

LINC 83F: INTRODUCTION TO DIGITAL VIDEO EDITING

Foothill College Course Outline of Record

Heading	Value
Effective Term:	Summer 2022
Units:	1
Hours:	1 lecture per week (12 total 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 244.
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

- Compare and contrast characteristics of digital video editing software
- Edit a movie
- A successful student will export movies to other applications or deliver on a mobile device or the Internet.
- Import a movie from a source (online, computer, video camera)

Description

Introductory course covers the skills to create short, digital movies for the web or computer playback using low-cost, internet-based, or free software. Course topics including finding existing video, creating video slideshows, making titles, adding voiceover or music, and creating animation effects. Class projects are designed for use in education, business, and personal applications.

Course Objectives

The student will be able to:

1. Compare and contrast characteristics of digital video editing software
2. Import a movie from a source (online, computer, video camera)
3. Edit a movie
4. Create animations
5. Create linear and interactive presentations
6. Create a photo slideshow video
7. Export movies to other applications, web, or delivery on a mobile device

Course Content

1. Introduction to digital video editing software
 - a. Components of the software
 - b. Capabilities
2. Import movie file
 - a. From online
 - b. From a computer file
 - c. From a video camera
3. Edit a movie
 - a. Create Scene 1
 - i. Background
 - ii. Text
 - iii. Movie
 - iv. Save
 - b. Create Scene 2
 - i. Add music and voice
 - ii. Add animation
 - iii. Work with sequencer
 - iv. Render and save project
4. Create animations
5. Create linear and interactive presentations
6. Create a photo slideshow video
 - a. Online software and image sources
7. Export using different file formats

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, video recording devices, and 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 a video 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

Lang-Raad, Nathan D.. [WeVideo Every Day: 40 Strategies to Deepen Learning in Any Class](#). 2019.

Schenk, Sonja. [The Digital Filmmaking Handbook, 6th ed.](#). 2017.

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 video design script/plan, peer evaluations, and critical analysis of video production processes
2. Outside assignments include conducting project development, writing the video plan, reading, and participating in online peer collaboration activities

Discipline(s)

Instructional Design/Technology