Course Title – Introduction to Digital Media
Course Prefix and Number – IMED 1301
Department - Computer Science
Division - Technology & Business
Course Type: (check one)
☐ Academic General Education Course (from ACGM – but not in WCJC Core)
☐ Academic WCJC Core Course
☒ WECM course (This course is a Special Topics or Unique Needs Course: Y ☒ or N ☐)

Semester Credit Hours #: Lecture Hours #: Lab/Other Hours #: 3:2:2

Equated Pay hours for course - 3

Course Catalog Description: A survey of the theories, elements, and hardware/software components of digital media. Emphasis on conceptualizing and producing digital media presentations.

This course introduces students to vector and pixel-based image creation techniques. It provides students with tools to create and/or manipulate illustrations for given media.

Prerequisites/Co-requisites – None

Purpose: It is the intention of this Administrative-Master Syllabus to provide a general description of the course, outline the required elements of the course and to lay the foundation for course assessment for the improvement of student learning, as specified by the faculty of Wharton County Junior College, regardless of who teaches the course, the timeframe by which it is instructed, or the instructional method by which the course is delivered. It is not intended to restrict the manner by which an individual faculty member teaches the course but to be an administrative tool to aid in the improvement of instruction.

Prepared by: Natalie Pittman
Date: 9-12-2014

Reviewed by Department Head: Donna Schilling
Date: 6/24/2015

Accuracy Verified by Division Chair: David Kucera
Date: 8/12/15

Approved by Dean or Vice President of Instruction: Leigh Ann Collins
Date: 3-4-16
I. Topical Outline – Each offering of this course must include the following topics (be sure to include information regarding lab, practicum, clinical or other non-lecture instruction):

- Communicate vector and pixel-based terminology to non-technologically savvy people
- Create, recreate, manipulate, and save illustrations by using vector and pixel-based software programs
- Various graphic file formats
- Advantages and disadvantages of using vector and pixel based illustrations
- Different image creation tools and techniques
- Basics of different design concepts

II. Course Learning Outcomes

<table>
<thead>
<tr>
<th>Learning Outcomes</th>
<th>Methods of Assessment</th>
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<tr>
<td>Upon successful completion of this course, students will:</td>
<td>Individual/Group Assignments</td>
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<tr>
<td>Utilize the elements and hardware/software components of digital media; produce a</td>
<td>Individual/Group Projects</td>
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<td>digital media presentation; select optimal digital media strategies for various</td>
<td>Written Assignments/Research Papers</td>
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<td>delivery systems; and examine digital media industry career opportunities</td>
<td>Reading Assignments</td>
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<td>Presentations</td>
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<td>Labs/Assignments</td>
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<td>Portfolios</td>
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<td>Quizzes/Tests/Exams/Certifications</td>
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<td>Critiques/Discussions</td>
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<td>Surveys</td>
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<td>Attendance/Participation</td>
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III. Required Text(s), Optional Text(s) and/or Materials to be Supplied by Student.

- Required:
  - Adobe Photoshop CS6 Revealed, Reding, ISBN: 9781133693222
  - 16 – GB (min) USB thumb/flash drive
  - High Speed Internet

IV. Suggested Course Maximum –

- FBTC 143: 16
- SL-George- 218: 20

V. List any specific spatial or physical requirements beyond a typical classroom required to teach the course.

- Computer Lab w/ a computer per student and instructor
  - Baseline Computer Stats:
    - 3.4 Ghz or higher
    - 16 GB of memory or higher
    - Graphic Card: 2048 MB, 256-bit GDDR5;6008 MHz (effective), 192.26 GB/s or higher
    - 26"-30" inch monitor
  - Projector w/ screen
  - Adobe Suite- CS6
  - Submission System (Blackboard or an equivalent or server space)
VI. Course Requirements/Grading System – Describe any course specific requirements such as research papers or reading assignments and the generalized grading format for the course

Written Assignments: 5-15%
Assignments: 30-50%
Projects: 30-50%
Attendance/Participation: 5-10%

VII. Curriculum Checklist

☐ - Academic General Education Course (from ACGM – but not in WCJC Core)
  No additional documentation needed

☐ - Academic WCJC Core Course
  Attach the Core Curriculum Review Forms
  • ☐ Critical Thinking
  • ☐ Communication
  • ☐ Empirical & Quantitative Skills
  • ☐ Teamwork
  • ☐ Social Responsibility
  • ☐ Personal Responsibility

☒ - WECM Courses
  If needed, revise the Program SCANS Matrix & Competencies Checklist.