



Course Number Course Name	FDMA 111, DIGITAL MEDIA PRODUCTION I
Credit Value (Breakdown of theory and lab credits)	(4, 2T+2S)
Catalog Course Description	This class will serve as a foundational hands-on course for intermediate and advanced courses in the FDMA program and introduce roles and positions through participation in student production projects.
Student Learning Outcomes/Objectives /Competencies of the Course	By the end of the course, students will: <ul style="list-style-type: none"> • Have a general understanding of how films are made. • Gain experience in the basic techniques of filmmaking. • Observe the physical and social world with an understanding of how to film and record it. • Be able to analyze films and TV shows critically. • Be conversant with the concepts of documentation and interpretation. • Have worked on a collaborative group project and as part of the class team.
College-Wide Student Learning Outcomes	<p>Communication: Students will study the theory of cinema and practice the craft of expression through film. Students will consider varying approaches for varying audiences and purposes. Students will evaluate the effectiveness of their expression and that of others. Expression may be personal or intentionally objective and may be fictional (narrative) or non-fictional (documentary).</p> <p>Critical Thought: Students will evaluate the bias and accuracy of their creations and those of others, mindful that bias is unavoidable and in the case of fictional characters intentional. Students will grapple with project management and teamwork. They will delve into artistic, non-scientific thought yet learn the machinery of film and television.</p> <p>Cultural Sustainability: Students will embrace the power and responsibility of personal expression and learn skills--including respect and empathy--to help others communicate their wants, needs and opinions.</p> <p>Information Competency and Research: To document and interpret the world, students will use current technology such as digital cameras; editing workstations and software; and the basic machinery and technology of filmmaking.</p>

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