

## Intended Learning Outcomes

The aim of ICTMF 11 is to help students develop the attitudes, skills, and knowledge needed to live, learn, and work effectively in an information-rich technological society. Students will be exposed to experiences that encourage them to enjoy and value information and communications technology, develop positive habits of mind, and understand and appreciate the role of ICT in human affairs.

<i>Initial Assignment</i>	4%
a) <i>knowledge and understanding of the LMS</i>	
b) <i>collaboration and interaction using LMS</i>	
<i>Desktop Digital Video</i>	24%
a) <i>stages of digital video production (e.g., pre-production, production, and postproduction)</i>	
b) <i>digital tools and formats used by professionals in the industry</i>	
c) <i>storyboard for a digital video production</i>	
d) <i>layering, transitions, filters &amp; a using existing media elements</i>	
e) <i>storage, security, and codec issues: legal and ethical issues</i>	
<i>2D Graphic Design and Publishing</i>	24%
a) <i>digital-imaging tools and formats</i>	
b) <i>setting colour and graphic design characteristics</i>	
c) <i>graphic file formats appropriate for use in print, video, or web : peripheral capture devices &amp; ethical issues</i>	
d) <i>complex documents using textures, templates, and filters in 2D media</i>	
e) <i>2D images: layering, wire frame, textures, lighting, and perspective</i>	
<i>3D Design and Animation</i>	24%
a) <i>the impact of digital animation on society</i>	
b) <i>tools and resources for creating digital animation content: layering, channels, paths, and transitions</i>	
c) <i>digital animation terminology</i>	
d) <i>planning &amp; creating animation content &amp; specific output formats for delivering digital content</i>	
<i>Web Publishing</i>	24%
a) <i>planning web documents and web sites</i>	
b) <i>a variety of HTML tools and their limitations; W3C standards; program validators</i>	
c) <i>interactive web media using a variety of digital tools and web editors</i>	
d) <i>using web conventions and protocols</i>	
e) <i>ethical considerations</i>	

## Assessment

Assessment is used *as, for* and *of* learning. In the end students will be evaluated on the degree to which they met the outcomes of the course, using the provincial letter grade order:

A 86%-100  
B 73%-85%

C+ 67%-72%  
C 60%-66%

C- 50%-59%  
F- 0% - 49%

The knowledge presented in this course is, in the end, largely procedural, so students are given the opportunity to improve their work and re-submit. Each section has a number of practical exercises to complete. All of the practical exercises are graded using a series of rubrics and checklists to confirm skill demonstration. The mark value afforded each section is re-balanced at the end of each semester to reflect the final weight of the included learning outcomes.

The final grade will be a representation of skill mastery demonstrated with respect to all the learning outcomes.

Initial Activity	4%	2D Graphic Design 1	30
		2D Graphic Design 2	100
Desktop Digital Video 1	20		
Desktop Digital Video 2	45	Web Publishing	40
3D imaging	25	Animation	30
		Self Evaluation	25

Unit	Raw Score	Balanced Grade
Initial Activity	100	4
Module 1	65	24
Module 2	130	24

Unit	Raw Score	Balanced Grade
Module 3	55	24
Module 4	65	24
TOTAL		100