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| **ART B26** |
| **Student Learning Outcomes or AUO** | **Measure** | **PLO** | **ILO** | **GE** |
| 1. Demonstrate an understanding of multimedia as it pertains to media production, hardware, software, mobile devices and the web. | Projects, quizzes | 1, 3 | IIIIII | N/A |
| 2. Demonstrate knowledge of visual and audible communication in a multimediaenvironment. | Projects, quizzes | 1, 2 | IIIIII | N/A |
| 3. Demonstrate an understanding of the major medias: text, graphics, sound, video, and animation. | Projects, quizzes | 1, 2, 3 | IIIIII | N/A |
| 4. Produce original media projects, using the production process of multimedia creation. | Projects | 1, 2 | IIIII | N/A |
| 5. Create a series of projects, demonstrating fundamentals of computer hardware and software as it pertains to the planning, creation, and implementation of time based multimedia. | Projects | 1, 2 | IIIII | N/A |
| 6. Create original content, using the tools required in multimedia production: i.e.: tripod, camera, media cards, data storage options and protocols, high volume datamanagement, digital multimedia workflows, both hardware and software. | Projects | 1, 2 | IIIII | N/A |
| **PLOs:** 1. Students will produce a portfolio of original digital content, using industry standard software and hardware. 2. Students will demonstrate an understanding of the visual principles and elements of as they pertain to media arts. 3. Students will demonstrate the ability to think critically about their own work and the work of others. **ILOs:**1. **Think critically and evaluate sources and information for validity and usefulness.**
2. **Communicate effectively in both written and oral forms.**
3. **Demonstrate competency in a field of knowledge or with job-related skills.**
4. **Engage productively in all levels of society – interpersonal, community, the state and nation, and the world.**

**GELOs:** **Use the GE categories from the catalog if this is a GE course.****A-E** |