



Syllabus

DIG 256 Team Production Capstone Project

General Information

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Author Paul Engin

Department Visual and Performing Arts

Course Prefix DIG

Course Number 256

Course Title Team Production Capstone Project

Dual Listing (also listed as): CSC 256

Course Information

Catalog Description The course offers students a comprehensive understanding of the entire process for developing large-scale projects. Students will develop a project which requires the command, analysis and synthesis of knowledge and skills learned through out their programs. This may includes: digital video, audio, interactivity, web design skills, game programming, as well as scheduling and production techniques. As part of a team, students will create a project from concept to publication, present in a public exposition, and finalize their digital portfolio.

Credit Hours 3

Lecture Contact Hours 4

Lab Contact Hours 0

Other Contact Hours 0

Grading Scheme Letter

Prerequisites

DIG 210 or CSC 246

Co-requisites

None

First Year Experience/Capstone Designation

This course is designated as satisfying the outcomes applicable for status as a Capstone Course

SUNY General Education

This course is designated as satisfying a requirement in the following SUNY Gen Ed categories

None

FLCC Values

Institutional Learning Outcomes Addressed by the Course

Vitality, Inquiry, Perseverance, and Interconnectedness

Course Learning Outcomes

Course Learning Outcomes

1. Collaboratively design and develop a large scale project within the medium chosen.
2. Participate in mock interviews utilizing resume and finished digital portfolio
3. Maintain and develop efficient production techniques and documentation.

Outline of Topics Covered

Idea development and presentation

- I. Brainstorming**
- II. Narrowing of ideas**
- III. Selection of topic**
- IV. Pitch Books**

Team Development

- I. Identifying Roles**
- II. Communication**
- III. Resolving issues and conflicts**

Large-scale project Management

- I. Tools Available (Web technology to document progress and share information)**

- II. Scheduling**
- III. Key Benchmarks**
- IV. Evaluating progress**
- V. Resources available**
- VI. Balancing quality with resources, time, and features**

Personal Portfolio and Resume

- I. Examining sample portfolios and resumes**
- II. Compile sample work**
- III. Publishing online work**
- IV. Mock interviews**

Projects are presented in a public forum

- I. Preparing**
- II. Presenting**
- III. Reflection and evaluating**

Program Affiliation

This course is not required as a core course in any programs.