Multimedia 12: Mr. Paul Syme

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School phone # is 542-6060
(Success in studio courses rely heavily on your attendance. Call or email if you are going to miss any class or if either you or your parents want to inquire about the course or your performance.)

You will need:

- Investigative Workbook ($6) and pencils
- NSPES email address for Moodle
- A digital way to record audio / visual
- memory stick

Your key task in this course is to explore the tools and language of media through analysis and creative inquiry (making stuff).

Creatively Inquire into:
soundtracks
video
movies
ads
animations
games
still imagery
sound bytes
mood /atmosphere
synchronies / asynchronies teaming
interactivity

Term 1:
Place in Sound and Vision

Term 2:
Time in Sound and Vision

Proposed Assessment Structure:

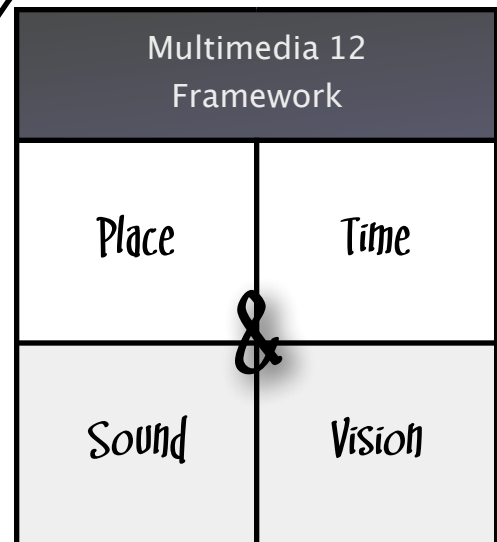Evidence of ideation and planning through experimentation and research: 15%

Studio Projects: 70%

Theory and reflection: 15%

Due Dates/ Late projects:

Your success is our number one goal! To keep pace with the course and to maximize successful learning and grades, this is what you should expect from yourself:

- Don't get behind, hand in everything on time
- Critiques are sacred, all must attend with a project to share
- Deadlines met means getting good critical feedback and a chance to resubmit.
- Missed deadlines means lost freedoms (e.g. lunch hour)

Multimedia 12 Framework	
Place	Time
Sound	Vision

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* Deadlines are Firm as group critiques will occur on due dates. Communicate with me before deadlines if you are falling behind.

Multimedia 12 Nova Scotia Learning Outcomes:

Module 1: Creating and Manipulating Images
By the end of this course, students will be expected to:
1.1 apply techniques and procedures needed to manipulate images (including text) in a range of media, including digital and electronic media
1.2 demonstrate an understanding of the cultural, historical, and emotional impact of other people's images by examining their form and content
1.3 demonstrate an awareness of the procedures involved in the production of images in a range of digital and electronic media
1.4 apply principles of art and design to create digital and electronic images
1.5 construct digital and electronic images which communicate ideas and concepts

Module 2: Creating and Manipulating Timed Images
By the end of this course, students will be expected to:
2.1 apply techniques and procedures needed to create motion graphics
2.2 demonstrate an understanding of the cultural, historical, and emotional impact of other people's motion graphics by examining their form and content
2.3 demonstrate an awareness of the procedures involved in the production of motion graphics in a range of digital and electronic media
2.4 apply principles of art and design to create motion graphics
2.5 constructed motion graphics which communicate ideas and concepts

Module 3: Sound
By the end of this course, students will be expected to:
3.1 demonstrate an understanding the elements of sound, including tone, pitch, volume, shape, and harmonics
3.2 create and manipulate sound products from a range of sources, including music, narration and effects
3.3 demonstrate an understanding of the cultural, historical, and emotional impact of other people's sound products
3.4 by examining the form and content; and relationship or potential relationship of sound products to other multimedia elements
3.5 demonstrate an awareness of the procedures involved in the production and application of sound products in a range of media
3.6 apply principles of art and design to create sound products
3.7 construct and manipulate sound products which communicate ideas and concepts

Module 4: Collaborative Project and Personal Portfolio
By the end of this course, students will be expected to:
Students will be expected to create, manipulate, and critically reflect on multimedia products
Students will become controlling, reflective members of a collaborative culture
4.1 apply skills, principles, techniques, and processes of art and design to communicate ideas and concepts to an identified audience for a specified purpose
4.2 demonstrate an understanding of the cultural, historical, and emotional impact of other people's multimedia products by examining their form and content, audience and purpose
4.3 collaboratively create a customized multimedia authored project using software program(s) and external sources
4.4 independently select, organize and refine a range of multimedia products that illustrate learning throughout the course to create a multimedia- authored personal portfolio
4.5 explore various educational and career paths in multimedia- related fields