Media Arts Wheel
Introduction to Digital Photography and Photoshop Imaging - Syllabus
Room 401

Instructor: Vince Campi, Digital Media Arts Academy Chair
Adobe Certified Educator, Apple Final Cut Pro Certified, Google Certified Teacher, Career Technical Education Teaching Credential
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COURSE DESCRIPTION
8–10 Weeks – highly recommended for all student entering the Digital Media Academy (DMA)
This engaging course will introduce students to the foundational skills involved in visual communication and needed for a career in the growing fields of photography, photo editing, retouching, and graphic, web, video, and motion design. Students will be introduced to the elements of art and principles of design through photography, and digital image creation and manipulation, using Canon DSLR cameras, Adobe Lightroom, and Adobe Photoshop. They will develop their digital workflow and the modern artistic skills needed to succeed in this course, and will also help with their core academic assignments and personal projects. Students will also review word processing, and presentation skills.

CLASS PROJECTS AND PACING PLAN

Week 1: Unit One: Review Academic Word Processing and Presentation Skills
Week 2-5: Unit Two: Digital Photography: foundational camera angles, and the Elements of art
Week 6-8: Unit Three: Digital Darkroom: Intro to Adobe Photoshop, editing, and compositing
Week 9: Unit Four: Portfolio Introduction: Create a Google Presentation Portfolio?

This curriculum is aligned to the National Education Technology Standards for Students, NETS*S, and the California Visual Arts Standards.

THE DIGITAL MEDIA ACADEMY’S OBJECTIVES ARE TO:
- Train and inspire students to produce creative products that communicate, educate, and entertain using digital media and visual arts.
- Prepare students for continued study in college or professional schools.
- Increase the students’ overall self-confidence that comes from discovering and developing one’s talents, work ethic, and ability to productively work individually and in partnerships.
- Provide ongoing direction, resources, and practice to make life-long learning a pattern.
- Help students understand how to have fun using these skills to creatively complete assignments for other classes and personal projects.
- Students will develop as earnest, motivated, and self-directed learners.

The main means of communications in this class will be via the Q Parent/Student Portal. Assignments and grades will be updated regularly. Please make sure you visit Q regularly to track your progress and feel free to contact me if you have any questions.

THE FOUR MAJOR ELEMENTS THAT DECIDE A STUDENT’S GRADE ARE

1 & 2 Attendance and Class participation
All projects are explained and completed in class and there is very little homework, therefore, Students need to be focused self-starters. In order to successfully complete this course students need to attend every class day and complete all projects. Your desk/work space must be clean and tidy before you will be dismissed.

3 Maintain a positive attitude
Be nice, polite and supportive of others. Treat others the way you’d like them to treat you. Be cool!
Complete all Assignments: you can make up any missing work, missing assignments are your responsibility!

4 Tardies
Be in your seat and ready to work before the tardy bell rings. Lateness is disruptive and wastes class time.
**Instructional Methods:**
Direct project-based instruction, lecture, hands-on computer and software training, PowerPoint or Google presentations, video tutorials, supplementary videos, art-based film, instructional online articles and podcasts, Internet research, collaborative interaction, and peer tutoring.

**Assessment Methods**
Creatively and energetically complete all class assignments with a positive attitude, regular attendance, and instructor observation.
Final Examinations are comprehensive multimedia projects that are based in the photography and software skills we have worked with regularly.
Standard grade percentages will be given for student performance on the above tasks:
100-90 A, 89-80 B, 79-70 C, 69-60 D, 59-0 F

**Software**
Adobe Lightroom and Photoshop (to create photo composites and other digital imagery)
You can use Google Picasa and many equivalent Windows software titles that students can use at home.
Firefox, Safari, and Chrome web browsers
Google Docs for word processing, and Google Slides to create presentations.

**Hardware**
Apple iMac computers, Canon DSLR Cameras, tripods, and other miscellaneous equipment.

Please sign, cut off, and return this lower portion to Mr. Campi.

**Media Arts Class Agreement**
Thank you for reading through the syllabus. Your signature and that of your parent/guardian confirms our common understanding and mutual agreement.

Statement:
- I have read the syllabus and understand what is expected of me in the Media Arts Wheel, and as a result of my compliance, I’ll progress toward realizing my potential and achieve my next level of technical and artistic success.
- I will allow my child to participate in photo shoots, be photographed, and the photographs will be used for class assignments and may be chosen for CHAMPS related media projects, portfolio web galleries, and/or CHAMPS promotional brochures, posters, or videos.

Date: ____________________  Print Student Name: _______________________________

Student Signature ______________________________________________________________

Parent/Guardian Signature ________________________________________________________