



Course Outline

2026-2027 Catalog

MSP 10 - Digital Video Design and Production

Catalog Description

Transfer Status: CSU

Unit(s): 3.00

Lecture: 34.00 Contact hours/68.00 Out of class hours/102.00 Total hours/2.00 Unit(s)

Lab: 51.00 Contact hours/0.00 Out of class hours/51.00 Total hours/1.00 Unit(s)

Total: 85.00 Contact hours/68.00 Out of class hours/153.00 Total hours/3.00 Unit(s)

Course Description: This course introduces students to the use of computer and video editing software to create video sequences. Students will use computers to apply the basic concepts of video editing as used in TV, film, computer games, animation, internet design and other image based media.

Objectives

Upon successful completion of this course, the student should be able to:

1. Construct a video using proper design production and editing techniques.
2. Create a video to motivate a target audience to take a specific action.
3. Demonstrate effective workflow and file management strategies.
4. Prepare projects and work with the video software preference settings.
5. Identify and use the terminology of video production.
6. Use video design concepts and apply them in critiques.

Course Content

Topic Titles / Suggested Time Topic

Lecture

<u>Topics</u>	<u>Lec Hrs</u>
Prepare and Organize Materials	2.00
Understanding the video software Interface	3.00
The Capture Process	1.00
Build Your Story	3.00
Organize Your Story	3.00
Trim Your Story	3.00
Multi-clips	3.00
Audio	3.00
Transitions	3.00
Text, Titles, and Graphics	1.00
Motion Effects	3.00
Filters and Keying	2.00
Output Your Project	2.00
Archiving Your Project	1.00
Final Critique	1.00

Total Hours: 34.00

Lab

<u>Topics</u>	<u>Lab Hrs</u>
Prepare and Organize Materials	4.00
Understanding the Video software Interface	5.00
The Capture Process	2.00
Build Your Story	5.00
Organize Your Story	3.00
Trim Your Story	3.00
Multi-clips	4.00
Audio	5.00
Transitions	4.00
Text, Titles, and Graphics	2.00

<u>Topics</u>	<u>Lab Hrs</u>
Motion Effects	3.00
Filters and Keying	3.00
Output Your Project	3.00
Archiving Your Project	3.00
Final Critique	2.00
Total Hours: 51.00	

Methods of Instruction

- A. Homework: Students are required to complete two hours of outside-of-class homework for each hour of lecture
- B. Lecture
- C. Lab Applications
 - Assigned projects: based on class text, lecture and students career goals

Methods of Evaluation

- A. Homework: Storyboards and concept designs, Participation in critiques of in-class projects, Assigned projects and reading, Design and production of in class projects

Examples of Assignments

Reading Assignments

1. Research and critique a film review and share with the class.
2. Read the handout relating to video techniques supplied by instructor. Discuss in class.

Writing Assignments

1. Write a timeline based on an in-class video assignment. Share with the group.
2. Research an industry professional and write a one page biography on the individual. Share with the class.

Out-of-Class Assignments

1. Record a one minute video in your community and share an in-class critique.
2. Videotape an interview with another student relating to their career path. Share with class.

Recommended Materials of Instruction

Jordan, Larry, Lynda.com books. (2012). Final Cut Pro X. *Peachpit Press, 1st.*

Other Learning Materials

Related readings in trade journals, magazines and books in the Butte College Library
 Instructor prepared handouts
 Guest lectures/teleconferences

Minimum Qualifications

Art (Masters Required)
 Computer Science (Masters Required)
 Graphic Arts
 Media Production
 Telecommunication Technology

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Date: 02/04/2013