LINC 83A: ADOBE PREMIERE

Foothill College Course Outline of Record

Heading	Value
Effective Term:	Summer 2023
Units:	1
Hours:	1 lecture per week (12 total per quarter)
Advisory:	Familiarity with PC or Mac, scanning photos, and using a digital still and digital video camera; not open to students with credit in LINC 81CS.
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

- Design a story to be told through video production.
- Capture and edit video.
- Add sound and transitions.
- Work with photos.
- Publish to the web and devices.

Description

Adobe Premiere provides students with skills necessary to create digital movies. Projects are standards-based and appropriate for classroom use. Students will include text, sound, and the "Ken Burns Effect," as well as other special effects, in their movies.

Course Objectives

The student will be able to:

1. Understand and use terminology associated with Adobe Premiere software
2. Demonstrate how to use Premiere to create text and import images and sound
3. Demonstrate how to use editing features in Premiere
4. Render and save a Premiere project with at least two scenes
5. Create a Premiere movie suitable for use in the classroom

Course Content

1. Introduction to Adobe Premiere
   a. Components of the software
   b. Capabilities
2. Import content
   a. Text
   b. Movie
   c. Save
3. Editing features
   a. Add music and voice
   b. Work with sequencer
   c. Render and save project
   d. "Ken Burns Effect" (motion panning)
   e. Highlighting
   f. Zoom focus
4. Transitions
   a. Identify appropriate transition
   b. Select transition
   c. Test transition
5. Create a project for classroom use
   a. Consider standards and curriculum
   b. Share project design and plan
   c. Revise based on feedback

Lab Content

Not applicable.

Special Facilities and/or Equipment

1. When offered on/off campus: Lecture room equipped with projector, whiteboard, and a demonstration computer connected online. Computer laboratories equipped with computers or laptops with internet access.
2. When taught via the internet: Students must have current email accounts and ongoing access to computers with web browsing capability and internet access.

Method(s) of Evaluation

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

Developing a media project/product
Presenting the project to peers
Making constructive contributions to class discussions
Writing a reflective response to a self-evaluation of the course project

Method(s) of Instruction

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

Lecture presentations delivered in student-centered learning style, during which students take notes, follow demonstrations, or complete an activity

Facilitated discussions of live presentations, readings, or video presentations
Student presentations in small group and whole class situations

Representative Text(s) and Other Materials

Instructor-assigned notes, materials, and resources, including instructional materials, open education resources, multimedia, and websites.

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

1. Reading assignments include analysis of texts, selected examples, and student projects
2. Writing assignments include a course project and multiple developmental projects, reflections, discussion responses, and peer feedback on projects
3. Outside assignments include project planning and development, participation in online peer collaboration activities, and project development through an iterative process

When taught online, these methods may take the form of multimedia and web-based presentations. Assignments will be submitted online as well.

Discipline(s)

Instructional Design/Technology