

TECHNICAL CAREER INSTITUTES

DIGITAL MEDIA ARTS

MAJ102 – Intro to the Major (Digital Media Arts)
1 Credits, 2 Hours/Week

DMA
Spring 2010

Faculty Member: Julia Hutchinson
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Textbook: “College Rules! How to Study, Survive, and Succeed in College” Author Nist-Olejnik & Holschuh;
ISBN #: 978-1-58008-838-1

Course Description

This course introduces students to the college environment and to their chosen major. Information will be given about TCI’s services and opportunities, and about the attitudes and practices needed for effective learning. Among the topics will be note taking, research strategies, time management, study techniques, and test tactics. An overview of the Digital Media Art major will show how the various courses, assignments, and other elements fit together. Students will examine this major as both an academic discipline and a career field, exploring its beginnings and development over time, its conceptual assumptions, and its culture. There will be hands-on-applications to provide initial experiences with the specific skills and methods, which are used in the classroom and in the field. Course work may be enhanced by field trips and guest lectures.

Objectives: After completing the course, students will:

- be familiar with TCI’s basic rules, regulations, and services
- practice time management techniques
- demonstrate effective note taking & study techniques
- apply critical thinking to their field of study
- demonstrate good test taking skills
- utilize the basic tools and strategies of research
- show an understanding of the professional ethics of this discipline
- be adept importing digital footage for use in editing.
- demonstrate knowledge of workflow practices involved in Print, Video and Web Design.
- identify industry associations and social networks, employment opportunities resources and higher educational opportunities within the field of New Media.

Student Please Note

Homework: There will be various homework assignments that you will be expected to complete. Failing to hand in homework assignments on time will have a negative impact (meaning lowering) your final grade for this course.

Attendance: Attendance is mandatory for all classes because new information is provided each week. Attendance will be taken in the beginning of each class. It is important that you do not miss class.

Attendance Addendum: Students who have 5 or more absences for a course will not pass the course, even with a re-entry form from Student Affairs. The exception, at the discretion of the instructor, will be considered for students who have documented verification of extraneous circumstances and were in good standing prior to the absenteeism.

Lateness: For the benefit of all students, your punctuality is expected to be able to complete the class objectives during the class period.

Weekly Class Schedule: We have educational goals to complete by the midterm and then by the final exam; but depending on how the class is proceeding, the schedule may change for any given week.

Method of Evaluation:

Blog Project:	50%
Maintain a Twitter Account:	15%
Comic Life Assignment:	10%
Final Project:	15%
Attendance:	10%

Projects:

Creating a Blog

Students will learn how to create a blog using Google's Blogger. They will be responsible for weekly entries relating to the graphic design industry, technology or college life. Students will enhance their blog with customized settings, pictures, widgets and video. This will give them experience in creating a professional online presence and expose them to online resources which serve as a learning tool. Grade Percentage: 50%

Comic Life Assignment

Students will use Comic Life to create a 2 to 4 page profile about themselves. Grade Percentage: 10%

Maintaining a Twitter Account

Students will learn how to utilize Twitter as a micro-blogging resource for designers to keep themselves abreast of what's going on in our industry. It is important for DMA majors to familiarize themselves with the current trends that have an impact on their sustainability in the industry. Grade Percentage: 15%

Final Project – (to be discussed)