

Digital Design
Projected Course Syllabus



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Course Description & Pathway Information

Digital Design is the second course in the Web & Digital Design Pathway. Using web design as the platform for product design and presentation, students will create and learn digital media applications using elements of text, graphics, animation, sound, video and digital imaging for various format. The digital media and interactive media projects developed and published showcase the student skills and ability. Emphasis will be placed on effective use of tools for interactive multimedia production including storyboarding, visual development, project management, digital citizenship, and web processes. Students will create and design web sites that incorporate digital media elements to enhance content of web site.

Digital Design is the second course in the Web and Digital Design pathway in the Information Technology cluster. Students enrolled in this course should have successfully completed Introduction to Digital Technology and Fundamentals.

Various forms of technologies will be highlighted to expose students to the emerging technologies impacting the digital world. Students in the class will have access to scanners, tablets, digital cameras, digital video cameras, color printers, and access to the Internet. Please read the Acceptable Use Policy for technology as it will apply to this course. Software: Microsoft Office 2016, Adobe Creative Cloud, Audacity, and Notepad++.

Future Business Leaders of America (FBLA)

FBLA is a co-curricular student organization that plays an integral part in the components of the Digital Design course standards. FBLA activities are incorporated throughout this course and the rest of the Business and Computer Science courses. Students are strongly urged to join FBLA (\$25) to benefit from the wealth of opportunities the organization has to offer.

CAREERS

Some of the many careers related to Web and Digital Design include: Web Designer, Graphic Designer, E-commerce, Marketing, Photographer, Videographer, 3D Animator, Social Media Strategist, Advertising, Content Development, Content Marketing, Digital Media Specialist, Digital Media Sales, Digital Media Buyer, Mobile Application Development, Web and Media Content Developer, Digital Media News Producer, and Web and Media Editor.

Instructional Materials

- Digital Media: Concepts and Applications, 3rd Edition. Authors: Lake/Bean May 2013.

Required Supplies for this course include: Min 8GB USB Drive.

Course Curriculum Content

The following are the main standards for the Digital Design course. To see more detail, please visit <https://www.gadoe.org/Curriculum-Instruction-and-Assessment/CTAE/Documents/Digital-Design.pdf>.

COURSE STANDARDS	
IT-DD-1	Demonstrate employability skills required by business and industry
IT-DD-2	Research, explain, and summarize current state of the web, functions of the web, and future trends emerging of the web.
IT-DD-3	Identify logistical, ethical, and legal Issues related to digital media and apply concepts to use of text, graphics, animation, sound, video, and digital images in digital products.
IT-DD-4	Develop a plan to create, design, and market a web site with digital content to a specific target market.
IT-DD-5	Explore and write using the various writing styles used on web sites and in digital content to get the intended message across.
IT-DD-6	Identify and develop model digital products that reveal a professional layout and look by applying design principles to produce professional quality digital products.
IT-DD-7	Create and edit images and graphics.
IT-DD-8	Plan, produce, edit, and publish digital audio.
IT-DD-9	Plan, edit, produce, and post a multimedia-rich video project.
IT-DD-10	Plan, produce, edit, and publish animations.
IT-DD-11	Explore how related student organizations are integral parts of career and technology education courses through leadership development, school and community service projects, entrepreneurship development, and competitive events.

***I reserve the right to make changes to the syllabus as student achievement dictates.**

Classroom Expectations for Academic Success

Students are expected to follow the rules and regulations that are set by the teacher as well as those that are stated in the North Paulding HS Student Handbook. Students are expected to follow these classroom procedures in my class at all times.

1. Be Respectful to Everyone (i.e. teacher, classmates, classroom, visitors, & yourself)
2. Be prepared - Bring an open mind to class every day
3. Create a positive learning environment & stay on task.
Remember that others around you are trying to learn...do not interfere with their learning.
4. Be on time.
Time is crucial.
5. Cheating will not be tolerated.
Use your work & your mind ONLY. ☺

Consequences: Disruptions to teaching will not be tolerated and will be handled according to the Student Handbook. A progressive discipline plan will be followed that includes: 1) Warning; 2) Private Conference; 3) Parent Contact; 4) Discipline Referral.

Make-Up Work

Attendance, punctuality, and daily work are all important aspects of this class. Students are urged to make their education a top priority. Student can make up work, but may not be able to recapture the actual classroom experience. All students must turn in work when the assignment is due. Students not turning in the assignment when it is due will receive a zero for the assignment. Students are responsible for finding out what work was missed when absent. Students who need extra help or need to make up a test can schedule a time with me to stay after or come in early. If you fail to stay and you missed an assignment due to an EXCUSED absence and you HAVE NOT made previous arrangements, then you **WILL** receive a **ZERO** on the assignment. **I WILL NOT ACCEPT LATE PROJECTS!** If you have an **EXCUSED** absence when a project is due, it must be turned in upon arrival to class when you return.

It is the student's responsibility to make up assignments within three (3) days of returning to school or special arrangements should be made with me to take a longer period of time.

Class Work & Homework

Staying on task during class time is of vital importance. Class assignments and class discussions are designed to add meaning to the course objectives. Homework should not happen in this class if students stay on task. Homework will be given if assignment is not completed, if necessary or feasible (due to some programs being used). Students are expected to complete your assignments prior to class discussion. Students are expected to complete unfinished class assignments or additional homework assignments outside of class.

****If students finish classwork early, they are expected to work on an FBLA challenge activity and/or assist a classmate!****

Group Assignments

In today's workplace, teamwork is vital to most organizations and institutions. In this course, many of the assignments given will be completed in small groups. It is the students' responsibility to make sure that **ALL GROUP WORK** is accurately completed and submitted as scheduled. It is expected that all group members are aware of all aspects of the project as well as have access to all pieces of the assignment whether or not a group member is present. Therefore, it is in the student's best interest to share appropriate contact information with his group members. Remember, what happens in your group is often similar to what occurs in a real civic, administrative or political group. Problems such as coordination, division of work, leadership, disagreement, voting, dissent and even evaluation are a part of life. You will be expected to evaluate your team member's and your own participation in group settings. These evaluations can and will be a part of your grade. **Final Note:** If you fear problems are occurring in your group, it is your responsibility to inform me as soon as possible. Waiting until your project is due or even mostly completed to share any concerns regarding your group work is inappropriate and may result in unsatisfactory grades.

Computer Activities

It is a privilege to have access to the internet and other technology available in the computer labs. **PLEASE** use the computers with care. No websites should be accessed that are not assigned by the instructor or that have not received approval from the instructor. **No software, music, videos, cellphones, or MP3 players, etc. are to be used in the classroom computer lab, unless permission is given by the instructor.** Students are not allowed to download materials such as screen savers, games, etc. from the internet or CHANGE any settings. Violation of these and other rules as listed in the student handbook or technology use form will result in appropriate discipline procedures and can lead to loss of computer/internet privileges.

Parent/Teacher Communication

Communication with parents about academic progress, behavior, and/or attendance is welcomed and will be handled by phone, email, conference, or a combination of these as the need arises.

NPBS Grading Policy



A = 100-90	Daily Assignments/Homework/Quizzes	
B = 89-80		23%
C = 79-70	Tests/Projects/Notebook	57%
F=69- below	Final Exam	20%

If you ever need anything, please do not hesitate to email me.
I am really looking forward to this semester! Let's work together to make it remarkable.