Course Description: Digital Media is a project-based survey of different forms of digital media, such as digital audio, imaging and illustration, movie editing, and animation. It's oriented toward teaching broad, flexible tools and concepts that are not tied to any one platform or program. Each module ends with a culminating task (like a podcast or short film), and students will be able to draft and develop their projects as they build their skills over each lesson.

Module	Lesson Title	Objectives
Computer Culture	Intro to Digital Media	• List the different types of digital media (photography, graphic design, CG, animation, video games, apps, podcasts, typography, illustration, video production, etc.). • Discuss the evolution of digital media's impact over time.
	Creators, Copyright, and You	• Categorize different assets into copyrighted, public domain, CC, Fair use, etc. • Differentiate between original content, satire, criticism, artistic license, and plagiarism.
	Intro to Digital Audio	• Examine digital music and sound effect properties and effects. • Use the Culminating Task rubric to begin planning your podcast. • Brainstorm a topic, identify an audience, submit draft of script.
	Audio Recording and Editing	• Explore the basics of digital audio, make preliminary voice recordings. • Edit recordings and export as different formats.

Module	Lesson Title	Objectives
Computer Culture	Advanced Audio Recording and Editing	• Investigate the topic by conducting recorded interviews. • Apply advanced editing, audio quality, music/sfx and timing/pace/flow techniques. • Apply more advanced audio concepts, such as improving audio quality, mixing multiple tracks together, using audio effects. • Revise script based on teacher feedback, submit rough draft of podcast.
	Produce and Publish your Podcast	• Review the rubric for the Culminating Task. • Examine professional podcast clips and assess the techniques that are successful. • Produce final draft of podcast based on teacher feedback.
Digital Drawings	Intro to Digital Illustration	• Study the Culminating Task rubric for creating a webcomic or graphic novel excerpt. • Evaluate and critique existing digital illustrations, including raster, vector, 3D, and composites. • Discuss the cultural impact of digital illustrations, graphic novels, and webcomics.
	Storyboards	• Brainstorm ideas for a small webcomic or pagelong graphic novel excerpt. • Determine personal aesthetic, character modeling, style and tone of comic. • Develop the idea using visual storytelling/narrative. • Observe examples of existing storyboards and their characteristics and sketch a storyboard for the webcomic or graphic novel excerpt.

Module	Lesson Title	Objectives
Digital Drawings	Raster Imaging	• Define raster image. • Apply concepts such as resolution, color spaces, selections, brushes, erasers, color pickers, paint buckets, gradients, layers, and filters. • Scan storyboard and open in raster editing software. • Produce an illustrated sketch of an original character using raster techniques.
	Vector Imaging	• Define vector image. Apply concepts such as shape tools, beziere curves, anchor points, handles, pathfinding, aligning, grouping, arranging. • Produce an illustration of a background setting for use in the Culminating Task.
	Compositing	• Define composite and identify examples in photography and film. • Apply concepts such as image file format, exporting and importing, extracting, feather, shadow, highlight, dodge and burn, color correction, blending modes.
	Produce and Publish your Webcomic or Graphic Novel Excerpt	• Review the rubric for the Culminating Task. • Examine professional webcomics/graphic novels and assess the techniques that are successful. • Produce final draft of webcomic or graphic novel excerpt based on teacher feedback.

Module	Lesson Title	Objectives
Campaign for a Cause	Say It Loud	• Examine the rubric for the Culminating Task. Study the impact of previous digital media campaigns for causes. • Assess what makes them successful (or not). • Identify an important cause and brainstorm ways to raise awareness using a digital media campaign.
	Introduction to Layout and Design	• Study famous digital media layouts to discover how and why they work. • Organize layouts into grids, and place headlines, graphics, copy, margins, blurbs, etc. in a compelling and readable way.
	Advanced Layout and Design	• Develop visual flow using composition and layout techniques. • Use the six principles of design to improve mockup of campaign: contrast, balance, proximity, repetition, white space, alignment. • Submit draft of layout to teacher.
	Color Theory and Typography	• Define Color Theory and typography. • Study successful uses of type and color. • Apply font face, size, serif/sans serif/script, leading, kerning, caps, and substitutions to improve impact and readability of typeset elements. • Apply color theory to enhance tone and style of campaign.

Module	Lesson Title	Objectives
Campaign for a Cause	Lighting and Text Effects	• Use highlights and shadows to simulate light. Apply textures and other effects to graphical elements. • Use dodge and burn tools. • Apply blend modes to layers.
	Produce and Publish your Campaign	• Review the rubric for the Culminating Task. • Examine professional campaigns and assess the techniques that are successful. • Produce final draft of digital media campaign based on teacher feedback.
Powerful Productions	Intro to Digital Moviemaking	• Examine influential short films created using digital media, discuss their impact. Differentiate video (low production, low narrative) and film/movies (high production, lots of narrative). • Brainstorm ideas for short film.
	Storyboards, Cameras, and Sound Effects	• Show understanding of script/screenwriting conventions. • Reinforce elements of narrative such as plot, character, setting, conflict, resolution, theme. • Introduce camera angles and sfx/v.o. into storyboards. • Create and submit a storyboard and draft script for feedback.

Module	Lesson Title	Objectives
Powerful Productions	Cinematography	• Define and use composition, lighting, subject, focus, and camera movements to capture original scenes for the movie. • Gather resources online effectively and while honoring permission and copyright issues. • Go scene by scene through the storyboard and collect the assets needed to complete each shot.
	Intro to Editing	• Define video editing and its associated terms such as footage, cut, splice, transition, fade, wipe, track, levels, etc. • Use video editing software like Shotcut to create a rough cut of the movie, including footage, dialogue track, soundtrack, and submit to teacher for feedback.
	Advanced Editing	• Understand and apply advanced video editing techniques such as titles, special effects, compositing, sound effects, motion graphics, credits.
	Produce and Publish Digital Movie	• Review the rubric for the Culminating Task. Examine successful short digital films and assess the techniques that are successful. • Produce final draft of 60 second film based on teacher feedback.

Module	Lesson Title	Objectives
Amaze with Animation	Intro to Digital Animation	• Study the Culminating Task rubric for this module. • Explore the best examples of digital animation. • Differentiate between 2D and 3D animation. • Discuss the impact animation has had on our culture, and what the future might look like.
	Principles of Animation	• Identify and apply the 12 basic principles of animation. • Begin making simple shape animations. • Brainstorm a topic for instructional animation.
	Applying Animation Principles	• Identify and apply the 12 basic principles of animation. • Create and assemble a cutout character rig. • Use transformations and replacements to animate a character. • Demonstrate the principles of animation.
	Animated Environments	• Design and implement backgrounds and staging for your project. • Use parallax and looping to create moving backgrounds.
	Produce and Publish Animation	• Review the rubric for the Culminating Task. • Examine successful short animations and assess how characters are brought to life. • Produce final draft of educational animation.

Module	Lesson Title	Objectives
Gaming Greatness	Game On	• Study the rubric for the Culminating Task: create a short, playable video game. • Trace the history of the genre, and relate its evolution and impact over time. • Consider the future of video gaming, including VR and AR applications. • Discussion on how artistic meaning can be used to make video games more compelling.
	Level Up	• Recognize the constraints inherent in a 2D game, and how to express ideas within them. • Outline a motivation for the player, and generate ideas for a setting, conflict, and resolution. • Brainstorm the premise and gameplay of your level, and sketch a preliminary level design for approval.
	Intro to Video Game Design	• Define and create assets, sprites, sound effects, powerups, enemies, backgrounds, and other components that will be needed. • Implement scenes, objects, layers, events, and instances in game developing software.
	Playtesting and Troubleshooting	• Define and implement debugging, playtesting, and troubleshooting. • Fix bugs or glitches found in beta testing process.
	Produce and Publish Video Game	• Review the rubric for the Culminating Task. • Produce final export of video game based on peer and teacher feedback.