Course Syllabus

Department: Visual and Performing Arts

Date: November 14, 2012

I. Course Prefix and Number: COM 220

   Course Name: Digital Video Editing

   Credit Hours and Contact Hours: 3 credit hours / 3 contact hours

Catalog Description including pre- and co-requisites: *supporting data required for grade prerequisite of 'C-' or higher.* This course is designed to enhance students' video editing skills through the hands-on use of nonlinear video editing software. Students will learn the fundamental and advanced capabilities of these sophisticated digital systems, which are widely used in professional video production. Prerequisite: COM 123 or equivalent experience.

Relationship to Academic Programs and Curriculum including SUNY Gen Ed designation if applicable: This course fulfills a requirement for the AS in New Media program, and as an elective course.

II. Course Student Learning Outcomes: *State the student learning outcome(s) for the course (e.g. Student will be able to identify…)*

   Students will be able to:
   1. Apply the fundamentals of the nonlinear video editing process
   2. Demonstrate a working knowledge of nonlinear video editing software
   3. Critically evaluate video images and audio information
   4. Capture video and still images and audio information to create video productions.
   5. Edit high quality video segments using nonlinear digital editing software.

   College Learning Outcomes Addressed by the Course: *(check each College Learning Outcome addressed by the Student Learning Outcomes)*

☒ writing	☒ computer literacy
☒ oral communications	☐ ethics/values
☐ reading	☐ citizenship
☐ mathematics	☐ global concerns
☒ critical thinking	☐ information resources

III. Assessment Measures (Summarize how the college and student learning outcomes will be assessed): *For each identified outcome checked, please provide the specific assessment measure.*

List identified College Learning Outcomes(s)	Specific assessment measure(s)
eg: writing	*eg: student will complete a research paper*
Writing	Students will write and revise scripts used in assigned video editing projects.
Oral Communication	Students will provide oral feedback through periodic in-class critiques of course projects.
Computer Literacy	1. Students will use script writing and other word processing software to complete all written assignments. 2. Students will use nonlinear video editing software to create content and demonstrate comprehension of video editing techniques.
Critical Thinking/Problem Solving	Students will conceive and formulate a plan of action to complete assigned video editing projects by creating, collecting and evaluating video and audio artifacts.

IV. Instructional Materials and Methods

Types of Course Materials:

Textbook

Methods of Instruction (e.g. Lecture, Lab, Seminar …):

Lectures, demonstrations, discussions and homework assignments will help introduce course concepts to students. In an workshop environment, students will gain hands-on practical experience by editing several graded video projects assigned throughout the semester.

V. General Outline of Topics Covered:
　　　　A. Terminology and system interface
　　　　B. Capturing and starting a new project
　　　　C. Sound and Segment Mode Editing
　　　　D. Advanced Effects and Color Correction
　　　　E. Importing and Exporting
　　　　F. Finishing