



# Multimedia Course Outline

**J.A.Williams High School**

**Instructor: Mr. Matthew Dyck**

## **Purpose:**

The purpose of JAWS media is to provide the students the opportunity to develop skills in photography, film, live broadcasting and print that will allow them to communicate ideas effectively.

## **Method:**

Students will be provided projects both in school and outside of the school that will provide the students the opportunity to develop the skills required to pursue a career in media arts.

Projects will include but not limited to

### Drama/Music

- Design and printing/electronic display of programs and movie size posters for the winter and spring drama productions as well as the songwriters cafe.
- Photographing the actors and musicians for their play programs, actor portfolios and advertising the events.
- Photographing drama productions
- Filming drama productions as well as live streaming the events
- Audio for live productions.

### Sports

- Photographing sports events (i.e. WOW POW, Tournaments, regular season games of volleyball, basketball etc. - home events only unless you would like to travel).
- Filming of sports events
- Live Broadcast of events where possible.
- Production of highlight reels for broadcast.

## News

- School news once a week, Monday's, to go along with the JAWS bits and bites that go out on Sunday Night. This will entail
  - Pre-production - collecting information /stories/storyboarding
  - Production - filming and broadcast

## Outside Activities

- Lac La Biche ice races/axe throwing - photography - February 24/25
- Portage College - Hockey live broadcasts - Feb. 3, 9, 16, 17
- Portage College - 50th anniversary - Live Production - March 24
- NLSP - Various videos to be announced.
- Possibility of commercials for local businesses.

## You

You will be expected to be working on an individual project of your choosing during downtime and at the end of the semester.

## **Credits offered**

### Mandatory

#### COM1005 - Visual Composition

- This is definitely not optional. This credit is necessary in order to gain any credits.
- This course is about how anything you design looks. We will have to be aware of the design elements and principles whenever we design something so that its message is clearly conveyed.
- You will be asked to make a specific item that uses one or two of these elements, principles
- You will be marked throughout the course on these elements and principles

#### COM1205 - Photography

- Learn the basics of photography
- How do you shoot in manual mode and why would you want to?
- What makes one photograph better than a similar photo?
- Develop and Image portfolio.

#### COM1105 - Audio/Visual

- Learn how to plan and produce video.

## Optional

### COM1015 - Media

Learn about different forms of Media and their impact on society.

Learn how develop an effective message.

### COM1035 - Graphics Tools

- Using Adobe Photoshop and Lightroom to do basic photo editing. Raster Graphics.
- Use Adobe Illustrator to draw and create large scale images. Vector Graphics.

### COM1145 - Animation

- Learn a variety of animation techniques and produce a simple animation
- Used to create a moving picture.

### COM1910 - Project A

This is your project. This should be the 5th or 6th credit you get this course.

It can be on a variety of things but will be based on you previous credits that you have taken.

Second and third year students should follow the pathways that they started in first year, but I will discuss your program with you.

## **Evaluation**

All Modules in Multimedia will be evaluated using outcomes based reporting system. Students will be responsible for demonstrating through their projects, and summary reports how they achieved or exceeded the outcomes for the module.

Each Outcome in the module (usually 6-8) will be assessed out of 4 or 5. An example is shown 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

All outcomes can be found [here](#). Each outcome is in bold letters.

## **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.