



Multimedia Design

Enrique Mora

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Course Description: This comprehensive course is designed to provide students with a strong foundation in digital arts and video production. Students will learn various aspects of media design, including digital drawing, animation, video editing, and production techniques. Through a combination of theoretical knowledge and hands-on projects, students will develop practical skills in Adobe software for creating visually appealing artwork and videos. The course will culminate in group projects where students will apply their skills to create professional-quality digital arts and video projects.

Culture of Learning: This class re-enforces PSSC's school wide agreements: Be Present, Be Respectful, Be Engaged and Be Professional. In our Digital Arts and Video Productions course, we believe that a strong culture of learning empowers students to not only become skilled digital artists and video producers but also to contribute meaningfully to the broader cultural conversation. By embracing exploration, collaboration, and growth, our students are prepared to excel in a rapidly evolving digital landscape.

Student Learning Outcomes: By the end of the course, students will be able to:

- Understand the fundamentals of digital arts and video production.
- Use digital tools and software for drawing, painting, graphic design, and video editing.
- Apply principles of composition, color theory, and visual design in their artwork and videos.
- Use various techniques for digital drawing, painting, and graphic design.
- Apply advanced techniques for photo retouching, manipulation, and special effects.
- Demonstrate proficiency in video production, including camera techniques, lighting, sound, editing, and visual effects.
- Develop a professional portfolio showcasing their digital arts and video projects.

Instructor Contact Information:

Enrique Mora

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Credits Offered:

Credits per Semester: 1.5

Certifications:

Adobe Certified Professional Specialty Credentials in:

After Effects

Premiere Pro

Animate

Grading Policies: We use Standards-Based Grading to assess student learning as per Highline Public Schools.

The grade scale is as follows:

- 4 (A; 3.2 - 4.0): MEETING most standards and may be EXCEEDING on some.
- 3 (B; 2.4 - 3.19): MEETING most standards and may be APPROACHING or EXCEEDING on some.
- 2 (C; 1.6 - 2.39): APPROACHING on most standards and may be BEGINNING or MEETING on some.
- 1 (D; 1.2 - 1.59): BEGINNING on most standards and may be APPROACHING on some.
- NC (NC; 0 - 1.19): NO EVIDENCE on most standards and may be BEGINNING in some. NC stands for No Credit. In high school, the NC does not earn credit for a course.

Reassessment Opportunities: Reassessments opportunities will be clearly published and determined by the instructor. Not all assignments and assessments are eligible for reassessment.

Standards Assessed:

- Anchor Standard 1: Generate and conceptualize artistic ideas and work
- Anchor Standard 2: Organize and develop artistic ideas and work.
- Anchor Standard 3: Refine and complete artistic work.
- Anchor Standard 4: Select, analyze, and interpret artistic work for presentation.
- Anchor Standard 5: Develop and refine artistic techniques and work for presentation.
- Anchor Standard 6: Convey meaning through the presentation of artistic work.
- Anchor Standard 7: Perceive and analyze artistic work
- Anchor Standard 8: Interpret intent and meaning in artistic work.
- Anchor Standard 9: Apply criteria to evaluate artistic work.
- Anchor Standard 10: Relate artistic ideas and works with societal, cultural, and historical context to deepen understanding
- Anchor Standard 11: Synthesize and relate knowledge and personal experiences to make art.

Check out the following links for full documentation and explanations of the learning standards.

National media art standards

<https://www.nationalartsstandards.org/sites/default/files/2021-11/Media%20Arts%20at%20a%20Glance.pdf>

21st Century Skills

<https://ospi.k12.wa.us/sites/default/files/2023-08/washingtoncteleadershipskills.pdf>

Assessment Components:

Projects and Assignments: Students will engage in hands-on projects and assignments that align with specific standards. These assessments will allow students to apply their skills and creativity in practical contexts.

*Students must receive a 2-4 on the entry project to continue with the course. The first project will assess students on their ability to **manage time, work with others, and complete tasks**. If students receive less than a 2 we will meet with the student, parents/guardians, and dean to address whether continuing with the course fits in with their goals.

Quizzes and Tests: Periodic quizzes and tests will evaluate students' comprehension of key concepts and technical skills. These assessments may include both theoretical knowledge and practical application. Students can reevaluate at any time.

Peer Reviews and Critiques: Participation in peer reviews and critiques is an integral part of the creative process. Students will assess each other's work based on established standards, providing constructive feedback to enhance their own and others' learning.

Participation and Engagement: Actively participating in class discussions, workshops, and collaborative activities contributes to a deeper understanding of the subject matter. Engagement in daily learning activities is essential to support you in your growth toward meeting industry standards.

Required Materials: N/A

Program Costs: There will no longer be any classroom fees and uniforms will be provided. If you want your uniform customized then students may need to pay.

Course Technology:

Google Suite (email, classroom, sites)

Adobe Creative Cloud (Premiere Pro, After Effects, XD)

Udemy

Coursera

Work-Based Learning (WBL): WBL is an instructional strategy that provides students with career exploration opportunities and hands-on learning where knowledge gained in CTE courses can be applied to real-life work experiences. The goal of every work-based learning program is to prepare students for the next generation of the workforce. PSSC students will participate in Work Based Learning through their CTE program and may earn elective credits.

Common WBL opportunities

- Job placement in career pathway
- Internships
- Clinicals
- Externships

All PSSC students will participate in Work Based Learning.

Leadership:

Leadership is a key component of Multimedia Design where your student can be a member of SkillsUSA. The purpose of Skills USA is to encourage the development of vocational understanding, leadership qualities, social awareness, and a sense of responsibility to school and community. It is each student's choice as to how active they will become in (CTSO or equivalent).

List of opportunities:

- CTSO conferences, competitions
- Community Service
- PSSC Program Leader

Cell Phone Policy:

Cell phones should be used for educational purposes only as directed by the instructor. No video or photos should be taken on personal devices unless student has agreed to have their device viewed by instructor/PSSC. We need to ensure students who have opted out being photographed do not have any digital trace on phones/cameras used for educational purposes.

Attendance Policy:

The seat time mandate for CTE courses in Washington ensures students receive sufficient instructional hours and hands-on training time to master necessary technical skills. Prescribed minimum seat time safeguards the quality of CTE programs by allowing for in-depth classroom learning, adequate lab practice on equipment, and fulfillment of certification requirements. Upholding seat time standards is crucial for preparing a workforce with job-ready expertise meeting industry needs.

Therefore, it is critical that students are present. Whether excused or unexcused, missed time is missed time.

1. If a student is tardy, they must complete the QR code in their classroom. It is their responsibility as a student to complete the QR code so their absence can be corrected to a tardy. If they do not complete the QR code, the student will be marked absent.
2. As a professional courtesy, please contact the course instructor via email, Google voice text or phone call.
3. Absences may be excused by any of the following methods within 48 hours of the absence:
 - a. Phone call to PSSC Attendance Specialist, Kelsey Gomez (206-631-7353)
 - b. Email to PSSC Attendance Specialist, Kelsey Gomez (kelsey.gomez@highlineschools.org)
 - c. Hand-written note turned into PSSC Attendance Specialist Kelsey Gomez
4. Please include the following information in the note, call or email:
 - a. Student Name
 - b. Parent Name
 - c. Date of the absence
 - d. Reason for the absence
5. Prearranged absence forms are in the office. The form must be completed with all required signatures before departure date. This form will be shared with your home school as well.
6. Reassessments opportunities will be clearly published and determined by the instructor. Not all assignments and assessments are eligible for reassessment.

Student Handbook: [CLICK HERE TO VIEW](#)

Year 2 Eligibility:

All Year 1 PSSC students will have quarterly check-ins with their PSSC teachers, student success dean, counselor, and families to assess performance in their program, needed supports, and progress towards mastery of content and skills necessary for Year 2 programming. All information will be shared with the home school support staff.



We have reviewed and agree to the learning agreements/course requirements listed in Multimedia Design Syllabus.

Parent Name _____ Date _____

Parent Signature _____

Student Name _____ Date _____

Student Signature _____