**CTE Model Curriculum Worksheet**

Title: **DigitalFilm/Video** **ProductionBasics** *(FAST* *TRACK* *Certificate* *in* *One* *Year)*

Total units **18** *(all* *units* *are* *semester* *units)*

Award Type (*indicate* *one)*:

\_\_\_AA \_\_\*AS \_\_Low-Unit Certificate \*AS should be used for CTE and STEM.

**“Core”** **Courses:**

\_X\_\_Certificate (≥12units)

**12** units

|  |  |  |
| --- | --- | --- |
| **Title** **(units)** | **C-ID** **Designation** | **Rationale** |
| Intro to Digital Media (3) | DMGR 100 X | Industry Standards & Expectations |
| Design Principles (3) | DMGR 110 X | Industry Standards & Expectations |
| Intro to Social Media (3) | DMGR 120 X | Industry Standards & Expectations |
| DM Business Basics & Portfolio (3) | DMGR 130 X | Industry Standards & Expectations |

**Select** **SIX** **units** **or** **ALL** **courses** **from** **the** **following:** **6** units

|  |  |  |
| --- | --- | --- |
| Digital Video Production & Editing (3) |  See Sample Course | Adobe Premiere Pro |
| Film Appreciation (3) | See Sample Course | Industry Standards & Expectations |

**FIRST** **SEMESTER** **EXAMPLE**

|  |  |  |
| --- | --- | --- |
| Intro to Digital Media (3) |  DMGR 100 X |  |
| Design Principles (3) |  DMGR 110 X |  |
| Film Appreciation (3) |  See Sample Course |  |
| Intro to Social Media (3) |  DMGR 120 X |  |

**FINAL** **SEMESTER** **EXAMPLE**

|  |  |  |
| --- | --- | --- |
| DM Business Basics & Portfolio (3) | DMGR 130 X |  |
| Digital Video Production & Editing (3) |  See Sample Course |  |

**DIGITAL VIDEO PRODUCTION & EDITING - SAMPLE** **COURSE**

|  |  |
| --- | --- |
| Discipline: Digital Media Graphics (DMGR) | Proposed Sub-discipline (if applicable): |
| General Course Title: **Digital** **Video** **Production** **&** **Editing** | Min. Units 3 |
| **GENERAL COURSE DESCRIPTION**This hands-on course provides an introduction to client-side Web development technology and design. Students learn the basics of current versions of CSS used to create Web pages while studying the current industry practices related to user-centered design, including visual and interaction design. |
| **JUSTIFICATION**There is a demand for people who know how to plan and edit film for PR/ Marketing, video, movies, corporations, organizations, schools, and governments. |
| **PREREQUISITES** Digital Imaging |
| **COURSE CONTENT**1. Basic digital video concepts2. Basic camera techniques including audio and lighting 3. Video terminology4. Analog vs. digital5. Non-linear editing definitions and techniques6. Identify, assess, and apply concepts and definitions in digital video 7. Demonstrate the user interface8. Prepare and import footage and files9. Incorporate camera, audio, and lighting techniques |
| **COURSE OBJECTIVES***At* *the* *conclusion* *of* *this* *course,* *the* *student* *should* *be* *able* *to:* 1. Identify, assess, and apply concepts and definitions in digital video2. Demonstrate the user interface3. Prepare and import footage and files4. Incorporate camera, audio, and lighting techniques |
| **METHODS OF EVALUATION**· Written Assignments· Projects (solo/group)· Problem Solving Exercises· Quizzes/Exams |
| **TEXTBOOKS**OER Materials **-OR-***Learn* *Adobe* *Premiere* *Pro*by Joe Dockery, Rob Schwartz and Conrad Chavez **-OR-***Adobe* *Classroom* *in* *a* *Book* by Maxim Jago |

**FILM APPRECIATION - SAMPLE COURSE**

|  |  |
| --- | --- |
| Discipline: Digital Media Graphics (DMGR) | Proposed Sub-discipline (if applicable): |
| General Course Title: **Film Appreciation** | Min. Units 3 |
| **GENERAL COURSE DESCRIPTION** An introduction to the language and technology of filmmaking through the examination of great films and filmmakers. The course features a broad range of domestic and international cinema and investigates the culture, politics, and social histories of the periods in which the films were produced. |
| **JUSTIFICATION** The students become more aware of the complexity of film art, more sensitive to its nuances, textures, and rhythms, and more perceptive in reading its multi- layered blend of image, sound, and motion. |
| Required Prerequisites: |
| Required Co- Requisites: |
| Advisories/Recommended Preparation: |
| **COURSE CONTENT*** Film Vocabulary
* Basic Principles of Film Analysis
* Story Structure
* Film Criticism
* Phases of Film Production
* Film Aesthetics
* Film Technology
* Film Business and Economics
* Film Research Methods
* Techniques Filmmakers Use to Make Audiences Respond
 |
| **COURSE OBJECTIVES** *At the conclusion of this course, the student should be able to:*1. Analyze motion pictures utilizing precise film vocabulary.
2. Distinguish among the various phases of motion picture production.
3. Differentiate among multiple film forms, narratives, and genres.
 |
| **METHODS OF EVALUATION*** Written Assignments
* Quizzes/Exams
* Problem Solving Exercises
* Presentations
 |
| **TEXTBOOKS**OER Materials**-OR-***A Short Guide to Writing About Film*by Timothy Corrigan**-AND-***Film Art: An Introduction*by Bordwell, David and Thompson, Kristin**-OR-***The Art of Watching Films*by Joseph Boggs and Dennis Petrie  |