

MULTIMEDIA 7

PURPOSE:

Multimedia 7 is a laboratory-based course designed to provide an overview of and experience in multimedia technology. Sounds, images, graphics and video components will be used to create media-rich projects and presentations. Emphasis will be placed on ethical use of materials.

HIGH ACHIEVEMENT UNIT OUTCOMES:

Outcome I: Students will understand the basic concepts of multimedia.

Components:

1. Define terms related to multimedia
2. Identify different operating systems
3. Compare categories of multimedia software (presentation, video editing, graphics editing)
4. List file extensions for graphic and video file types (.mov, .jpeg)
5. Manage files and navigate computer directory structures
6. Access media resources using floppy drive, CD-ROM, and network.
7. Identify tools and icons in various software programs.
8. Apply tools and icons in various software programs.
9. Download files-graphics, sound, video, animations
10. Explain import and export functions.
11. Apply transitions and timings for segments of presentations
12. Proofread, spell-check and correct multimedia presentations.
13. Use organizational tools to plan multimedia projects (storyboard)
14. View multimedia project examples for evaluation

Outcome II: Students will demonstrate use of ethics in presentations.

Components:

1. Identify copyrighted materials
2. Use copyrighted materials in accordance with fair use guidelines.
3. Give credit for any sound, graphic or video that been copied or downloaded from an outside source.
4. Comply with the USD#362 Computer Acceptable Usage Policy
5. Protect personal information

Outcome III: Students will use a variety of graphics sources

Components:

1. Identify appropriate file formats
2. Format and edit images (resize, crop, rotate)
3. Import graphics
4. Create original drawing

5. Create digital camera images
6. Import digital camera images

Outcome IV: Students will use design and color techniques

Components:

1. Design with type and fonts
2. Use color, shapes, 3-D, and shadowing techniques
3. Use decorative letters and numbers (WordArt)
4. Use clip art resources on local machine and online
5. Design background color
6. Use animations and timings for objects in presentation

Outcome V: Students will incorporate video into presentations

Components:

1. Define terms and elements of video process (background, lighting, sound, etc)
2. Use video terminology to create storyboard (pan, zoom, tilt, truck, dolly, etc)
3. Use video camera to film material for presentation
4. Capture video to computer program
5. Edit video (crop, cut, paste, create still, order scenes)
6. Incorporate special effects and transitions into video
7. Download video from the Internet
8. Import and export video
9. Export video to different format
10. Save video to CD-ROM

Outcome VI: Students will incorporate audio into presentations.

Components:

1. Import sound files from a CD-ROM
2. Download sound files from the Internet
3. Capture live audio from a variety of sources
4. Edit sound files (crop, cut, paste, fade, volume)

Outcome VII: Students will learn the proper care and usage of multimedia equipment.

Components:

1. Charge the digital camera and store correctly in charging station.
2. Insert and eject tape for digital camera.
3. Use functions of digital camera in both camera mode and playback mode.
4. Use the digital camera LCD to facilitate video recording.
5. Use tripod with digital camera
6. Charge laptop computers and store correctly in charging station.

7. Use correct startup and shut down procedures for laptop.
8. Use proper care to avoid theft or damage for computers or cameras.

