



## Course Syllabus

<u>EDTC 5060.01</u> COURSE NUMBER AND SECTION	<u>Elaine S. McKenna</u> INSTRUCTOR	<u>emckenna@charter.net</u> E-MAIL ADDRESS
<u>Educational Software: Creating a Digital Video - PC</u> COURSE TITLE	<u>Summer - 2004</u> TERM	<u>2</u> CREDIT HOURS

WEBH  
SITE

### 1. Course Description:

This class will address the use of computer and digital video technologies to teach higher level thinking skills in the K-12 classroom. Windows Movie Maker 2 is the latest version of the easy-to-use software that has encouraged so many PC users to make their own desktop movies. Movie Maker 2 gives you easy-to-learn effects that let you do your digital storytelling in even more visually interesting ways without the use of a technical manual. Emphasis will be placed on the process of planning, shooting, editing, and presenting a movie. It is played using Windows Media Player on a PC.

### 2. Learning Outcomes:

This course will enable participants to:

- become familiar with using digital cameras and camcorders.  
MoSTEP 1.2.11.1 – Students will demonstrate an understanding of technology operations and concepts needed to fully participate in the course.
- develop storyboards to begin video development.  
MoSTEP 1.2.11.6 – Students will demonstrate an understanding of the social, ethical, legal, and human issues surrounding the use of technology as it relates to the design of the movie project.
- select appropriate scenes, lighting, timing, and content for the video.  
MoSTEP 1.2.11.1 – Students will demonstrate an understanding of technology operations and concepts relative to the movie project.  
MoSTEP 1.2.11.2 – Students will design a movie project that incorporates appropriate technology.  
MoSTEP 1.2.11.3 – Students will design a movie project that includes technology to maximize the learning experience for students.  
MoSTEP 1.2.11.4 – Students will apply technology to the evaluation and assessment strategies included in the movie project.  
MoSTEP 1.2.11.5 – Students will use technology to enhance learning and to communicate ideas effectively.
- become familiar with Windows Movie Maker 2 software to capture, edit, and present the video.

MoSTEP 1.2.11.1 – Students will demonstrate an understanding of technology operations and concepts.

MoSTEP 1.2.11.2 – Students will design a movie project that incorporates appropriate technology.

MoSTEP 1.2.11.5 – Students will use technology to enhance personal productivity and professional practice.

- become familiar with the variety of presentation formats that can be used in a classroom.

MoSTEP 1.2.11.1 – Students will demonstrate an understanding of technology operations and concepts.

3. Schedule of required readings, class preparations and assignments, lectures, discussions, student presentations, out-of-class assignments and exams. (This schedule is subject to change.)

#### Week 1:

Personal introductions

Overview of Movie Maker 2 with demonstrations of student and teacher projects

Presentation of the following concepts: storyboarding, use of digital cameras, lights, sound, and timing of clips

Hands-on instruction with digital cameras

Hands-on instruction with Movie Maker 2 tutorial

Create shooting schedule with digital equipment

Discussion of the exporting, presentation, and size of movies before the shooting process begins

Readings

*Part 1: Getting Started*

*Getting Your PC Ready for Movie Maker 2*

*Creating Watchable Video*

*Introduction to Movie Maker 2 Interface*

Discussion activities

#### Week 2:

Fair use guidelines

Movie Maker 2 tutorial continued with advanced features

Shooting schedule begins

Readings

*Part 2: Gathering your Assets*

*Capturing DV Video*

*Importing Still Images*

*Importing Audio and Music*

Discussion activities

#### Week 3:

Test over creating a digital video

Movie Maker 2 capturing, editing, and exporting

Shooting schedule is completed

Evaluation criteria discussed

Exporting movies

Planning a classroom presentation

Readings

*Part 3: Editing*

*To the Movie Window*

*Transitions*

*Special Effects*  
*Working with Audio*  
*The Title Editor*  
*Working with AutoMovie*  
*Part 4: Other Output*  
*Outputting Digital Files*  
Discussion activities

Week 4:  
Completion of projects  
Individual movie presentations  
Discussion activities

The Missouri Show-Me Standards are addressed within the content of this course. Identification of specific standards is included within course assignments. Integration of Missouri Assessment Program (MAP) standards and grade levels will be integrated into this course when appropriate.

4. Resources:

Required Text(s):

Ozer, Jan. (2004) *Movie Maker 2 for Windows: Visual QuickStart Guide*. Peachpit Press.

Supplemental Readings:

Field, Billy. (2000) *Make a Movie That Tells a Story*. Tuscaloosa: William Field. Used for supplemental information on making movies with students in the classroom – (Optional reading)

Audio-visual/other: None

5. Evaluation:

- a) Still Digital Picture Movie Project – 30%
- b) Digital Video Movie Project – 40%
- c) Class Presentation(s) – 10%
- d) Test on Creating a Digital Video – 10%
- e) Participation – 10%

All videos created must have an educational focus.

6. FINAL PROJECTS: Final projects/papers will be returned to students in the following manner:

- Final projects will be graded and mailed back to students.

**NOTE: Final projects will not be available for pick up from the School of Education Office.**

- This syllabus is subject to change at the discretion of the instructor.
- Regular class attendance is required.