Computer Graphics, Animation & Video

Course Overview:
Computer Graphics, Animation, and Video is an opportunity for students to learn how to create and edit dynamic documents, presentations, pictures and videos. We will use some of the latest computer apps and tools for creating presentations. By the end of the course, students will be able to identify which computer program to effectively use for specific computer tasks. No specific prior experience in computers is required.

Course Description:
Computer Graphics, Animation, and Video is an incredible course that gives students relevant academic instruction in graphic design, computer animation, audio editing and video. The student will create multiple digital presentations using an array of applications available in the state-of-the-art University computer labs. The skills learned in this class will enable the student to create impressive school assignments as well as present information through the appealing and captivating mediums available with current technology. What a great way to help students transition from elementary school into middle school!

Course Objectives:

1. **Goal:** To understand and demonstrate how to navigate the computer for graphics, animation and video work.
   - **Objective:** Find the correct applications.
   - **Objective:** Store and retrieve data.

2. **Goal:** To understand the role of external devices and utilize external devices.
   - **Objective:** Explain the purpose and use of scanners, digital cameras, storage devices, and microphones.
   - **Objective:** Demonstrate competency in utilizing scanners, digital cameras, storage devices, and microphones.

3. **Goal:** To understand the basic concepts of computer graphics, animation and video.
   - **Objective:** Know and apply desktop publishing.
   - **Objective:** Know and apply drawing with layers.
   - **Objective:** Know and apply audio and video editing and animation.

4. **Goal:** To create a digital collection/portfolio of the student’s work.

5. **Goal:** To apply his/her computer skills on the home computer and school computer labs.
**Course Materials:**
The student will be provided an in-class computer with all of the necessary software. The student should also have:

**Required:**
- A labeled USB “thumb” drive with at least 4 GB of memory. (Capless drives work best.)
- A lined spiral notebook with name on it.
- Writing Utensil

**Recommended:**
- Labeled Digital Camera that saves to a SD Card (Secure Digital Card).
  (Note: An inexpensive substitute (e.g., $50.00) camera will work.)

Please do not bring expensive camera equipment, iPod touches or iPhones to use in class. (Student phones, no matter how advanced the features, are to remain in the student’s backpack.)

I recommend a camera that takes rechargeable AA batteries so there are never battery issues.

- SD Card USB Flash Card Reader with label (with student’s name, etc.).

**Grading:**
Assignments and projects will be assessed on whether the student follows directions, satisfies the core requirements of each activity, and completes the assignments. The student will be given clear expectations of what each project entails and the tools to use it. The student is expected to actively participate in the classroom discussion and exploration. Grades will be based on the following scale:

- Benchmark Assignments: 80%
- Reflections & Class Participation: 20%

**Course Schedule and Benchmark Assignments:**
- Travel Brochure
- Photo Slideshow
- Powerpoint/Keynote/Impress Presentation
- Paint Project
- Original Animation
- Audio Editing (Making your own podcast)
- Video Screencast and Commercial for Product
**Academic and Computer Integrity:**

**Plagiarism:**
Plagiarism: “1. the unauthorized use or close imitation of the language and thoughts of another author and the representation of them as one's own original work.”

Access to technology makes it easier to copy the work of others. The student will learn what constitutes plagiarism and how to steer clear of it. The student will be instructed in concepts related to fair use, open source, and copyright. As a rule, if there are three words in a row that someone else can claim, cite it. Plagiarism is stealing and cheating and will not be tolerated. Plagiarism is against the law.

The first time a student is caught plagiarizing, there will be a teacher/student conference, a phone call home, no credit given for the assignment, and notification given to the SAEP office.

Copying from a fellow classmate is also unacceptable on homework assignments and individual assessments. The consequences are the same as above.

**I will be communicating with parents if a student presents someone’s work that is not his or her own.**

**Computer Integrity:**
Any student who actively goes to any inappropriate sites will lose the Internet portion of the class and will have to do his or her work offline for the remainder of the course. (See Classroom Behavior below). This will have an impact on the quality of the student’s work, as well as prevent the student from accessing higher level tutorials and demonstrations.

**Teacherease.com:**
Parents and students can access grades and attendance through a web-based grade program at teacherease.com. By the end of the first week, parents will be e-mailed the password to access the program. If you do not receive your password via e-mail, please contact the office staff at saep@csun.edu and request the password to be re-sent. It is beneficial for you to refer often to the website to check your child's progress and attendance in class. If you have any questions, please feel free to e-mail me.

**Classroom Behavior:**
The student is expected to demonstrate mature, polite behavior and extend courtesy to everyone at all times:

1. Respect is to be shown for all CSUN property, including the computer lab computers.
2. No food or beverages will be permitted in the computer lab. Snacks must be eaten outside between the designated breaks.
3. The student will follow the “University Policy for Use of Computing Resources.” In addition, the student will not be permitted to open any Internet sites that carry a prohibition based on age, content, or materials not appropriate for the class. The parent(s) or guardian(s) of the student opening such sites will be notified and the student’s grade lowered.

4. Warnings for behavior/discipline problems will be given once. Any further problems will result in a phone call to the parent(s) or guardian(s) and possible dismissal from the program.

SAEP Electronics Policy:
Cell phones, music players and headphones are not permitted to be used during class hours.

a. Please put your cell phone on silent (NOT vibrate).

b. No texting is allowed during class.

You will be given one verbal warning if the above is not followed. Should a second warning be necessary, your cell phone, music player and/or headphones will be confiscated and held by the teacher until after class. If a third time occurs, your cell phone, music player and/or headphones will be confiscated and held in the SAEP office and MUST BE PICKED UP BY A PARENT.
**Student/ Parent Agreement:**
Please bring this signed and dated **Computer Graphics, Animation & Video** syllabus agreement to class tomorrow.

If you do not understand any portion of this syllabus, or if you have any questions regarding this class, please do not hesitate to e-mail the teacher.

We have read and understand the contents of this syllabus.

Student name ______________________________________________________
Student signature____________________________________________________
Date______________________________________________________________

Parent/Guardian name _______________________________________________
Parent/Guardian signature_____________________________________________
Date______________________________________________________________
Phone _____________________________________________________________
E-mail_____________________________________________________________