DDP 320A: PREMIERE PRO A

New Course Proposal

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Originator

mabril

Justification / Rationale

This course is Module 1 of 2 of a non-credit overlay version of DDP120 Video Post Production. The non-credit version provides vocational skills training opportunities to the incumbent workforce and those currently underemployed or unemployed. This module presents basic software skills needed for digital imaging careers.

Effective Term

Fall 2021

Credit Status

Noncredit

Subject

DDP - Digital Design & Production

Course Number

320A

Full Course Title

Premiere Pro A

Short Title

PREMIERE PRO A

Discipline

Disciplines List
Multimedia

Modality

Face-to-Face
100% Online
Hybrid

Catalog Description

This non-credit course introduces basic tools and techniques of Adobe Premiere Pro and focuses on the fundamental techniques, skills, and theories of editing as well as the technical requirements for assembling digital video projects. Covering acquisition formats, authoring formats and delivery formats, the class provides a strong foundation for working with digital picture (both motion picture and still pictures) and digital sound in non-linear digital video post production. Topics will include digital vs. analog, time code, frame rates, frame size, frame aspect ratio, pixel aspect ratio, data transfer rates, key frames, NTSC and PAL television standards, image composition and acquisition, video capture, compression and output.

Schedule Description

This non-credit course is perfect for anyone wanting to learn how to get started using Adobe Premiere Pro. Students use the computer to create digital presentations that synthesize photography, graphics, video, sound, and animation. No prior Premiere Pro knowledge or art background required.

Non-credit Hours

81

Lecture Units

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.

Required Text and Other Instructional Materials

Resource Type

Book

Author

Dockery, Joe; Schwartz, Rob; Chavez, Conrad

Title

LEARN Adobe Premier Pro CC for Video Communication

Edition

2nd

City

Berkeley

Publisher

Adobe Press

Year

2019

College Level

Yes

Flesch-Kincaid Level

12

ISBN #

978-0134878577

Resource Type

Book

Author

Maxim Jago

Title

Adobe Premier Pro CC Classroom in a Book

Edition

1st

Publisher
Adobe Press

Year
2019

College Level
Yes

ISBN #
978-0135298893

Resource Type
Web/Other

Open Educational Resource
Yes

Description
These resources are part of the course module.

Class Size Maximum
25

Course Content
1. Use of raster/bitmap and vector/object images on a presentation, types of bitmap and vector images.
2. Presentation Styles: Linear and Non-Linear.
3. Sound capture, file formats and use.
4. Digital video formats and use.
5. Basic animation and loops.
6. Managing files for video production.
7. Understanding job requirements.
8. Basic editing workflow.
9. Enhancing audio.
10. Using markers in the timeline.
11. Color correction.
12. Creating a rough cut.
13. Editing vertical video.
14. Adding credits.
15. Creating a simple animation.
16. Masking with green screen.
17. Masking objects.
18. Importing Illustrator files.
19. Symbols:movie, button, graphic.
20. Converting objects into symbols.
21. Importing bitmaps.
22. Working with buttons.
23. Adding transparency.
24. Layers and Timelines.
25. Assets.
26. Digital storytelling.
27. Creating text.
28. Animating for the web.
29. Animating a movie clip symbol.
30. Nested symbols.

31. Adding sound.
32. Morphing objects.
33. Fading in and out.
34. Animating motion on a path.
35. Editing video.

Course Objectives

	Objectives
Objective 1	Identify elements of software user interface.
Objective 2	Demonstrate software features and functions.
Objective 3	Navigate and organize source media folders for projects.
Objective 4	Prepare, import and organize assets needed to set up a post video production project.
Objective 5	Analyze audio to enhance video content.
Objective 6	Evaluate basic principles and best practices employed in the digital video industry.

Student Learning Outcomes

	Upon satisfactory completion of this course, students will be able to:
Outcome 1	Analyze video editing software (Adobe Premiere Pro) workspace and tools.

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.
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 be have access to a computer to participate in this course.
Laboratory	Students will use the MAC computer lab for the course assignments, or their personal computer with the appropriate software and hardware.

Methods of Evaluation

Method	Please provide a description or examples of how each evaluation method will be used in this course.	Type of Assignment
Presentations/student demonstration observations	Students will explain how they analyzed, chose, and synthesized a variety of possible elements to create an original artwork	In Class Only
Student participation/contribution	Students will be graded in their participation at critiques and group discussions.	In Class Only
Tests/Quizzes/Examinations	Students will be quizzed on key art and media terminology including the principles and elements of design.	In 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
Written homework	Students will have a written exam that will be graded with a rubric.	Out of 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 Class Only
Other	Out-of-class hours will be monitored electronically through the Learning Management System.	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.
4. Develop an interactive presentation.
5. Produce an interview project.
6. Make a slide show.

Other Out-of-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.
4. Develop an interactive presentation.
5. Create a simple game using interactive controls.
6. Make a 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

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, 3cmediasolutions, 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, 3cmediasolutions, 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
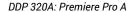Not a Coop Course

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

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

07/15/2020

Course Control Number

CCC000618888

Programs referencing this course

Premiere Pro Certificate of Completion (http://catalog.collegeofthedesert.eduundefined?key=301/)