

LINC 80B: MULTIMEDIA IN THE CLASSROOM II

Foothill College Course Outline of Record

Heading	Value
Effective Term:	Summer 2022
Units:	0.5
Hours:	6 lecture per quarter (6 total per quarter) This course meets 1 time per quarter.
Advisory:	Basic computer skills and knowledge of Macintosh or Windows operating systems; familiarity using web browsers, email, bookmarking, searching and downloading; not open to students with credit in LINC 252S.
Degree & Credit Status:	Degree-Applicable Credit Course
Foothill GE:	Non-GE
Transferable:	CSU
Grade Type:	Letter Grade (Request for Pass/No Pass)
Repeatability:	Not Repeatable

Student Learning Outcomes

- Develop awareness of multimedia online tools.
- Determine appropriate design strategies for a student-centered learning project
- Examine and critique current use of multimedia online tools.

Description

Explores pedagogy and online multimedia tools for educators who want to use multimedia production for student-centered learning. Features hands-on experience with internet multimedia authoring tools and resources for audio, video, music, animation, and images, to design and produce a student-centered project.

Course Objectives

The student will be able to:

1. Develop awareness of multimedia online tools.
2. Examine and critique current use of multimedia online tools.
3. Determine appropriate design strategies for a student-centered learning project.
4. Create, edit, and present a multimedia project using online authoring tools.

Course Content

1. Develop awareness of multimedia online tools
 - a. Hands-on trials of various online tools
2. Examine and critique current use of multimedia online tools
 - a. Analyze purpose of multimedia project

3. Determine appropriate design strategies for a student-centered learning project
 - a. Match learning objectives to project
 - b. Select online multimedia tools, resources
 - c. Design project plan
4. Create, edit, and present a multimedia project using online authoring tools
 - a. Integrate graphics, sound, animation, video
 - b. Make basic edits: cut, copy, paste
 - c. Present project to peers for review

Lab Content

Not applicable.

Special Facilities and/or Equipment

1. When offered on/off campus: Lecture room equipped with LCD projector, whiteboard, and a demonstration computer connected online. Computer laboratories equipped with online PCs and/or Macintosh computers, network server access, and printers.
2. When taught via the internet: Students must have current email accounts and/or ongoing access to internet capable computers or tablets.

Method(s) of Evaluation

Methods of Evaluation may include but are not limited to the following:

- Developing an online multimedia project
- Presenting the project to peers for feedback
- Making constructive contributions to class discussions

Method(s) of Instruction

Methods of Instruction may include but are not limited to the following:

- Students will write notes, listen, and participate in lecture presentation and class discussion using the terminology of the software product and publishing industry
- Students will observe an instructor-led demonstration and engage in practice of software and hardware techniques
- Students will engage in in-class presentations and peer review to critique class projects

Representative Text(s) and Other Materials

Stock, Josh. *Awesome Sauce: Create Videos to Inspire Students, Engage Parents and Save You Time*. 2020.

Pillars, Wendi. *Visual Impact*. 2021.

Instructor-assigned notes and materials.

When course is taught online: Additional information, notes, handouts, syllabus, assignments, tests, and other relevant course material will be delivered via the course learning management system, and discussion may be handled with internet communication tools.

Types and/or Examples of Required Reading, Writing, and Outside of Class Assignments

1. Writing assignments include a multimedia design plan, peer evaluations, and critical analysis of the finished project
2. Outside assignments include conducting project development, writing the instructional plan, reading, and participating in online peer collaboration activities

Discipline(s)

Instructional Design/Technology