

STATUS: A

COMMON COURSE NUMBER: OST 2940L

COURSE TITLE: Multimedia Practicum

CREDIT HOURS: 3

CONTACT HOURS BREAKDOWN:

Lecture/Discussion 48

Lab

Other

Contact Hours/Week 3

CATALOG COURSE DESCRIPTION:

Prerequisite:

Corequisite:

This comprehensive course (recommended to be taken concurrently with Multimedia Project Management) will give the student experience creating work for someone else (content expert). The student will gain work experience in the field by being placed in an internship. In addition the student will create a portfolio of work to show potential employers.

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

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

UNIT TITLES:

1. Become familiar with resources for multimedia development in the college or community.
2. Gain work experience in an internship.
3. Create interactive portfolio of work and critique projects.
4. Obtain ownership rights of projects.
5. Maintain professional contacts and remain current in industry.

I. Course Overview:

Upon successful completion of this course, the students should be able to gain work experience by being placed in an internship and create an interactive portfolio to present work to employers.

II. Units:

Unit 1. Become Familiar with Resources for Multimedia Development in the College or Community

General Outcome:

- 1.0 The students should be able to identify sources of multimedia development for completion of an internship in digital media/multimedia.

Specific Learning Outcomes:

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

- 1.1 Identify sources of internships.
- 1.2 Discuss placement with potential employers.
- 1.3 Narrow scope of internship to be completed within the term.
- 1.4 Complete required hours for the internship..

Unit 2. Develop Work in an Internship

General Outcome:

2.0 The students should be able to participate as a member to discuss work related issues of internship.

Specific Learning Outcomes:

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

- 2.1 Define skills required for employment.
- 2.2 Define tasks required for completion of internship.
- 2.3 Create resumes and application letters online
- 2.4 Discuss interview skills.
- 2.5 Prepare journal of internship experience.
- 2.6 Define portfolio for delivery.
- 2.7 Critique internship experience.

Unit 3. Create and Critique Portfolio

General Outcome:

3.0 The students should be able to create and critique portfolios as determined by teams.

Specific Learning Outcomes:

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

3.1 Determine human interface design for the project.

3.2 Determine and use appropriate equipment and software to create projects.

3.3 Work with other team members while creating portfolios.

3.4 Complete individual areas of the portfolios.

3.4.1 Refine areas of portfolios based on feedback from team.

3.5 Compile portfolios.

3.6 Critique portfolios.

3.6.1 Refine based on critique.

3.7 Present portfolios to class.

3.7.1 Refine based on critique of class.

3.8 Present portfolios to content expert.

Unit 4. Obtain Ownership Rights of Projects

General Outcome:

4.0 The students should be able to research and obtain ownership rights of projects.

Specific Learning Outcomes:

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

- 4.1 Identify copyright and patent needs.
- 4.2 Obtain copyright and patents as required.
- 4.3 Discuss ownership rights and use of projects.

Unit 5. Maintain Professional Contacts and Remain Current in Industry

General Outcome:

5.0 The students should be able to establish professional contacts and remain current in multimedia industry.

Specific Learning Outcomes:

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

- 5.1 Discuss sources of professional organizations.
- 5.2 Determine contacts for outsourcing particular areas of projects.
- 5.3 Read professional journals and magazines to remain current.
- 5.4 Establish mentor relationships in the field.
- 5.5 Research jobs available in the field.
- 5.6 Remain technically current.
- 5.7 Network with local professionals in the field.