Common Course Outline
DIGM 112
Fundamentals of Media Production
3 Credits

Community College of Baltimore County

Description

DIGM 112 – Fundamentals of Media Production surveys production hardware and software and identify the roles and responsibilities of individuals involved in a digital media production. Students investigate the fundamental principles of storyboarding, digital framing, and audio recording. Students use consumer and prosumer hardware and software to create a short film, music video, commercial, public service announcement, or short documentary. Students create various types of time-based digital media using photography, graphics, audio, and video.

3 Credits

Overall Course Objectives

Upon successful completion of this course students will be able to:

1. describe strategies for audio and visual storytelling;
2. create media content using standard consumer tools, including phones, tablets, and computers;
3. explain the elements of mise en scène including camera placement, art direction, and production design;
4. reproduce emotional context through lighting, camera angles, and blocking;
5. explain copyright issues related to original media content;
6. critique media content using cinematography, editing and art direction terminology;
7. demonstrate basic audio production and sound design;
8. identify the main principles of editing and montage; and
9. provide examples of the impact of the digital revolution and new media on film, television, video, web and audio.

Major Topics

  I. Digital Media
   A. Video hardware and software
   B. Audio hardware and software
   C. Alternative media hardware and software
   D. New media
 II. Pre-production

    A. Scripting
    B. Locations
    C. Storyboards
    D. Shotlists
    E. Budget
    F. Project timeline
III. Production
    A. Shooting
    B. Personality rights
    C. Art direction
IV. Post-production
    A. Transferring media
    B. Editing
    C. Effects
    D. Titles
    E. Copyright
    F. Audio production
    G. Audio editing
V. Media business and ethics
    A. Copyright
    B. Research verification
    C. Business practice
    D. Project closeout

Course Requirements

Grading/exams:
Grading procedures will be determined by the individual faculty member but at a minimum will include the following:
- Three media projects
- One audio project
- Supporting production documents for every project
- One exam

Other Course Information

Students make extensive use of lighting, video, and audio equipment and are expected to carry and transport equipment for their projects. If a student is unable to lift or transport equipment CCBC will provide appropriate accommodations. Students also use computers and editing software. All hardware and software equipment is expensive and should not be loaned to anyone or left unattended. Students are legally and financially responsible for all equipment and are expected to handle all equipment with care.

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