MASTER SYLLABUS

COURSE NUMBER – COURSE NAME
GMMD 112 – Intro to Time-Based Media

Created by: Christopher S. Sweeney

Updated by:

Canino School of Engineering Technology
Department: Decision & Graphic Media Systems
Semester/Year: Fall 2020
A. **TITLE:** Intro to Time-Based Media

B. **COURSE NUMBER:** GMMD 112

C. **CREDIT HOURS:** (Hours of Lecture, Laboratory, Recitation, Tutorial, Activity)

- # Credit Hours: 3
- # Lecture Hours: 3 per week
- # Lab Hours: per week
- Other: per week

Course Length: 15 Weeks

D. **WRITING INTENSIVE COURSE:** Yes ☑ No ☐

E. **GER CATEGORY:** None: ☐ Yes: GER

*If course satisfies more than one:* GER

F. **SEMESTER(S) OFFERED:** Fall ☐ Spring ☐ Fall & Spring ☑

G. **COURSE DESCRIPTION:**

Intro to Time-Based Media provides a foundation for understanding the use of narrative and movement in design communication. Students create and distribute time-based digital content in multiple media. Students are introduced to the fundamental techniques of animation, film and sound editing, and interactivity.

H. **PRE-REQUISITES:** None ☐ Yes ☑ If yes, list below:

- **CO-REQUISITES:** None ☐ Yes ☑ If yes, list below:
I. **STUDENT LEARNING OUTCOMES:** *(see key below)*

By the end of this course, the student will be able to:

<table>
<thead>
<tr>
<th>Course Student Learning Outcome [SLO]</th>
<th>Program Student Learning Outcome [PSLO]</th>
<th>GER [If Applicable]</th>
<th>ISLO &amp; SUBSETS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Compose time-based projects through the capturing, creating, ordering and editing, and distribution of digital material.</td>
<td>Professional Detail</td>
<td>5-Ind, Prof, Disc, Know Skills ISLO ISLO</td>
<td>Subsets Subsets Subsets Subsets</td>
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<tr>
<td>Demonstrate a working knowledge of basic still and dynamic design concepts, imaging methodologies, and fundamental principles of time-based media.</td>
<td>Design Process</td>
<td>2-Crit Think ISLO ISLO</td>
<td>PS Subsets Subsets Subsets</td>
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<tr>
<td>Demonstrate proficiency in the basic creation and manipulation of bitmap and vector imaging and work with multiple layers and transparencies to compose still and moving images.</td>
<td>Professional Detail</td>
<td>5-Ind, Prof, Disc, Know Skills ISLO ISLO</td>
<td>Subsets Subsets Subsets Subsets</td>
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<td>Demonstrate knowledge of cultural and historical context of time-based work in art and design.</td>
<td>Content Knowledge</td>
<td>4-Soc Respons ISLO ISLO</td>
<td>IK Subsets Subsets Subsets</td>
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<tr>
<td>Develop the ability to present and critique their work and the work of others using the vocabulary of art and design in speech and writing.</td>
<td>Critique</td>
<td>5-Ind, Prof, Disc, Know Skills ISLO ISLO</td>
<td>Subsets Subsets Subsets Subsets</td>
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<tr>
<td>KEY</td>
<td>Institutional Student Learning Outcomes [ISLO 1 – 5]</td>
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<td>ISLO #</td>
<td>ISLO &amp; Subsets</td>
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</table>
| 1 | Communication Skills  
Oral [O], Written [W] |
| 2 | Critical Thinking  
Critical Analysis [CA], Inquiry & Analysis [IA], Problem Solving [PS] |
| 3 | Foundational Skills  
Information Management [IM], Quantitative Lit./Reasoning [QTR] |
| 4 | Social Responsibility  
Ethical Reasoning [ER], Global Learning [GL], Intercultural Knowledge [IK], Teamwork [T] |
| 5 | Industry, Professional, Discipline Specific Knowledge and Skills |

*Include program objectives if applicable. Please consult with Program Coordinator*
J. **APPLIED LEARNING COMPONENT:** Yes ☒ No ☐

If YES, select one or more of the following categories:

- Classroom/Lab
- Internship
- Clinical Placement
- Practicum
- Service Learning
- Community Service
- Civic Engagement
- Creative Works/Senior Project
- Research
- Entrepreneurship (program, class, project)

K. **TEXTS:**

No text required

L. **REFERENCES:**

N/A

M. **EQUIPMENT:** None ☐ Needed: camera and microphone, editing software

N. **GRADING METHOD:** A-F

O. **SUGGESTED MEASUREMENT CRITERIA/METHODS:**

student projects and critiques

P. **DETAILED COURSE OUTLINE:**

1. History of Time and Movement In Design
2. Phenakistascopes
3. Keyframes
4. Montage
5. Chronophotograph
6. Cinemagraphs
7. Implied Movement and Time through Layout and Visual Narrative
8. Slow-Motion, Frozen Motion and Long-Exposure photography
9. Stacking
10. Elements of Sound Design
11. Elements of Motion Graphics Design and Kinetic Typography
12. Elements of Animation
13. Interactivity

Q. **LABORATORY OUTLINE:** None ☐ Yes ☒