VFX  **D)** 3 to 5-minute “Favourite Scene” Assignment | **45 Hours** per Media Focus Area *(students to select only two (2) areas for a total of 90 hours)* |
| **DIGITAL IMAGING (PHOTOGRAPHY) AND DESIGN** | **Using the print medium to showcase**  **an altered reality world.** *Students will*  *further explore and learn how to use Adobe Photoshop, a raster-based software and digital photography during this unit.* | ***If choosing this Media Focus, students to choose two from the following:***  **A)** Surrealism (original digital photography and content)  **B)** Double Exposure (original digital photography and content)  **C)** Cubism Photo Montage: (original digital photography and content) https://www.youtube.com/watch?v=AZFm\_GIzewo&t=167s  **D)** Distorted Perspectives (original digital photography and content) | **45 Hours** per Media Focus Area *(students to select only two (2) areas for a total of 90 hours)* |
| Culminating Task  **DIGITAL PORTFOLIO** | **Create a self-promotional webpage.** *Students will explore and learn*  *how to use Adobe Spark, a web-building*  *software during this unit (or any other web-based software).* | Showcase the creative process, work completed and bio. | **15 Hours** |