

Year 1 Web Production / Audio Engineering

Freestyle Academy of Communication Arts & Technology

Instructor: Leo Florendo

Textbook: Online resources <http://freestyle-acat.info/webaudio>

Prerequisites: None

What Students Can Expect From This Course

Course Description:

This course provides a theoretical and applied academic foundation to use digital media in graphic and traditional art along with audio engineering. Students create and design web pages, graphics, and animations as a basis for developing skills in visual communications. The class focuses on basic design, layout and construction, setup and maintenance of a web site. Students also create audio projects for developing skills in audio communication with basic audio recording techniques inside and outside the recording studio using industry and home recording equipment. Software applications will include Dreamweaver, Flash, Photoshop, Illustrator, Word, Garageband and Pro Tools. Students will also learn HTML debugging and the use of Cascading Style Sheets (CSS) for web production.

Expected School-wide Learning Results:

21st CENTURY SKILLS To preparing students to live, learn, and work successfully in today's knowledge-based digital society, our emphasis at Freestyle will be on developing:

- **Visual Literacy-** the ability to interpret, use, appreciate, and create images and video using both conventional and 21st century media in ways that advance thinking, decision making, communication, and learning.
- **Technological Literacy-** knowledge about what technology is, how it works, what purposes it can serve, and how it can be used efficiently and effectively to achieve specific goals.
- **Creativity-** the act of bringing something into existence that is genuinely new, original, and of value either personally (of significance only to the individual or organization) or culturally (adds significantly to a domain of culture as recognized by experts).
- **Self Direction-** the ability to set goals related to learning, plan for the achievement of those goals, independently manage time and effort, and independently assess the quality of learning and any products that result from the learning experience.
- **High Productivity-** the ability to produce intellectual, informational, or material products that serve authentic purposes and occur as a result of students using real-world tools to solve or communicate about real-world problems. These products include persuasive communications in any media (print, video, the Web, verbal presentation), synthesis of resources into more useable forms (databases, graphics, simulations), or refinement of questions that build upon what is known to advance one's own and others' understanding.
- **Teaming and Collaboration-** cooperative interaction between two or more individuals working together to solve problems, create novel products, or learn and master content.
- **Social and Civic Responsibility-** the ability to manage technology and govern its use in a way that promotes public good and protects society, the environment, and democratic ideals.
- **Risk Taking-** the willingness to make mistakes, advocate unconventional or unpopular positions, or tackle extremely challenging problems without obvious solutions, such that one's personal growth, integrity, or accomplishments are enhanced.

Length: 1 year

Credits: 10 Units

UC/CSU: No

What Is Expected From The Student

Assessment and Grading:

Quarter grades will be determined on the basis of performance on projects, and classwork. Each area of evaluation will be weighted as follows:

Pre-Production Assignments = 30 %

Production assignments = 70 %

Each quarter will count 50% towards your semester grade.

**Please note: Only semester grades appear on transcripts.*

Grades will be assigned on the basis of the following percentages:

A 90 to 100% **B** 80 to 89% **C** 70 to 79% **D** 60 to 69% **F** below 60%

Grade Book Update Policy:

Grades may be viewed 24/7 through individual online accounts on <http://snapgrades.net> and will be updated every two weeks or so. Students/Parents will receive grade-viewing info by email.

Daily Assignments:

Daily assignments are determined by tasks needed to achieve project goals. Students are responsible to check assigned tasks on the online daily agenda and end goals and work toward achieving those tasks and goals.

Attendance:

Attendance at Freestyle is required of students from 9 AM to 12 PM. Note: Students may receive a failing grade "F" in a class where they accumulate 15 or more unexcused absences. Attendance at Exhibitions will be a graded assignment for each project.

Late Work/Make Up Work

Only late Production assignments will be accepted (no Pre-Production) and will result in a reduction of 1 letter grade for each week late beyond the posted deadline. Absent students are allotted the same number of absent class days to complete assignments. If a student is absent for extended periods of time, it is the student's responsibility to consult with instructor for make-up work.

Classroom Rules:

Because of the various expensive equipment provided for each student, no eating, drinking and chewing gum will be strictly enforced. Students not in their seats at 9 AM will receive a tardy. Cheating on any assignment or evaluation will not be tolerated. Any student caught cheating will be given a zero for the item and will be subject to further disciplinary action.

Help:

Office hours: 3-5 PM everyday or email me at Leo.Florendo@mvla.net

Open Lab hours throughout the year will be posted online and announced in class.

Lots of information is on the class website <http://freestyle-acat.info/webaudio>