



Broward Community College

Course Outline

STATUS: A

COMMON COURSE NUMBER: CGS 1577C

COURSE TITLE: Presentation Systems

CREDIT HOURS: 3

CONTACT HOURS BREAKDOWN:

Lecture/Discussion 48

Lab

Other

Contact Hours/Week 3

CATALOG COURSE DESCRIPTION:

Prerequisite: OST 1831

Corequisite: None

Design and develop a multimedia presentation project with linear design. Students will learn the differences between a presentation program and an authoring program. The student will use Internet and other on-line resources to research sources of multimedia and learn different platforms for delivery of multimedia. Using audience analysis, defining content outline with storyboards and creating a script, students will create a comprehensive presentation project which can be used in lecture format or as an endless loop to repeat the presentation. Projects will include text, graphics, sound, video, and animation by creating the components in the program, or importing, or scanning. Using graphic software, graphics and photos can be enhanced and manipulated for importing into the presentation program.

General Education Requirements - Associate of Arts Degree, meets Area(s):

General Education Requirements - Associate in Science Degree, meets Area(s):

UNIT TITLES:

1. Defining a linear multimedia presentation and platform.
2. Developing a content outline.
3. Designing a presentation and selecting method.
4. Creating a presentation with text, video, graphics, sound, charts, and animation.
5. Editing a presentation.
6. Creating and Printing handouts for a presentation.
7. Showing presentation and adding auto techniques.
8. Packaging a linear multimedia presentation.
9. Participate in classroom critiques of linear multimedia presentations.
10. Access Internet and on-line resources.
11. CD-ROM Publishing

LAST REVIEW Academic Year 2006-07

Interim Revision Dates:

NEXT REVIEW Academic Year 2011-12

I. Course Overview:

Upon successful completion of this course, the students should be able to produce a multimedia presentation using linear design. This comprehensive project can be used in lecture format or as an endless loop.

II. Units:

Unit 1. Defining a Linear Multimedia Presentation

General Outcome:

1.0 The students should be able to define a linear multimedia presentation.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

1.1 Identify the target audience.

1.2 Determine and state the goals of the project.

1.3 State the objectives of the project.

1.4 Discuss lecture format or endless loop.

1.5 Define platforms for delivery.

1.6 Discuss advantages and disadvantages of various platforms for delivery.

Unit 2. Developing a Content Outline

General Outcome:

2.0 The students should be able to define a content outline for a multimedia presentation.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

2.1 Prepare a content outline.

2.2 Prepare a storyboard for the presentation.

2.3 Prepare a flowchart for the presentation.

2.4 Or, prepare a screen map for the presentation.

Unit 3. Designing a Presentation and Selecting Method

General Outcome:

3.0 The students should be able to design a presentation and select method of presentation.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

3.1 Select auto template or design background.

3.2 Select method: (on-screen show, 35-mm slide, transparency).

3.3 Select colors, fonts, and sizes for text headings and body text.

3.4 Create master template.

3.5 Determine whether to use automatic, manual, or endless loop format.

Unit 4. Creating a Presentation with Text, Video, Graphics, Sound, Charts, and Animation

General Outcome:

4.0 The students should be able to create a linear multimedia presentation with text, video, graphics, sound, charts, and animation.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

4.1 Open the presentation software.

4.2 Input or import text and create bulleted text.

4.3 Format or enhance text.

4.4 Import graphics, sound, animation, and video.

4.5 Create charts.

Unit 5. Editing a Presentation

General Outcome:

5.0 The students should be able to edit a linear multimedia presentation.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

5.1 Using tools, edit presentation.

5.2 Change views to outline view, slide sorter view, slide view.

5.3 Changing views, move, copy, or delete slides.

5.4 Insert or delete slides.

Unit 6. Creating and Printing Handouts for a Presentation

General Outcome:

6.0 The students should be able to create and print handouts for a linear multimedia presentation.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

6.1 Create notes and handouts for a presentation.

6.2 Print the notes and handouts.

6.3 Print outlines.

6.4 Print the presentation as slides or transparencies.

Unit 7. Showing Presentation and Adding Auto Techniques

General Outcome:

7.0 The students should be able to show the presentation as manual or automatic and add auto techniques.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

7.1 Preview the presentation.

7.2 Show the presentation as manual or auto.

7.3 Add auto animation.

7.4 Add auto jumps to other slides, other executable files or programs.

Unit 8. Packaging a Linear Multimedia Presentation

General Outcome:

8.0 The students should be able to package a linear multimedia presentation.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

8.1 Package the presentation for use without the software.

8.2 Discuss cross-platform capability of project.

8.3 Copy the project files and executable files to disk, zip if necessary.

8.4 Create Window and icons for presentation on remote computer.

Unit 9. Participate in Classroom Critiques of Linear Multimedia Presentations

General Outcome:

General Outcome:

9.0 The students should be able to critique a linear multimedia presentation.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

9.1 Participate in classroom critiques of projects.

9.2 Refine and revise projects as necessary based on critiques.

9.3 Repackage, if necessary.

Unit 10. Access Internet and On-line Resources

General Outcome:

10.0 The students should be able to access Internet and on-line resources for multimedia.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

10.1 Access Internet or other on-line sources for multimedia.

10.2 Join a Listserv for communication with other multimedia professionals.

10.3 Access the World Wide Web or WEB.

10.4 View the Web as a platform for multimedia delivery.

10.5 Use FTP to transfer files for multimedia.

Unit 11. CD-ROM Publishing

General Outcome:

11.0 The students should be able to use CD-ROMs as a system of presentation for multimedia projects.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

11.1 Define advantages and disadvantages of CD-ROMs as a publishing system.

11.2 Explain CD-ROM standards and the benefits of each.

11.3 Discuss CD-ROM mastering.

11.4 Compile data for mastering the CD-ROM.

11.5 Master the CD-ROM.

11.6 Participate in critiquing CD-ROMs produced in class.