



# Media 9

Media is all content that people consume. It used to be simply what people saw, heard and read through television, radio or newspaper. It could be fiction or non-fiction. Today, this has expanded to include online and social media, but what you **hear** (radio, spotify etc), **see** (tv, youtube, netflix etc) and **read** (newspaper, web pages, tweets etc) is still classified as media.

Media 9 will focus on video and print with a design (almost totally different) component. You will have the opportunity to use different programs that will allow you to manipulate photos and videos and give you some idea about what the high school Media Design course is like. The classes will consist of instruction and projects. You are encouraged to put in a considerable effort during class time in order to make something that you can say you had fun making.

## The Course

The course will consist of 4 parts/units

### Introduction

- Introduction to Macs
- Use of the network and google in class
- Getting images/movies onto a computer
- Story Telling

### Illustrating

- Introduction to drawing programs such as illustrator
- Drawing

### Photography

- Composition of a photo
- Taking photos
- Manipulation of photos
- Portfolio

### Movie Making

- Types of video shots
- Recording Video
- Filming
- Editing and Exporting

## Course Evaluation

1. Introduction (20%)
2. Illustrating (20%)
3. Photography (20%)
4. Movie Making (20%)

Each assessment will be marked according to a rubric similar to the one below

4 - Exceeding	3- Proficient	2- Developing	1 - Not Satisfactory
Student demonstrates the outcome in an advanced manner. The project completed is exemplary and the outcome has been exceeded	Student shows strong competency and communicates how they have developed skills while completing the outcome	Student show basic competencies but still requires work to show a satisfactory understanding of the skills in the outcome	Student needs more time to complete the module and communicate

## Classroom Expectations

The computer lab is designed for use over a long period of time. This iMacs were chosen for this lab partially because they will tend to last a long time before replacement, while still able to handle the software that we will use.

To help make sure that this happens there are a few rules that we need to follow.

- Unfortunately we will not be able to have food or drink in the lab at any time.
- The lab should remain neat. That means that the computers should stay where they are along with their mice and keyboards.
- Chairs will be stacked in groups of two at the end of each class and that stack of two will be pushed in under the computer table.

Some students will be more comfortable with the technology more than others, and because of that, students will end up doing different things at different times. I will attempt to get to everyone, but you are encouraged to research solutions online when you can.

Most importantly, have fun with the projects and even if you are not interested in this course, still try to have some fun with it. Participate by getting into the photos, be part of the video and be creative. Remember that you are not here for a long time, but have a good time.