Elmwood High School
Multimedia Development Syllabus 2019-2020

Course:	Multimedia Development
Instructor:	Mrs. Colgan
Room:	211
Email:	scolgan@elmwood322.com
ACS:	Junior & Computer Lab Supervision, Room 211

DESCRIPTION

This course is designed to for introductory in instruction in design, rules of composition, graphic design, illustration, publishing design, animation and video recording, and standard digital editing. Students will also develop skills for creating websites and learn skills related to real world careers.

SOFTWARE/APPLICATIONS
PhotoShop
DreamWeaver
Premiere Elements
Windows Movie Maker/WeVideo
PhotoStory
Audacity
Anything else we can get our hands on

GUIDELINES FOR SUCCESS….

1. Be responsible. Be on-time and stay in class working every day.
2. Treat everyone with respect. Positive comments only.
3. Cooperate with others, even if you don't like them.
4. Always be willing to give a good effort.
5. Be open to new ideas and opinions.
6. Be willing to try—no complaints.

THE ROAD TO SUCCESS….

These expectations are designed to create the best situation for learning and may be revised and expanded as circumstances require.

ARRIVAL TO CLASS
- Be in your assigned seat when the bell rings
- As soon as you arrive in class, log on to your assigned computer
- Class begins promptly each day
- The school tardy policy applies.

FOOD OR BEVERAGES ARE NOT ALLOWED IN THE CLASSROOM

ASSIGNMENTS
- It is essential to your academic success to complete all assignments.
- Do not throw any assignment away until you have seen it in PowerSchool.
- Every assignment must be turned in with your name on it in the header (unless directions say otherwise) and be placed in the appropriate basket/Google Classroom.
- An assignment turned in without a name will be recycled.
- You are required to make up the lesson(s) missed when you are absent. You will have the same number of days to make up the work that you were absent. If the work is not completed in that time, you will receive a zero.
- If absent, it is your responsibility to find out the assignment and turn it in within the time limit. If it is a group activity, an alternative assignment may be given.

BE PREPARED
- You must have your agenda at all times.

MANNERS
- Raise your hand if you have a question.
- Respect the teacher, as well as everyone around you.
- If a visitor enters the room or if I receive a phone call from a parent or from the office, you should remain quiet and on task.
- Take care of the equipment in the room.

CHEATING
- Zero tolerance. WHEN caught, an automatic zero!

END OF CLASS
- Close all programs and log out.
- When leaving, make sure your workstation is straightened up and your chair is pushed under the table. Place all trash in the can or recycling bin.

APPROPRIATE CLASSROOM LANGUAGE ONLY

Topics of PhotoShop

Getting to know the Work Area	
Using Adobe Bridge	Typographic Design
Basic Photo Correction	Vector Drawing Techniques
Retouching & Repairing	Advanced Layer Techniques
Working with Selections	Advanced Compositing
Layer Basics	Creating Links within an Image
Masks & Channels	Creating Rollover Web Images
Correcting & Enhancing Digital Photos	Animating Gif Images for the Web

Topics of Dreamweaver

Getting Started with Dreamweaver
Creating a Website
Developing a Web Page
Formatting Text & Using CSS
Using and Managing Images

Creating Links and Navigation Bars
Using Tables to Lay Out Pages
Using CSS to Lay Out Pages
Collecting Data w/HTML Forms
Maintaining & Publishing Your Site

Topics of Video Editing

Getting to know your Work Area
Video Editing
Video Capturing & Importing
Working with Effects
Creating Transitions

Titles & Credits
Working with Sound
Movie Themes
Sharing Movie

CLASS WORK

Class time is to be used for instruction and practice. All assignments will be done in class. You are required to get the assignment if you were absent for any reason.

GRADING PROCEDURES

You are responsible to complete the assignments given to you. Therefore, if you don't complete the assignment in class you need to finish it on your own time.