

e-Communication

Intro to Journalism & Entertainment Video

Syllabus

Welcome back to the **e-Communication 21st Century Academy!** In this course, students will further explore the fields of **Journalism and Entertainment Video**. Students will learn through a collaborative, project-based classroom environment. This is an advanced technical course which will consist of both short and long-term projects. Students will be exposed to hands-on filming and editing techniques, and will edit projects using Adobe Premiere Pro. Students will story board and create original films, and will enlist other members in the course to support, critique, and produce their ideas and products. e-Communication provides a platform for learners to communicate, collaborate, innovate and design. Learners will create a variety of media for school, community, and professional clients. Students will be encouraged to earn and log endorsement hours (e-hours) throughout their sophomore/junior/senior years in e-Comm.

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<p>Follow e-Comm on Social Media Twitter: @Olathe_eComm Facebook: eRavens</p>	

Instructional Strategies & Assessment

This course will involve primarily collaborative work, so communication will be the key to success in this class. In addition, students will be expected to identify what they want to learn and how they will learn. Students will create and maintain a YouTube Channel of video work created both in and outside of class. Swill be assessed using industry standards and performance rubrics rooted in e-Comm's 5 Guarantees: *Leadership, Collaboration, Communication, Project Management, and Technical Skills.*

Deadlines

Deadlines are firm in the video industry. Meeting (or not meeting) deadlines will affect students' evaluation and grades. There may be circumstances in which deadlines may be altered or extended for classes or individuals. Projects are marked **MISSING** in the gradebook if they are not submitted by the assigned deadline. Late work and project corrections are always accepted. There will be a **10% late credit deduction** when deadlines are not met. Communication is key when working with clients, employers, and teachers!

Grades

Students will receive grades for each project and assignment. Projects are worth 10-20pts each and assignments are typically worth 5pts each. Longterm projects may have checkpoints worth 5pts each that will be labeled in the gradebook as assignments. ****Always submit projects for review by the assigned deadline, even if projects are not completely finished. Projects may be edited, resubmitted, and re-graded.**

PLEASE NOTE: Students who do not meet the standards of minimum performance in e-Communication Academy courses may be placed on probation or removed from the Academy.

Attendance

Deadlines are essential in the workplace, and employees must adhere to timelines in order to meet client expectations in a timely manner. Emails to teachers are required in cases of absence. If you are going to miss a deadline due to an absence, the project may be accepted late with prior email or in-person notification. If teacher is not notified prior to a missed deadline, a late credit deduction will take effect. No excuses. Tardiness will be monitored and will impact student performance. Students may be admitted to class late with a hall pass.

Communication

Students and parents may contact me via email: kmbeaudoincott@olatheschools.org

Portfolio

The primary purpose of a portfolio is to showcase student work and promote students through a means of media that is public to peers and industry professionals.

- Portfolio works selected by the learner will identify specific skills sets, interests, and talents for future job placement.
- Portfolios will be maintained and updated throughout the learner's e-Communication career.
- Portfolios and projects will be reviewed between the learner and instructor to provide feedback and improve student learning and growth.
- Portfolio organization is determined and negotiated with the instructor.
- Portfolio will be used as an integral part of the *e-Communication Endorsement* process.
- Portfolios will be showcased at the end of the learner's senior year at **Senior Show**.

Classroom Expectations:

- Come to class prepared.
- Treat all people and property with respect.
- Follow the school dress code.
- Do not form lines at the classroom door.
- Do not move the computers, keyboards, mice, etc.
- Do not unplug or touch other students' computers, keyboards, or mice in the lab.
- NO FOOD OR DRINK at the computer desks, with the exception of water (sealed lid required- no straws).
- All created work must be school appropriate.
- Other devices brought from home may occasionally be used at teachers' discretion.
- No gaming, downloading software, or wasting class time. Any extra time should be spent improving e-Communication skills, following tutorials, or updating portfolios.
- Restroom Policy: 1 person may use the restroom at a time with a pass.
- Be responsible for your own belongings and coursework (SAVE SAVE SAVE).
- Be **creative** and **original**.

Required Course Materials

- 16GB minimum Class 10 SD card with last name written on it (for camera use)
- Pencils or pens for story boarding/pre-production
- Earbuds/headphones (for watching tutorials and editing videos)
- Personal email account needed for portfolio/YouTube channel creation

Optional Course Materials

- Lined notebook for taking notes
- External storage drive (8GB or higher)
- **Adobe** applications installed on a home computer

Note: Some materials may need to be purchased throughout the school year.

Suggested Electives for e-Communication Students

We suggest exploring any variety of the following courses offered at Olathe Northwest in order to excel in e-Communication content areas:

- ***Basic/Advanced Digital Photography (AR 455/AR 465)***
- ***Principles of Marketing I/II (BU 546P/BU 547P)***
- ***Drawing I/II/III/IV (AR 410/AR 420/AR 430/AR 440)***