COURSE SYLLABUS

DMP 101  Story Elements for a Digital Environment

CREDIT HOURS: 3.00

CONTACT HOURS: 45.00

COURSE DESCRIPTION:
This seminar course explores how meaning, message and story are conveyed through images. Students will learn about storyboarding, story elements and organizations, archetypes, visual and perception theory, the organization of visual elements to create meaning, the history of the image, typography, visual imagery in cinema and the use of the image in digital media today.

PREREQUISITES: NONE

EXPECTED COMPETENCIES:
Upon successful completion of this course, the student will:
1. List and describe components of a story.
2. Create story elements for advertising, digital media, video and creative assignments.
3. Describe the difference between a weak or strong story based on the story elements.
4. Deconstruct a film or story for components including plot, climax, apogee, character study, comic moment, dramatic twist, and development.
5. List how sound, music and narrative impact visual stories.
6. Identify and utilize visual elements for their relative to creating and producing visual stories.

ASSESSMENT METHODS:
Student performance may be assessed by examination, quizzes, case studies, oral conversation, group discussion, oral presentations. The instructor reserves the option to employ one or more of these assessment methods during the course.

GRADING SCALE:
90%-100% = A
80%-89.9% = B
70%-79.9% = C
60%-69.9% = D
<60% = E