STATE UNIVERSITY OF NEW YORK COLLEGE OF TECHNOLOGY CANTON, NEW YORK



MASTER SYLLABUS

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

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Updated by:

Canino School of Engineering Technology

Department: Decision & Graphic Media Systems

Semester/Year: Fall 2020

A.	TITLE: Intro to Time-Based Media
В.	COURSE NUMBER: GMMD 112
C.	<u>CREDIT HOURS</u> : (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 \(\subseteq \text{No } \text{No } \text{\$\infty}
Е.	GER CATEGORY: None: Yes: GER If course satisfies more than one: GER
F.	<u>SEMESTER(S) OFFERED</u> : Fall ☐ Spring ☐ Fall & Spring ☐
G.	COURSE DESCRIPTION:
moven multip	Time-Based Media provides a foundation for understanding the use of narrative and nent in design communication. Students create and distribute time-based digital content in le media. Students are introduced to the fundamental techniques of animation, film and editing, and interactivity.
Н.	PRE-REQUISITES : None Yes If yes, list below:
	CO-REQUISITES : None ⊠ Yes ☐ If yes, list below:

I. <u>STUDENT LEARNING OUTCOMES</u>: (see key below)

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

Course Student Learning Outcome	Program Student		ISLO & SUBSETS	
[SLO]	Learning Outcome [PSLO]	<u>GER</u> [If Applicable]		
Compose time-based projects through the capturing, creating, ordering and editing, and distribution of digital material.	Professional Detail		5-Ind, Prof, Disc, Know Skills ISLO ISLO	Subsets Subsets Subsets Subsets
Demonstrate a working knowledge of basic still and dynamic design concepts, imaging methodologies, and fundamental principles of time-based media.	Design Process		2-Crit Think ISLO ISLO	PS Subsets Subsets Subsets
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.	Professional Detail		5-Ind, Prof, Disc, Know Skills ISLO ISLO	Subsets Subsets Subsets Subsets
Demonstrate knowledge of cultural and historical context of time-based work in art and design.	Content Knowledge		4-Soc Respons ISLO ISLO	IK Subsets Subsets Subsets
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.	Critique		5-Ind, Prof, Disc, Know Skills ISLO ISLO	Subsets Subsets Subsets Subsets
			ISLO ISLO ISLO	Subsets Subsets Subsets Subsets

KEY	Institutional Student Learning Outcomes [ISLO 1 – 5]				
ISLO #	ISLO & Subsets				
	Communication Chille				
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 	Research Entrepren	Works/Senior Project			
К.	<u>TEXTS</u> :					
No text required						
L.	REFERENCES:					
N/A						
M.						
N.	GRADING METHOD: A-F					
0.	O. <u>SUGGESTED MEASUREMENT CRITERIA/METHODS</u> :					
stude	nt projects and critiques					
Р.	DETAILED COURSE OUTLINE :					
 History of Time and Movement In Design Phenakistascopes Keyframes Montage Chronophotograph Cinemagraphs Implied Movement and Time through Layout and Visual Narrative Slow-Motion, Frozen Motion and Long-Exposure photography Stacking Elements of Sound Design Elements of Motion Graphics Design and Kinetic Typography Elements of Animation Interactivity 						
Q.	LABORATORY OUTLINE : None ⊠ Yes					