

Multimedia

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This sheet will help to explain the course and what is expected of you. Be sure to ask questions if there is anything you do not understand.

COURSE DESCRIPTION

Multimedia is designed for students who like to be creative and learn new things in technology. This course will teach students how to develop and publish their own website. The course will also teach students how to do video editing and power point using the video editor on YouTube. The class will also spend time on computer programming, students will learn how to use the Game Maker program that teaches students how to develop computer games.

WHAT ARE WE GOING TO DO IN THIS CLASS?

Topics to be covered

1. Understand the concept of Multimedia.
2. Identify the types of Multimedia presentations.
3. Multimedia in Society.
4. Learn the origins of the Internet.
5. Name the different ways in which you use the Internet to communicate.
6. Learn how businesses use multimedia.
7. Multimedia and Education.
8. Completing a desktop publishing publication.
9. Completing Power Point Presentation on Public Service Announcement.
10. Completing Power Point Presentation on Career You See Yourself Doing In 5-10 Years.
11. Learn about YouTube and complete a slideshow using YouTube Video Editor.
12. Complete a video using YouTube Video Editor.
13. Complete a web site using Weebly online web site beginner's guide.
14. Learn how to publish website on the world wide web.
15. Students will define common game design vocabulary.
16. Students will identify commands, buttons, and interface elements for the Game Maker software.
17. Students will use game-design tools to create a simple game.
18. Students will program gravity into a game.
19. Students will create an entertaining game.
20. Students will design and implement an explosion and key objectives.

SUPPLIES

Textbook – Introduction to Multimedia, by Ana Weston Solomon, copyright 2004.

Notebook, Pen/Pencil.

INSTRUCTIONAL STRATEGIES

Instructional strategies that will be used in this course, but are not limited to are: direct instruction, active participation, presentation, cooperative learning, probing questions, questioning strategies, student projects, technology, note taking, modeling.

ASSESSMENTS & GRADING

Your grade will be based on the following using total points:

Homework Assignments – Most homework assignments will be collected at the beginning of class. Late homework will be graded as a F.

Individual Projects – Projects will have a specific due date and most of the assignments we do in Multimedia will be projects. Information will be given out at the time of the assignment/project.

Grading Scale:

93.0 – 100%	A	83.0 – 86.99	B	73.0 – 76.99	C	63.0 – 66.99	D
90.0 – 92.99	A-	80.0 – 82.99	B-	72.99 – 70.0	C-	60.0 – 62.99	D-
87.0 – 89.90	B+	77.0 – 79.99	C+	67.0 – 69.99	D+	Below 60%	F

ABSENCES

If you miss class FOR ANY REASON it is your responsibility to get the assignment. Test will be made up within two days. Try not to miss class. Problems with absences (excused or unexcused) or tardies will be handled according to the Senior High School attendance policy.

GETTING HELP

If you are having trouble with MULTIMEDIA you need to get help IMMEDIATELY. I will be available before school most days. My prep period is 1st hour and I am available that time most days.

BEHAVIOR EXPECTATIONS

I expect you to behave as the responsible students that you are. Should a problem arise I may contact your parents and/or pursue assistance from the office. CHEATING on anything in this class will not be tolerated. Consequences may include, but are not limited to, a score of zero on the work, contacting your parents and/or Assistant Principal, or an F in the course.

COMMUNICATION

The best way to contact me with any questions or concerns is via email (weimers@dbqschools.org). You may also reach me by phone at 552-5541. Messages left will be returned as soon as possible. I also update Powerschool after every test or assignment we take within a day or two of the assessment.