STRANDS AND STANDARDS
DIGITAL MEDIA CAPSTONE

Learning that works for Utah
CTE®

Course Description

The Digital Media Capstone course is designed for students to further develop their advanced skills of planning, developing, and creating various forms of Digital Media projects such as 2D and 3D graphics, 2D and 3D animation, audio, video, digital imaging, and various forms of interactive projects. Projects created in this course will help the student build a media portfolio and help prepare students for entry-level positions and other occupational/educational goals.

Intended Grade Level	11-12
Units of Credit	1.0
Core Code	35.02.00.00.002
Concurrent Enrollment Core Code	N/A
Prerequisite	Digital Media Advanced, 3D Animation 2, 3D Modeling 2, Video Production 2, Audio Production 2
Skill Certification Test Number	Capstone Rubric
Test Weight	1.0
License Area of Concentration	CTE and/or Secondary Education 6-12
Required Endorsement(s)	
Endorsement 1	Multimedia

STRAND 1

Students will use and enhance skills learned in previous multimedia courses. Courses could be Digital Media 1, Digital Media 2, or Digital Media Advanced.

Standard 1

Apply skills learned in previous multimedia courses.

- Create and manipulate 2D graphics using a variety of advanced techniques
- Create and manipulate 2D animations using a variety of advanced techniques
- Create and manipulate 3D graphics or animations using a variety of advanced techniques
- Create and manipulate digital video using a variety of advanced techniques
- Create and manipulate digital audio using a variety of advance techniques
- Create and manipulate interactive games using a variety of advanced techniques

Standard 2

Review and apply the elements and principles of visual design

- Utilize visual design elements in all projects
- Apply concepts of color theory, typography, animation principles, as applicable

Standard 3

Follow their AUP, Fair Use guidelines, and copyright law

- Follow and adhere to the school's AUP (Acceptable Use Policy)
- Understand when copyrighted material can be used under Fair Use guidelines
- Understand and adhere to all applicable copyright laws

STRAND 2

Students will learn and follow the process of planning, designing, creating digital assets, evaluating, revising, and publishing interactive digital media projects.

Standard 1

Pre-planning for a digital media project

- Write a project proposal including objectives, goals, target audience, timeline, etc.
- Create an outline/storyboard, script, concept art, asset list, flow chart, or any other item applicable that will help define what is needed for the project
- Get approval for any copyright material that will be used

Standard 2

Create and development of the content for the project

- Create and organize Digital Media assets needed for the project such as raw footage, 3D Models, voice recordings, foley, graphics, etc.
- Assemble the project using storyboard, script, flowchart etc.
- Follow copyright and fair use guidelines
- Test the project, receive feedback, revise as needed

Standard 3

Package and publish the project

- Design packaging and other materials needed for publishing and distribution such as movie posters, app icons, podcast graphics, etc.
- Set a launch date
- Provide plan for continued maintenance of the project
- Publish the project

STRAND 3
Functioning as an individual, students will design and develop an original Digital Media project.

STRAND 4
Functioning as part of a team, students will design and develop an original Digital Media project.

STRAND 5
Students will create an interactive Digital Media portfolio or reel for digital delivery which showcases a student's projects, work, and skills. Projects included can be created individually or as a team member.

Standard 1
Plan a portfolio or demo reel showcasing projects completed in Digital Media related courses and any personal projects that show the student's best work.

Standard 2
Create a digital portfolio that follows strict adherence to copyright and fair use guidelines

STRAND 6
Students will develop a better understanding of real-world application within the Digital Media industry

Standard 1
Students will participate in one or more of the following work-based learning experiences:
- Take a field trip to a software or interactive design business
- Do a job shadow for someone in a Digital Media related career
- Intern at a Digital Media related business
- Listen to an industry or post-secondary guest speaker

STRAND 7
Students will participate in one or more of the following student competitions:

Standard 1
Participate in a Digital Media student competition
- Enter a school, district, or state level Digital Media related contest
- Prepare and submit an entry for the Utah Digital Media Arts Festival
- Enter and compete in a CTSO (Career & Technical Student Organization) conference in a Digital Media related competition

Overall Performance Skill:

Students will use the Strands & Standards in this course to create a Digital Media product and final online portfolio.

Workplace Skills

Workplace Skills taught:
- Communication
- Problem Solving
- Teamwork
- Critical Thinking
- Dependability
- Accountability

PERFORMANCE SKILL DOCUMENTATION & RUBRIC – coming soon!

A link to the performance skill rubric is located HERE for your review.