

# COURSE SYLLABUS

<b>Course Title:</b>	New Media Portfolio		<b>Date submitted:</b>	Spring 2014 (AAC: 14-24)
<b>Department:</b>	Art and Media			
<b>Curriculum:</b>	New Media			
<b>Course Descriptors:</b> Make certain that the course descriptors are consistent with college and Board of Trustees policies, and the current course numbering system.	<b>Course Code:</b> (eg. ACC 101)	NMC*295	<b>Prerequisites:</b>	
	<b>Course Type:</b>	L	C- or better in Digital Narrative (NMC*200), Writing with Video (NMC*220), Topics in New Media (NMC*210), Programming for New Media (CSA*157), Internship in New Media Communication (NMC*211).	
	A: Clinical B: Lab D: Distance Learning I: Individual/Independent L: Lecture N: M: Seminar Internship P: Practicum U: Studio X: Combined Lecture/Lab Y: Combined Lecture/Clinical/Lab Z: Combined Lecture/Studio		<b>Corequisites:</b>	
	<b>Elective Type:</b>	FA/G/HU/LAS	None	
	AH: Art History E: English FA: Fine Arts FL: Foreign Language G: General HI: History HU: Humanities LAS: Liberal Arts & Sciences M: Math S: Science SS: Social Science			
	<b>Credit Hours:</b>	3		
	<b>Developmental:</b> (yes/no)	No		
	Lecture:	3		
	Clinical:	0		
	<b>Contact Hours:</b>	Lab: 0	<b>Other Requirements:</b>	
	Studio 0	None		
	Other: 0			
	TOTAL: 3			
	<b>Class Maximum:</b>	20		
	<b>Semesters Offered:</b>	S		
<b>Ability-Based Education (ABE) Statement:</b>	At Tunxis Community College students are assessed on the knowledge and skills they have learned. The faculty identified the General Education Abilities critical to students' success in their professional and personal lives. In every class, students are assessed on course abilities, sometimes program abilities, and, in most classes, at least one General Education Ability. Students will receive an evaluation of the degree to which they have demonstrated or not demonstrated that General Education Ability.			
<b>Catalog Course Description:</b>	Students will prepare a portfolio and resume that demonstrates previously developed work in new media production, new media literacy, problem solving, communication, design, and technology literacy for use in transfer application and employment search. Topics covered include: self assessment; portfolio design and creation; resume design; distribution and presentation methods of the new media portfolio; job search; and college transfer options.			
<b>Topical Outline:</b> List course content in outline format.	1. The portfolio process A. Self assessment B. Assessing, collecting, and revising portfolio artifacts C. Assessing appropriate distribution and archiving systems D. Audience E. Mediation F. Digital and analog artifacts			

2. Organization and distribution
  - A. Working with analog projects
    1. Packaging
    2. Presentation
    3. Design documentation
    4. Contexts
    5. Self-assessment
    6. Assessment standards
  - B. Working with digital projects
    1. Distribution systems
    2. Navigation schema
    3. Descriptions and abstracts
    4. Design documentation
    5. Assessment standards
3. Designing for an interdisciplinary audience
  - A. Academic and professional disciplines
  - B. Verbal presentations
  - C. Papers and reports
4. Technological literacy
  - A. Working with text
  - B. Working with audio
  - C. Working with video
  - D. Working with the web and physical media
  - E. Interactivity and adaptivity
5. Transfer curriculum and new media programs
6. New Media careers and professional organizations
7. Social networking
8. Undergraduate and Graduate New Media Studies

**Upon successful completion of this course, the student will be able to do the following:**

**COURSE:**

As this is a capstone course, all student work will be evaluated against surmounting program abilities in New Media Communication.

**PROGRAM:** *(Numbering reflects Program Outcomes as they appear in the college catalog)*

**Problem solving**

- A. Reacts positively and professionally to unscripted problems
- B. Anticipates and makes reasonable predictions about change in professional settings
- C. Articulates processes for solving problems

**Project building**

- A. Develops and follows production processes, sequences, and techniques
- B. Comprehends the complexities and limitations of project development given different information delivery methods, systems, and the needs of multiple audiences
- C. Applies testing and evaluative criteria to projects, groups and individuals in pre-production and production stages of new media projects
- D. Applies inter-disciplinary concepts, ideas, and tools to new media projects

**New Media Literacy**

- A. Builds and manipulates effective digital interface

**Outcomes:**

Describe measurable skills or knowledge that students should be able to demonstrate as evidence that they have mastered the course content.

	<p>B. Describes, evaluates, and compares systems                  C. Selects, manipulates, and integrates media into multi-modal systems                  D. Selects, manipulates, and integrates digital and traditional media in appropriate contexts</p> <p><b>GENERAL EDUCATION:</b> <i>(Numbering reflects General Education Outcomes as they appear in the college catalog).</i></p> <p>1. <b>Aesthetic Dimensions</b> - Students will understand the diverse nature, meanings, and functions of creative endeavors through the study and practice of literature, music, the theatrical and visual arts, and related forms of expression.</p> <p><b>Demonstrates:</b> Identifies and describes formal aspects, historical or cultural context, and aesthetic elements of the genre with clarity and appropriate vocabulary.</p> <p><b>Does Not Demonstrate:</b> Unable to clearly identify and describe the formal aspects, historical context, and aesthetic elements of the genre.</p>
<p><b>Evaluation:</b>                  List how the above outcomes will be assessed.</p>	<p><b>Assessment will be based on the following criteria:</b></p> <p>Published New Media portfolio to include new media projects, written self assessments, design documents                  Transfer program assessment                  Career assessment</p>
<p><b>Instructional Resources:</b></p> <p>List library (e.g. books, journals, on-line resources), technological (e.g. Smartboard, software), and other resources (e.g. equipment, supplies, facilities) required and desired to teach this course.</p>	<p>Required: Mobile Macbook studio and New Media Lab                  Desired: None</p>
<p><b>Textbook(s)</b></p>	<p>Refer to current academic year printout.</p>