DMEA: Digital Media and Entertainment Art Syllabus

Course Description:
7th Grade: Gifted academic elective   8th Grade: Fine art high school elective

This is an introductory course that introduces the student to 2D and 3D digital media. Using current technologies and industry standard software coupled with art design principles, students will sharpen their problem solving and critical thinking abilities.

-History of animation   -Digital Photography
-Animation principles   -Game design
-Animation 2D/3D   -Digital portfolios

General Information:
Mrs. Jones has two class rooms. The **computer art lab room 119** for the digital side and **room 223 the fine art studio space**. Mrs. Jones **prefers e-mails** as they can be responded to faster since she floats between two rooms.

e-mail: **ejones2@hampton.k12.va.us**
Computer Art Lab Phone: 850-7255

Mrs. Jones Website: **http://ejones2art.weebly.com**
          Assorted assignments, homework, and student
          digital portfolio links among other things will be here.
School Website: http://spr.hampton.k12.va.us

LETTER	NUMERICAL SPAN
A	93-100
A-	90-92
B+	87-89
B	83-86
B-	80-82
C+	77-79
C	73-76
C-	70-72
D	64-69
F	Below 64

Grade Breakdown:
Production/Creating: 55%
Digital Portfolio/sketchbook: 10%
Tutorials: 15%
Class Practice/Quiz: 20%
Semester Exam: 20% of over-all grade for 8th grade

High School Credit Exams:
8th grade students will have a midterm exam and final exam that is 20% of the over all grade. Students can be exempted if they have parent/guardian signed approval, a student maintains an 80% or higher average, and who misses no more then two days during a semester or a 90% or higher average and misses no more than three days during a semester.
7th grade students students will take a modified test that will be worth a project grade and can not be exempted as the course falls under the gifted academic electives at SGC.
NOTE: Any student who has been suspended during a semester shall not be exempt from taking the semester exam regardless of grade earned.
NOTE: Any student absence resulting from the student's observance of a religious holiday shall not be counted as an absence for purpose of this policy, provided that the parent/guardian of the student notified the building administrator and instructor in writing in accordance with Board policy. The notification shall specify: a. the date(s) of the absence(s), b. the name of the religious holiday, and c. that the absence is due to the exercise of the student's bona fide religious beliefs.

2015 version

Homework is posted on the Weebly site and/or in class. **Progress reports** are required to be signed by the parent/guardian and returned for a homework grade that the student is accountable for. If the printed progress report is lost, a written letter is acceptable.

SKETCHBOOK CHECKS 2015/2016

It is the student responsibility to turn in on time to be graded. 5 complete pages are due every 2 weeks in addition to other class assignments. Every day late 1 letter grade is deducted.

1st Nine-Weeks	2nd Nine-Weeks	3rd Nine-Weeks	4th Nine-Weeks
Sept. 24, 25	Nov. 19, 20	Feb. 4, 5	April 21, 22
Oct. 28, 9	Dec. 3, 4	Feb. 18, 19	May 5, 6
Oct. 22, 23	Dec. 17, 18	March 3, 4	May 19, 20
Nov. 5, 6	Jan 14, 15	March 17, 18	June 2, 3
		March 31, April 1	
Progress Report Oct. 6 **End 1st Nov. 6** **Report Cards Nov. 13**	**Progress Report Dec. 10** **End 2nd Jan. 29** **Report Cards Feb. 5**	**Progress Report March 3** **End 3rd April 1** **Report Cards April 15**	**Progress Report May 12** **End June 16 or 17*** **Final Report mailed**

Student Required Materials:
USB flash drive to save files.
Folder with pockets and computer paper or sketchbook
Pencil
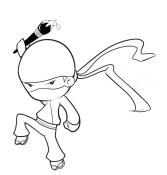Computer lab contract, signed by parents, to use computer art lab

Optional helpful supplies:
Tissues, disinfectant wipes, personal headphones

Student Expectations:
Students are expected to explore, plan projects out/storyboard, use sketchbook, be creative and original with work, follow directions on the rubrics, do proper layout formats, use professionalism, show craftsmanship/neatness, and use advanced critical thinking skills. This class will be challenging because it takes practice to become proficient in Photoshop, Flash, GameMaker, and with the ePortfolio. Use the force and become a digital arts master!

Regarding file management and deadlines: It is the student's responsibility to save their files on their own USB flash drive as well on their assigned computers daily. Deadlines will not be changed for lost projects or assignments and will still be expected to be turned in on time. Projects not turned in properly will not be graded and receive a zero. **Projects turned in late will receive 10 points off per day. Assignments over a week late will receive a grade of F.**

If you miss class or need more time to meet a deadline:
Please see Mrs. Jones to set up a time as it is the student's responsibility to meet deadlines for all assignments. After and before school times can be planned as well as working during lunch. If an **extenuating circumstance** occurs please inform Mrs. Jones to work out details.

Computer/Equipment Privileges:
A **signed computer lab agreement must be returned to Mrs. Jones** before students will be permitted to use the technology. Students will be assigned the same computer and tablet for the length of the class. In the event that a student does not comply with the policies the student will not be permitted to use any technology for the duration of the class. In addition, if a student loses privileges for the day the student will receive a **zero** for participation that day.

Full Year Course Outline:

1st Semester

First Nine-Weeks
Pre-Assessment
Introduction: File Management, Lab Contract, Gmail
Digital Portfolios/Sketchbook
Bell Ringers: Vocabulary, Sketchbook,
     Skill Building, Art Criticism
Elements and Principles of Art Review
Introduction to Photoshop
Photoshop Foundation Projects:
     Digital Color Wheel
     About You Photo Montage
     Typography Project
     Tessellations

Second Nine-Weeks
Photoshop Intermediate Projects:
     Digital Photography
     Advertisement Project
     Poster Design
     Character Design Project
History of Game making & technology progression
History of animation
     Create Early Animation Toys:
     Thaumatrope, Phenakistoscope,
     Flipbooks
Careers in digital arts
     Disney, Pixar, Illustrators, etc.

Review 1st semester exam
Midterm

2015 version

2nd Semester

Third Nine Weeks
Traditional Games
     Defining what a game is
Creating a Game Using Game Maker
     Pixel Art
     Critical based problem solving
     Storyboarding/Pipeline
     Sprite, avoid, contact, release, hazard
Publish games
Play student games
     Critiques and assessments

Forth Nine Weeks
Animated GIFs.
Walk Cycles
Animation Projects:
     2D Object Creation, Claymation
     Cut Paper StopMotion, Rotoscoping
     Cartoon Animation
Publishing Animation *iMovie, Quicktime Format*

Review 2nd semester exam
Post-Assessment
Final Exam