digital media 12

Keys To Success

• All assignments have due dates. Given the timely nature of the course, late assignments will lose 2% for each day overdue to a maximum of 20% of the overall mark. Students may ALWAYS turn in any work that is late, yet it must be completed to the prescribed standard to be eligible for partial marks. Any assignment that is more than 10 days late **may** be replaced with an alternate assignment. If a due date is impossible to meet it is the student's responsibility to discuss it with the instructor **prior** to the due date.

• Prompt attendance is mandatory. Late students will often miss important parts of the daily lesson. Missed time by the late student is to be made up, generally after school.

Objectives

Course work in Digital Media (ICT) 12 is an extension of what was learned in DMD 11. You will further develop skills in digital graphics, desktop publishing, digital audio, digital video, web site design, and Flash programing with Actionscript (including the creation of a Flash game).

Assessment

The general marking breakdown for the course is as follows:

- Digital Images 20%
- Digital Audio 10%
- Flash Game 20%
- Desktop Publishing 20%
- Digital Video 15%
- Website Design/Creation 15%

Grading for the course is *cumulative,* but as more material is covered in the second half of the course, term two will carry the bulk of the assignments. As such, grades for term 1 may be slightly misleading.

Excetera

Don't forget to check the **Classroom Website** on a daily basis for assignments, links to important sites, misc documents and general updates:
https://my43.sd43.bc.ca/schools/Gleneagle/Classes/digital_media12/default.aspx