

Multimedia Minor

Program Planning Sheet

Department of Instructional Technology & Learning Sciences Utah State University

Overview: Employment opportunities for graduates with multimedia development skills are increasing as hundreds of companies are being established to meet the demand for well-designed multimedia materials. This 15-credit undergraduate minor is designed for the individual who would enjoy producing multimedia computer-based training materials.

Program: The multimedia minor requires a minimum of 15 credit hours for completion. To be officially accepted into the minor, students must meet with the Instructional Technology & Learning Sciences (ITLS) multimedia minor coordinator and complete an Information Sheet (available in the ITLS department main office - Emma Eccles Jones Education building, room 215).

Courses (15 credits minimum required)			Credits	Fall	Spring	Summer
ITLS	5205	Computer Applications for Instruction and Training	3	f2f/online	f2f/online	
ITLS	5215	Digital Video Capture and Production I	3	f2f		
ITLS	5220	Digital Video Capture and Production II	3		f2f	
ITLS	5230	Instructional Graphics Production I	3	f2f		
ITLS	5240	Instructional Graphics Production II	3		f2f	
ITLS	5245	Interactive Multimedia Production	3	F2f/online	F2f/online	F2f/online
ITLS	5265	Internet Development	3	F2f/online	F2f/online	F2f/online
ITLS	5270	Craft Technologies	3		f2f	
ITLS	5275	Multimedia Special Topic Studio I	3	**	**	**
ITLS	5290	Multimedia Production in Instruction & Training	3	f2f/online		
*MIS	5450	Designing Graphical User Interfaces	3	f2f	f2f	
*MIS	5700	Internet Management & Electronic Commerce	3	f2f	f2f	
		Other multimedia development courses approved by coordinator		**	**	**

* MIS course may have required pre-requisites, please check before registration.

** Check the class schedule or with the program advisor for availability and course options

Course Descriptions

ITLS 5205: Computer Applications for Instruction and Training - Introduction to use of computer applications, with special emphasis on software used in instruction and training. *Current topics: Social media, Presentation Software, Layout Software, Introductory Video Editing*

ITLS 5215: Digital Video Capture and Production I - Fundamental theories and practice in design and development for camera and computer based video production, including recording, editing, and digitizing audio and video segments for education and training applications. *Current topics: Video design, Final Cut Pro and/or Adobe Premiere, professional interviewing and editing.*

ITLS 5220: Digital Video Capture and Production II - Advanced theories and practice in design and development for camera and computer based video production, including recording, editing, and digitizing audio and video segments for education and training applications. *Current topics: Video design, Final Cut Pro and/or Adobe Premiere, professional interviewing and editing.*

ITLS 5230: Instructional Graphic Production I - Fundamental practices of using the computer to design and produce a wide variety of instructional graphics and animations. *Current topics: Image creation and manipulation*

ITLS 5240: Instructional Graphic Production II - Advanced practices of using the computer to design and produce a wide variety of instructional graphics and animations. *Current topics: Image creation and manipulation*

ITLS 5245: Interactive Multimedia Production - Topics to be covered include fundamental programming concepts in addition to the fundamentals of the interactive multi-media environment. Students finishing this course will have at least one completed fully functional project for their portfolios. *Current topics: Interactive web applets using Flash or interactive capabilities of HTML 5.*

ITLS 5265: Internet Development - Course teaches web publishing primarily using HTML (Hyper-Text Markup Language). Explores current web technologies and includes design, development and evaluation. *Current Topics: HTML 5 and Cascading Style Sheets.*

ITLS 5270: Craft Technologies – Tangible, computational crafts with sewable computers and circuit thread. Create multiple projects that are wearable, squeezable, and interactive.

ITLS 5290: Multi Media Production for Instruction & Training – Encourages continued professional development in the discipline. Can be used as the capstone experience, through the creation of or advancement of a multimedia tool. Prerequisites: Completion of at least two ITLS MM courses numbered 52xx or instructor approval

MIS 5450: Designing Graphical User Interfaces - Integration of specialized web-design software, current multimedia technology and web-design principles to create graphical user interfaces for e-commerce sites

MIS 5700: Internet Management & Electronic Commerce - Familiarizes students with concepts and technologies relating to business and the Internet. Focuses on the new business environment that has evolved through the Internet, as well as associated technologies and strategies.

STUDENT INFORMATION FORM

MULTIMEDIA MINOR

Department of Instructional Technology
Utah State University

Name _____ A # _____ Date _____

Anticipated Graduation Date _____

Major _____ Other Minors _____

Major Advisor _____ Department _____

Current Class Standing ____ Freshman ____ Sophomore ____ Junior ____ Senior

Where did you hear about our Minor?

Planned Program of Study

<i>Course #</i>	<i>Course Title</i>	<i>Credit Hours</i>	<i>Semester Scheduled</i>

Minimum Credit Hours Required 15

Student Signature _____ Date _____

Program Coordinator Approval _____ Date _____

Return to:

Department of Instructional Technology & Learning Sciences
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