

COURSE OUTLINE
Revision : Mary Lantz, May 2008

DEPARTMENT: Academic Programs

CURRICULUM: Art

COURSE TITLE: Video Art I

COURSE NUMBER: ART 166

TYPE OF COURSE: Academic
Special Requirement Met: None

AREA(S) OF KNOWLEDGE: Music, Art and Drama

COURSE LENGTH: 1 quarter

CREDIT HOURS: 5

LECTURE HOURS: 44

LAB HOURS: 22

CLASS SIZE: 24

PREREQUISITES: Recommended ART 210

COURSE DESCRIPTION:

This course focuses on the art of digital video editing and shooting using Adobe Premiere. Digital video editing, effects, transitions, graphics animation, sound and music integration, selecting format, basic DVD authoring and distribution strategies and options are explored in depth. Students will create a finished digital video film. This class is offered concurrently with CTN 166.

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STUDENT LEARNING OUTCOMES ADDRESSED:

1. Computation – Use arithmetic and other basic mathematical operations as required by program of study.
2. Human relations – use social interactive skills to work in groups effectively.
3. Critical thinking and problem solving – thinking critically in evaluating information, solving problems and making decisions.
4. Technology – select and use appropriate technological tools for personal, academic and career tasks.
5. Personal Responsibility – be motivated and able to continue learning and adapt to change. Value one's own skills, abilities, ideas and art. Take pride in one's work.
6. Information literacy – access and evaluate information to achieve personal, academic and career goals, as well as to participate in a democratic society.

GENERAL COURSE OBJECTIVES:

1. Demonstrate knowledge of video camera operations
2. Demonstrate knowledge of concepts of shooting digital video
3. Demonstrate knowledge of current artists working with digital video
4. Demonstrate ability to capture and digitize video
5. Demonstrate ability to produce transitions and effects
6. Demonstrate ability to publish, produce and deliver projects in a variety of formats including the web and CD
7. Demonstrate knowledge of video design and aesthetics

TOPICAL OUTLINE:

APPROX. HOURS

I. Video design concepts	5
II. Digital video camera operations	5
III. Lighting, compositions and camera effects	5
IV. Scripting and project planning	10
V. Premeire interface	5
VI. Using transitions and effects in Premiere	5
VII. Editing and importing audio	5
VIII. Audio effects	5
IX. Exporting finished movies to different formats	5
X. Careers and options for work	5

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SLO #	Included in Course Objective Number	SSCC Student Learning Outcomes
SLO 1.1		Communication - Read and listen actively
SLO 1.2		Communication - Speak and write effectively
SLO 2.1	4,5,6	Computation - Use mathematical operations
SLO 2.2		Computation - Apply quantitative skills
SLO 2.3		Computation - Identify, interpret, and utilize higher level mathematical and cognitive skills
SLO 3.1	6,7	Human Relations - Use social interactive skills to work in groups effectively
SLO 3.2	6,7	Human Relations - Recognize the diversity of cultural influences and values
SLO 4.1	1,2,3,4,5,6,7,	Critical Thinking and Problem Solving -
SLO 5.1	1, 2,3,4,5,6,7	Technology - Select and use appropriate technological tools
SLO 6.1	3,6,7	Personal Responsibility - Be motivated and able to continue learning and adapt to change
SLO 6.2	6,7	Personal Responsibility - Value one's own skills, abilities, ideas and art
SLO 6.3	6,7	Personal Responsibility - Take pride in one's work
SLO 6.4		Personal Responsibility - Manage personal health and safety
SLO 6.5		Personal Responsibility - Be aware of civic and environmental issues
SLO 7.1	6,7	Information Literacy - Access and evaluate information
SLO 7.2	6,7	Information Literacy - Use information to achieve personal, academic, and career goals, as well as to participate in a democratic society

PREPARED BY: Mary Lantz
DATE: May 2008

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