



College of Education



Course Syllabus

Section 1: General Course Information

Course Title:	EME 6209 Still and Time-Based Media in Education
Course Reference Number (CRN):	
Semester and Year:	
College and Department:	College of Education, Educational Technology
Course Prerequisite(s):	EME 5053 and EME 6207 with a minimum grade of "B".
Course Credit Hours:	3
Meeting Times/Locations:	Online/Virtual
Instructor:	
Contact Information:	

Section 2: Course Expectations

Course Description:

This course has evolved from its original intent that focused on animation to a much broader perspective of looking at the visual language of still and moving images. We will look at animation but will also consider all time-based media. In this course, we will study the tools used in visually structuring a story. We will first review how story can be a sound basis for all learning. We will then address two broad categories that make up storytelling:

1. Text
 - a) How the story content is structured.
 - b) What the sequence of events and dialogue tells us.
2. Subtext - What you get from the story that is:
 - a) Seen – the story's visual continuity and visual support
 - b) Felt – both emotionally and psychologically.
 - c) Understood – socially and culturally.

This is based on the premise that audiences get most of its information from subtext and it is generally more powerful than the text of the story. As teachers and educators, we want the audience (our learners) to participate in story and they should be actively visually involved with the story. In other words, it isn't a passive relationship.

Course Objectives and Student Learning Outcomes:

To make you aware of the mechanics and craft of the visual aspects of story so you will be able to use them as tools to teach learners. Ultimately, these aspects should become second nature to you so that you can use them in the creation and analysis of your own lessons.

In this course, the student will:

- Learn how to create graphics, animations, and videos that can be used in instructional environments (AECT Standard 1);
- Demonstrate an understanding of mediated visual language for still and moving images in instruction (AECT Standard 3);
- Demonstrate an understanding of text and subtexts in visual storytelling as it relates to narrative epistemology in instruction (AECT Standard 4 and 5); and,
- Demonstrate an understanding of techniques common to graphic and time based media in order to be able to embed and otherwise electronically distribute product files in an efficient and economical manner (AECT Standard 3).

Required Materials:

- Access to an Internet-enabled computer with at least 8 GB of RAM, 500 GB of storage space, speakers, webcam, microphone, the latest version of a PC or MAC operating system, and an updated web browser.
- Students may be required to download trial or free versions of applications to complete assignments in this course. In some cases, students *may* be required to spend no more than \$25.00 on software to complete assignments for this course.
- Other learning materials will be provided in the Canvas course site.

Expectations

The course emphasizes exploratory, experiential, and reflective learning and thus you are expected to be guiding your own learning. It is expected that students will spend at least 9 hours per week on their studies and completing the assignments. Students are also expected to demonstrate collaborative and respectful scholarly participation with peers and among professional learning networks. (AECT Standard 4-Collaborative Practice; 4-Ethics)

Communications: Open and frank communications are encouraged. Feel free to contact the professor via e-mail, phone, or in person if you have any questions or problems concerning this course. All communication will be answered within 48 hours. Typically, you will receive a response to your communication within 24 hours. This type of communication will be essential to our collaboration in making this a successful learning experience for all.

Section 3: Learning Tasks, Course Evaluations, and Course Policies

Course Evaluation:

In addition to the evaluation of the described learning tasks, completing and submitting course work according to the due dates, ethical use of technologies for learning and instruction (AECT Standard 3-Ethics), and being collaborative and respectful to peers and instructors are all parts of professionalism. The assessment of student's performance in professionalism is at the Professor's discretion.

Scope & Sequence:

- Students will learn technical aspects of three types of software:
 - 1) Presentation
 - 2) Graphics
 - 3) Video editing
- Students will review course lessons on visual language and related issues.
- Students are also expected to read assigned lessons and submit reflections.
- Students will submit three (3) projects.

Course Schedule:

Learning Cycle	Lessons, Modules & Readings	Tech Training & Projects	Assignments, Activities & Projects Due
Cycle 1	Introduction to Book Trailers	Introduction to Electromagnetic Spectrum	• Adobe Connect Mtg • Confirm Syllabus and EM Readings(Survey)
Cycle 2	The Story Invention Process	Introduction to Audio	• Audio Reflection: Story Invention Process (AECT 3.2) • Audio Activities (2)(Drop Box)
Cycle 3	What is Visual Language/Literacy?	Introduction to Digital Imagery	• Reflections on Readings • Graphics Activity Part 1: Corkboard (AECT 1.1) • Graphics Activity Part 2: T-shirt (AECT 1.1)
Cycle 4	Story & Visual Structures	• Introduction to Time-Based Media • Stop Motion/Animation	• Adobe Connect Session • Reflection: Story & Visual Structure (Drop Box) (AECT 3.2) • Stop Motion Video (Easy Uploader)
Cycle 5	• Motivating Reluctant Readers • Media, Story & Change • Final Project: How to Do A Book Trailer	• Introduction to Video Editing • Intro to Change Story Project	• Select Book for Trailer Project (Drop Box) (AECT 4.5) • Change Story (Easy Uploader) (AECT 5.1)
Cycle 6	Visual Language of the Moving Image	• Introduction to Storyboards • Video File Formats/Compression	• Video Assembly Activity(Easy Uploader) • Answers to Visual Language/Silent Films Questions (Drop Box)

Cycle 7	Citizen Kane		• Adobe Connect Session - Citizen Kane Review • Book Trailer (Easy Uploader) (AECT 4.1) • Peer Review - Book Trailers (Online) (AECT 4.4) • Upload Book Trailer to LiveText • Final Reflection (Drop Box)
---------	--------------	--	---

Course Tasks

Activities	Points
Major Projects:	
• Animation/stop action	80
• Change Story	80
• Book Trailer	100
Mini Projects/Activities	270
Reflections/Discussions	270
Peer Evaluation	50
Final Reflection	150
Total Possible	1000

Grading:

Grading is based on a point system. Your grade will be determined by the number of points earned out of a total of 1000 points. **This means one letter grade is lost for every 100 points you fail to earn as you progress through the semester. Lost points are irrecoverable.**

Students earning below an 80% in the course will need to re-take the course. Please refer to the university and College of Education graduate handbook for more information. There will be no plus or minus grades awarded in this course.

1000-900_{pts} = A | 899-800_{pts} = B | 799-700_{pts} = C | Less than 600_{pts} = F

** Federal Financial Aid requirements stipulate FGCU must be able to demonstrate that each student receiving financial aid is eligible to receive aid. Therefore, beginning in the fall of 2015 you are required to confirm your attendance through a participatory activity for this course by the end of the first week of classes. Failure to do so will result in a delay in the disbursement of financial aid.*

Section 4: College of Education and University Policies

College of Education Vision Statement:

"Learners and leaders of today and tomorrow"

We envision our graduates, and those they influence, as the learners and leaders of today and tomorrow. As learners, our graduates will continue to grow and develop into leaders within their

fields. As leaders, they will build upon the diverse backgrounds and perspectives they encounter to ensure that all individuals are able to construct the understandings necessary to become successful.

4.1 College of Education LiveText Syllabus Statement

The College of Education has adopted the use of LiveText software to assist in the assessment of student performance and program quality. As a degree-seeking student or as a student admitted to a state-approved program, you are responsible for purchasing a membership to LiveText during your first course in the College of Education. If you do not have a membership in LiveText, you will need to purchase it immediately from www.livetext.com. This is a one-time only purchase, and your LiveText account is available to you for five years. Students enrolled in this class will be required to submit critical tasks (assignments that are linked to standards, relevant to the field you have chosen). Your work will be assessed in LiveText to help monitor your demonstration of the program standards, receive feedback from faculty on your progression toward meeting them, and certify that you have demonstrated all the required standards and competencies needed to complete your program. Your documented success on these tasks can also contribute to a portfolio that showcases your learning for current and future employers.

4.2 University Policies and Resources

Academic Behavior Standards and Academic Dishonesty

All students are expected to demonstrate honesty in their academic pursuits. The university policies regarding issues of honesty can be found in the FGCU Student Guidebook under the Student Code of Conduct and Policies and procedures sections. All students are expected to study this document which outlines their responsibilities and consequences for violations of the policy. The FGCU Student Guidebook is available online at <http://studentservices.fgcu.edu/judicialaffairs/new.html> or http://studentservices.fgcu.edu/judicialaffairs/files/Code_of_Conduct_book_08-09.pdf

Disability Accommodations Services

Florida Gulf Coast University, in accordance with the Americans with Disabilities Act and the university's guiding principles, will provide classroom and academic accommodations to students with documented disabilities. If you need to request an accommodation in this class due to a disability, or you suspect that your academic performance is affected by a disability, please see me or contact the Office of Adaptive Services. The Office of Adaptive Services is located in the Wellness Building. The phone number is 239-590-7956 or Video Phone (VP) 239-243-9453. In addition to classroom and campus accommodations, individuals with disabilities are encouraged to create their personal emergency evacuation plan and FGCU is committed to providing information on emergency notification procedures. You can find information on the emergency exits and Areas of Rescue Assistance for each building, as well as other emergency preparedness materials on the Environmental Health and Safety and University Police Department websites. If you will need assistance in the event of an emergency due to a disability, please contact Adaptive Services for available services and information.

Student Observance of Religious Holidays

All students at Florida Gulf Coast University have a right to expect that the University will reasonably accommodate their religious observances, practices, and beliefs. Students, upon prior notification to their instructors, shall be excused from class or other scheduled academic activity to observe a religious holy day of their faith. Students shall be permitted a reasonable amount of time to make up the material or activities covered in their absence. Students shall not be penalized due to absence from class or other scheduled academic activity because of religious observances. Where

practicable, major examinations, major assignments, and University ceremonies will not be scheduled on a major religious holy day. A student who is to be excused from class for a religious observance is not required to provide a second party certification of the reason for the absence.

Academic Integrity

All assignments, projects, and examinations are to be completed solely by the student. Inclusion of facts, ideas, quotes, or other materials from outside sources must be cited and referenced in all work. Evidence of cheating and plagiarism are cause for disciplinary action by the university. According to the university, plagiarism and cheating refer to the use of unauthorized books, notes, or otherwise securing help in a test; copying tests, assignments, reports, or term papers; representing the work of another person as one's own; collaborating without authority with another student during an examination or in preparing academic work, or otherwise practicing academic dishonesty by the student. Inclusion of facts, ideas, quotes, or other materials from outside sources must be cited and referenced in all work.

Turnitin.com

Students who take this class must be prepared to submit electronic copies of some or all assignments to Turnitin.com for the detection of plagiarism. The University expects that all students will be evaluated and grades on their own work. If you use language, data or ideas from other sources, published or unpublished, you must take care to acknowledge and properly cite those sources. Failure to do so constitutes plagiarism. Papers that are submitted to Turnitin.com become part of the Turnitin.com student paper database solely for the purpose of detecting plagiarism. If you choose to request that your paper(s) not become part of the Turnitin.com student papers database this must be communicated to your professor in writing at the beginning of the course.

Distance-Learning

Information on distance learning courses is available online at <http://itech.fgcu.edu/distance/>

Canvas Learning Management System

FGCU's learning management system is called Canvas. It is available at <http://canvas.fgcu.edu/>. There are links on the home page to tutorials and resources on how to use Canvas.

Last Day to Withdraw Without Academic Penalty

Please refer to the Academic Calendar at <http://www.fgcu.edu/Registrar/academiccalendar.asp>.

+++++

Note:

If this is your last semester in your program, please visit the following link for program completion or graduation details.

<https://fgcu.instructure.com/courses/225660>

+++++