Course Title: Digital Photography

CBEDS Title: Arts, Media, And Entertainment

Instructor Name: Monique Hernandez

Course Description: Digital Photography is a year-long course that focuses on understanding the basic operations and functions of a digital single-lens reflex camera and the manipulation of its settings to achieve a specific result. Students will learn about photographic elements of art and principles of design, composition, and lighting. They will explore the history of photography, learning about its scientific and technological developments, important innovators in the field, and relevance within diverse cultural contexts. Students will learn about aesthetic, technical, and expressive qualities in a photograph, learning to critique their own and others' work. Students learn image techniques and digital manipulation using Adobe Photoshop, teaching them how to archive, organize and optimize their photographs for print or web purposes. Students will learn how to manage and creatively alter digital images as well as critically analyze the use of visual media as a means of communication in our society today. Overall Student Objective: Gain an overall understanding of different aspects, practices, and technology of the Photographic Career.

Course Objectives:

- Understand technical and aesthetic differences between traditional and digital photography
- Make informed choices about composition when photographing and editing digital images
- Make informed choices about appropriate technologies for use in a variety of photographic assignments – Analyze and discuss complex ideas in works of art and photography
- Create original works of art of increasing complexity and skill that reflect their feelings & point of view
- Describe the relationship involving the art maker, the process, the product, and the viewer.
- Demonstrate proper camera and digital processing techniques in the production of a work of art
- Understand and utilize the steps in the creative process
- Realize the career choices in the visual arts including journalism, media and entertainment.

Student Learning Outcomes

Workplace Basic Skills and Behaviors

- Apply skills learned in class
- Analyze information and make decisions
- Communicate verbally and in writing
- Work independently and as a team member in a diverse workplace
- Work reliably, responsibly, and ethically

Career Technical Skills

- Demonstrate occupational competencies
- Use appropriate technology
- Understand and practice occupational safety standards
- Demonstrate an awareness of how a business or industry function

Job Employment Skills

- Develop a plan to achieve career goals
- Use effective job search strategies
- Demonstrate an awareness of the importance of lifelong learning

Assessments and Feedback:

- Participation
- Photographs
- Written Assignments
- Digital Skills Assignments
- Art History Project

- Final Project
- In-class projects
- Critiques
- Career Portfolio

Google Classroom, Synergy

All students are required to register and use Google Classroom, as this will be the primary means of communication. Assignments and resources will be available through Google Classroom. Grades will be available on Synergy via Student Vue and Parent Vue.

<u>Grading</u>

Everyone can succeed in this course, regardless of their prior skills or abilities.

In this course, student will be assessed as follows:

The grading scale is as follows:

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A= 90-100%

D= 60-69%

B= 80-89%

F= 59% or less

10% classroom citizenship and work ethic

All projects will be graded on a rubric distributed at the beginning of the project.

All images submitted in this class must be shot at the current time for the specific assignment. Images shot prior to this course, or images shot for other assignments or classes will not be accepted.

Late Work Policy:

All assignments are to be completed and turned in by the due date. Late work will be accepted within a week from the due date. Each day late equals -10% of the grade earned. Example: 3 Days Late = -30% of grade earned.

After a week the assignment or project can be turned in for no more than 60% credit. Special circumstances preventing on time work need to be arranged <u>3 days</u> in advance of the due date by the student in a student/teacher meeting if accommodations are to be made.

Once the quarterly progress report is submitted late work will no longer be accepted for that unit. Deadlines will be given ahead of time for closing out grades, no exceptions for work submitted later than the final progress grades.

Assignments can be resubmitted for a higher grade for no more than 10%. Example if the student received 70% on an assignment the max grade they can receive for a resubmittal is 80%

You are not allowed to take and use a photo of another person without consent.

Required Materials:

- Digital camera or Phone that has a camera (Please make sure the liability form is signed in order to check out cameras).
- Journal or 3 ring notebook for notetaking

- SD memory card
- USB flash drive

CLASSROOM COURTESY:

Class will begin and end promptly. Please do not arrive late or leave early. Leaving without permission will be considered a cut.

No Food or Drinks allowed in the classroom aside from water but needs to be left at the back sink area.

Students are required to clean up the last few minutes of class. chairs must be pushed in and students shall not be lined up by the door.

Students should not be on the phone during class. Students should not be emailing, texting, taking calls, or participating in any other off task activities during class.

If a student needs to leave to use the facilities, please check with the instructor to make certain it is a good time. Bathroom passes will be given to students per semester unused passes can be used for extra credit.

Any foul play during labs will result in suspension from the classroom, Students will need to complete the lab at home for homework in order to receive credit.

The Teacher's computer and desk is off limits for all students, students will receive disciplinary action if using or rummaging in without permission.

STUDENT RESPONSIBILITIES:

- Bring your camera, camera card, and camera manual to class sessions as instructed.
- Turn in assignments on or before the due date at a specified time frame.
- Take notes during class.
- Bring supplies to class as needed.
- Participate in class discussions and critiques.

Signature Page-Class Syllabus 2022-2023 Return this page to Instructor

| Parent/Guardian Signature: |
|-------------------------------|
| Parent/Guardian Printed Name: |
| Student Signature: |
| Student Printed Name: |
| Date: |

MVROP EQUIPMENT CHECKOUT LIABILITY FORM

Equipment Checkout: Terms & Conditions

Digital Photography students and their parents/guardians are liable for the loss, and/or damage of video equipment, when they have checked it out for classroom, campus, or for off-campus use. Depending on what the students check out for their project, the cost of a camera kit is estimated to be between \$700 - \$1,200. The cost of additional equipment used in the classroom ranges from \$800 - \$2,500.

- 1. Students must use school equipment for approved class projects only.
- 2. Students must use the equipment with responsibility, care, and professionalism.
- 3. Students must return equipment on time, on the check-in date or check-out privileges will be revoked. If a student will be absent for any reason on the date equipment is due, arrangements must be made for the equipment to be dropped off at MVROP. At the very least, call. (510) 657- 1865 ex 15201
- 4. Students are responsible for returning equipment in the same condition it was checked-out, and note any issues the camera may be having. (many can be fixed easily)

5. Students, parents/guardians will pay for the replacement of equipment lost or damaged by their student. In order for students to check out video equipment, students, parents/guardians must accept the terms and conditions. This

contract may be applied to students seeking the use of video equipment for school projects but enrolled in another class. Please check the appropriate line, sign, and return. If no check is made, the overnight category will be assumed.

_____ Authorize student for overnight and school time equipment checkouts
_____ Authorize student for equipment checkouts only during class time
_____ Do not check out equipment to my student; we will provide our own

My signature below indicates that I have received and read a copy of the above Digital Video Arts handbook and understand my responsibilities. The student agrees to abide by all rules and procedures. Consequences for not complying may result in being placed on contract or being removed from the class. Equipment checkout is a privilege and we understand it may be revoked should the rules of the class not be followed. We accept liability for the equipment the student listed below chooses to check out and will do everything we can to respect due dates and return the equipment to its original condition.

Student

Signature

Print Student Name

Date

Signature

Parent