

DDP 320B: PREMIERE PRO B

New Course Proposal

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Originator

mabril

Justification / Rationale

This course is Module 2 of 2 of a non-credit overlay version of DDP 120 Video Post Production. The non-credit version provides basic skills training opportunities to the incumbent workforce and those currently underemployed or unemployed.

Effective Term

Fall 2021

Credit Status

Noncredit

Subject

DDP - Digital Design & Production

Course Number

320B

Full Course Title

Premiere Pro B

Short Title

PREMIERE PRO B

Discipline

Disciplines List

Multimedia

Modality

Face-to-Face

100% Online

Hybrid

Catalog Description

This non-credit course prepares you to take the Adobe Certified Associate (ACA) exam for Premiere Pro. A Premiere Pro ACA earned certification validates entry-level skills in visual communication, for careers including, but not limited to, marketing, web development, photography, digital media, and graphic design. It indicates an intermediate level of depth and breadth of Premiere Pro knowledge and experience and enhances the recipients' value in the job market. In this class you will continue your Premiere Pro training and begin taking practice tests in preparation for the ACA exam. You will also develop Premiere Pro projects to build your online portfolio.

Schedule Description

Prepare to take the Adobe Certified Associate (ACA) exam for Premiere Pro which validates entry-level skills in visual communication, for careers including, but not limited to, marketing, web development, photography, digital media, and graphic design. It indicates an intermediate level of depth and breadth of Premiere Pro knowledge and experience and enhances the recipients' value in the job market. Prerequisite DDP 320A Premier Pro 1.

Non-credit Hours

81

Lecture Units

0

Lecture Semester Hours

0

Lab Units

0

Lab Semester Hours

0

In-class Hours

45

Out-of-class Hours

36

Total Course Units

0

Total Semester Hours

81

Override Description

Noncredit courses do not have lecture and lab so outside of class hours must be adjusted so the noncredit course has the same total hours as the credit equivalent.

Prerequisite Course(s)

Prerequisite: DDP 320A Premier Pro A.

Required Text and Other Instructional Materials**Resource Type**

Web/Other

Open Educational Resource

Yes

Class Size Maximum

25

Entrance Skills

Identify and analyze the basic effects and composition techniques.

Requisite Course Objectives

DDP 320A- Identify and analyze the basic effects and composition techniques.

Entrance Skills

Plan and construct film composites (integrating various elements with each other).

Requisite Course Objectives

DDP 320A-Plan and construct film composites (integrating various elements with each other).

Entrance Skills

Analyze audio to enhance video content.

Requisite Course Objectives

DDP 320A-Analyze audio to enhance video content.

Entrance Skills

Evaluate transitions, effects and color to enhance video content.

Requisite Course Objectives

DDP 320A-Evaluate transitions, effects and color to enhance video content.

Course Content

1. Gmetrix training and practice testing.
2. Digital storytelling fundamentals.
3. Copyright and fair use.
4. Develop portfolio projects using Adobe Premiere.
5. Adobe Certification Associate (ACA) Exam Preparation.

Course Objectives

Objectives	
Objective 1	Develop portfolio projects using Adobe Premiere techniques.
Objective 2	Continue Adobe Premiere training using Gmetrix to prepare to take the ACA exam.
Objective 3	Identify, assess, and apply the basic concepts behind digital video.
Objective 4	Prepare, import and organize footage and files.
Objective 5	Plan and construct film composites (integrating various elements with each other).
Objective 6	Capture video, plan, design, and create a short video clip using an array of production techniques and effects.

Student Learning Outcomes

Upon satisfactory completion of this course, students will be able to:	
Outcome 1	Demonstrate the skills needed to pass the Adobe Certification Associate exam for Premier Pro

Methods of Instruction

Method	Please provide a description or examples of how each instructional method will be used in this course.
Technology-based instruction	All course work uses current technology in the field, the students will learn the software and create physical and digital projects with the technology. Instructors will use the technology in demonstrations as it pertains to the assignments.
Lecture	Lectures will be provided on historical and contemporary approaches to digital art and media, as well as demonstrations on how to use software as it relates to the assignments.
Laboratory	Students will use the MAC computer lab for the course assignments, or their personal computer with the appropriate software and hardware.
Demonstration, Repetition/Practice	Students will learn technical software and hardware applications and apply them in a series of assignment/design challenges.
Skilled Practice at a Workstation	A large portion of the lab will be dedicated to time for students to create digital artwork on an individual workstation. Each student will need to have access to a computer to participate in this course.

Methods of Evaluation

Method	Please provide a description or examples of how each evaluation method will be used in this course.	Type of Assignment
Student participation/contribution	Students will be graded in their participation during critiques and group discussions.	In Class Only
Critiques	Students will participate in group 2 - 3 project critiques, addressing the requirements of the assignment as well as the creative exploration and graded with a rubric.	In Class Only
Portfolios	Students will create a 'body of work' that will be evaluated with a rubric.	In and Out of Class
Tests/Quizzes/Examinations	Students will train and take practice tests as needed to prepare for the ACA exam.	In Class Only
Product/project development evaluation	Students will create assignments with given criteria and will work to solve the design/art challenge as well as apply key fundamental compositions.	In and Out of Class

Written homework	Students will have a written exam that will be graded with a rubric.	Out of Class Only
Mid-term and final evaluations	Students will have both a mid term and final evaluation. The culmination of the course will be a graded assignment/project or physical test of knowledge pertaining to software or hardware.	In Class Only

Assignments

Other In-class Assignments

1. Create a digital presentation using type, color, and animation.
2. Synthesize animation with sound.
3. Capture and process digital raster images and combine with type sound, and animation.

Other Out-of-class Assignments

1. Create a 15-30 second promotional video.
2. Produce a mini documentary.
3. Create your own dialogue scene using storyboard panels.
4. Develop a composited video.
5. Develop a memorial slide show.

Grade Methods

Pass/No Pass Only

Distance Education Checklist

Include the percentage of online and on-campus instruction you anticipate.

Online %

50

On-campus %

50

Lab Courses

How will the lab component of your course be differentiated from the lecture component of the course?

Student will work on projects via canvas for evaluation.

From the COR list, what activities are specified as lab, and how will those be monitored by the instructor?

Design and development of projects submitted to Canvas as well as student's online portfolio.

How will you assess the online delivery of lab activities?

Via Canvas.

Instructional Materials and Resources

If you use any other technologies in addition to the college LMS, what other technologies will you use and how are you ensuring student data security?

Within Course Management System:

Discussion forums with substantive instructor participation

Regular virtual office hours

Private messages

Online quizzes and examinations

Video or audio feedback

Weekly announcements

External to Course Management System:

Direct e-mail

Posted audio/video (including YouTube, 3cm mediasolutions, etc.)

Briefly discuss how the selected strategies above will be used to maintain Regular Effective Contact in the course.

This class if online is being taught via Canvas. Instructors will use asynchronous text and video messages to interact with the students. Also, discussions boards, constant announcements will be used. Zoom virtual office hours with screen sharing and interaction capabilities will be available.

If interacting with students outside the LMS, explain how additional interactions with students outside the LMS will enhance student learning.

Canvas is used for external interaction as well.

Effective Student/Faculty Contact

Which of the following methods of regular, timely, and effective student/faculty contact will be used in this course?

Within Course Management System:

- Discussion forums with substantive instructor participation
- Chat room/instant messaging
- Regular virtual office hours
- Private messages
- Online quizzes and examinations
- Video or audio feedback
- Weekly announcements

External to Course Management System:

- Direct e-mail
- E-portfolios/blogs/wikis
- Posted audio/video (including YouTube, 3cm mediasolutions, etc.)
- Synchronous audio/video
- Teleconferencing

For hybrid courses:

- Scheduled Face-to-Face group or individual meetings
- Field trips
- Library workshops
- Orientation, study, and/or review sessions
- Supplemental seminar or study sessions

Briefly discuss how the selected strategies above will be used to maintain Regular Effective Contact in the course.

Active participation and multiple modes of information delivery; announcements, asynchronous text, video messages, discussions boards, and Canvas email.

Other Information

MIS Course Data

CIP Code

11.0803 - Computer Graphics.

TOP Code

061460 - Computer Graphics and Digital Imagery

SAM Code

C - Clearly Occupational

Basic Skills Status

Not Basic Skills

Prior College Level

Not applicable

Cooperative Work Experience

Not a Coop Course

Course Classification Status

Other Non-credit Enhanced Funding

Approved Special Class

Not special class

Noncredit Category

Short-Term Vocational

Funding Agency Category

Not Applicable

Program Status

Program Applicable

Transfer Status

Not transferable

General Education Status

Not applicable

Support Course Status

Course is not a support course

Allow Audit

No

Repeatability

Yes

Repeatability Limit

NC

Repeat Type

Noncredit

Justification

Noncredit courses are repeatable until the student achieves the skills and knowledge required to meet the objectives and outcomes of the course.

Materials Fee

No

Additional Fees?

No

Files Uploaded**Attach relevant documents (example: Advisory Committee or Department Minutes)**

DM Advisory mtg panel notes.docx

Approvals**Curriculum Committee Approval Date**

4/16/2020

Academic Senate Approval Date

4/23/2020

Board of Trustees Approval Date

5/15/2020

Chancellor's Office Approval Date

07/16/2020

Course Control Number

CCC000618916

Programs referencing this coursePremiere Pro Certificate of Completion (<http://catalog.collegeofthedesert.eduundefined?key=301/>)