

MISSION VALLEY ROP/NMHS

MCA MEDIA 10

Course Description: This course will focus on Digital Art and Media. Students will learn how to use creative software to create unique pieces of art. We will explore how media is becoming increasingly pervasive in our lives and examine its influence on the way we perceive the world. The course will be underpinned by a solid foundation in the elements of art to support technical skills.

In MCA Media 10, students will first learn the Principles of Design and Art/Drafting Skills (1st Semester). They will then conceptualize, plan, and execute original media projects while understanding the impact of media on our world today. In the second semester, students will progress from beginning to intermediate levels, completing a number of hands-on projects that require both technical skills and creative concepts.

Students will investigate how design functions within our culture and shapes our understanding of the world. They will work towards creating a digital and print portfolio that showcases their strengths and artistic voices.

Course Objectives:

- Understand technical and aesthetic differences between traditional art
- Make informed choices about composition when creating and editing digital media
- Make informed choices about appropriate technologies for use in a variety of multimedia assignments – Analyze and discuss complex ideas in works of art.
- Create original works of art of increasing complexity and skill that reflect their feelings & point of view
- Describe the relationship involving the art maker, the process, the product, and the viewer.
- Demonstrate proper camera and digital processing techniques in the production of a work of art
- Understand and utilize the steps in the creative process
- Realize the career choices in the visual arts including journalism, media and entertainment.

Student Learning Outcomes

Workplace Basic Skills and Behaviors

- Apply skills learned in class
- Analyze information and make decisions
- Communicate verbally and in writing
- Work independently and as a team member in a diverse workplace
- Work reliably, responsibly, and ethically

Career Technical Skills

- Demonstrate occupational competencies
- Use appropriate technology
- Understand and practice occupational safety standards
- Demonstrate an awareness of how a business or industry function

Job Employment Skills

- Develop a plan to achieve career goals
- Use effective job search strategies
- Demonstrate an awareness of the importance of lifelong learning

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Assessments and Feedback:

- Participation
- Written Assignments
- Digital Skills Assignments
- Sketchbook Assignments
- Final Project
- In-class projects
- Critiques
- Career Portfolio

Google Classroom, Synergy

All students are required to register and use Google Classroom, as this will be the primary means of communication. Assignments and resources will be available through Google Classroom. Grades will be available on Synergy via Student Vue and Parent Vue.

Grading

Everyone can succeed in this course, regardless of their prior skills or abilities.

In this course, student will be assessed as follows:

50% Media Projects and Assignments
25% Illustrator / Photoshop Digital skills
15% Critique and written assignments
10% Classroom citizenship and work ethic

The grading scale is as follows:

A= 90-100%	D= 60-69%
B= 80-89%	F= 59% or less
C= 70-79%	

All projects will be graded on a rubric distributed at the beginning of the project.

Late Work Policy:

All assignments are to be completed and turned in by the due date. Late work will be accepted within a week from the due date. Each day late equals -10% of the grade earned. Example: 3 Days Late = -30% of grade earned.

After a week the assignment or project can be turned in for no more than 60% credit.

Special circumstances preventing on time work need to be arranged **3 days** in advance of the due date by the student in a student/teacher meeting if accommodations are to be made.

Work will **NOT** be accepted after the progress report deadline. Deadlines will be given ahead of time for closing out grades, no exceptions for work submitted later than the final progress grades.

Assignments can be resubmitted for a higher grade for no more than 10% . Example if the student received 70% on an assignment the max grade they can receive for a resubmittal is 80%

You are not allowed to take and use a photo of another person without consent.

Absent Policy:

Students with **EXCUSED** absences have as many days they were absent from my class to make up the work, after that the work is considered late.

CLASSROOM COURTESY:

Class will begin and end promptly. Please do not arrive late or leave early. Leaving without permission will be considered a cut.

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No Food or Drinks allowed in the classroom aside from water but needs to be left at the back sink area.

Students are required to clean up the last few minutes of class. chairs must be pushed in and students shall not be lined up by the door.

Students should not be on the phone during class. Students should not be emailing, texting, taking calls, or participating in any other off task activities during class.

If a student needs to leave to use the facilities, please check with the instructor to make certain it is a good time. Bathroom passes will be given to students per semester unused passes can be used for extra credit.

Any foul play during labs will result in suspension from the classroom, Students will need to complete the lab at home for homework in order to receive credit.

The Teacher's computer and desk is off limits for all students, students will receive disciplinary action if using or rummaging in without permission.

STUDENT RESPONSIBILITIES:

- Bring your camera, camera card, and camera manual to class sessions as instructed.
- Turn in assignments on or before the due date at a specified time frame.
- Take notes during class.
- Bring supplies to class as needed.
- Participate in class discussions and critiques.

Required Materials:

- Journal or 3 ring notebook for note taking.
- Sketchbook

Provided Materials:

- Digital Cameras (Can be checked out only with liability form signed)
- SD Card &USB
- SD reader phone adapter & USB Adapter
- Ipads

Signature Page-Class Syllabus
2022-2023

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Extra Credit Parent/Guardian Homework: Draw something below that tells me why your student is awesome!
Don't forget to sign your masterpiece

Return this page to Instructor

Parent/Guardian Signature: _____

Parent/Guardian Printed Name: _____

Date: _____

Student Signature: _____

Student Printed Name: _____

Date: _____

MVROP EQUIPMENT CHECKOUT LIABILITY FORM

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Equipment Checkout: Terms & Conditions

Digital Photography students and their parents/guardians are liable for the loss, and/or damage of video equipment, when they have checked it out for classroom, campus, or for off-campus use. Depending on what the students check out for their project, the cost of a camera kit is estimated to be between \$700 - \$1,200. The cost of additional equipment used in the classroom ranges from \$800 - \$2,500.

1. Students must use school equipment for approved class projects only.
2. Students must use the equipment with responsibility, care, and professionalism.
3. Students must return equipment on time, on the check-in date or check-out privileges will be revoked. If a student will be absent for any reason on the date equipment is due, arrangements must be made for the equipment to be dropped off at MVROP. At the very least, call. (510) 657- 1865 ex 15201
4. Students are responsible for returning equipment in the same condition it was checked-out, and note any issues the camera may be having. (many can be fixed easily)
5. Students, parents/guardians will pay for the replacement of equipment lost or damaged by their student. In order for students to check out video equipment, students, parents/guardians must accept the terms and conditions. This contract may be applied to students seeking the use of video equipment for school projects but enrolled in another class. Please check the appropriate line, sign, and return. If no check is made, the overnight category will be assumed.
6. Cameras are due next school day, if a student does not return the camera by due date, they will not be allowed to check out a camera for a week.

Authorize student for overnight and school time equipment checkouts

Authorize student for equipment checkouts only during class time

Do not check out equipment to my student; we will provide our own

My signature below indicates that I have received and read a copy of the above Digital Video Arts handbook and understand my responsibilities. The student agrees to abide by all rules and procedures. Consequences for not complying may result in being placed on contract or being removed from the class. Equipment checkout is a privilege and we understand it may be revoked should the rules of the class not be followed. We accept liability for the equipment the student listed below chooses to check out and will do everything we can to respect due dates and return the equipment to its original condition.

Student Signature

Print Student Name

Parent Signature

Date