

Faculty Worksheet for Communication-Intensive (C-I) Course Certification

| Professor's Name | First semester to be | Course Abbreviation/Num | ber | Credit Hrs | Max Enrollment | |
|--|---|---|--|----------------------|--------------------|--|
| More Autopol | taught as C-I | ADT 4050 | | 0 | 35:1 max w/o GA | |
| Marc Aubanel | Spring 2015 | ART 4059 | | 3 | 15 | |
| | | Communication Modes | | | | |
| Digital Media Capstone | | Which communication modes will your course emphasize? | | | | |
| | | ✓ Written Spoker | | Visual | ✓ Technological | |
| Learning Objectives – List the course' objective. Please use bullets to separate | w. You are encouraged to in | nclude at | t least one con | nmunication-specific | | |
| This course covers the lifecycle of a digital media project from beginning to end. The course emphasizes verbal and written communications in groups producing design documentation, technical design documents, art bibles and other pertinent technical documents. They also pitch ideas and concepts verbally and present formal pitch presentations verbally. They are all working on multi-disciplinary digital media projects. Project Management techniques are stressed. Syllabus: http://bit.ly/art4059 | | | | | | |
| Assignment Overview – C-I courses use informal communication exercises for learning and formal communication exercises for | | | | | | |
| demonstrating skills and knowledge within the discipline. Briefly describe the informal & formal communication activities/projects | | | | | | |
| that you will include for each mode under which you are certifying. Informal and formal activities are required for both modes. | | | | | r both modes. | |
| Informal activities for Mode 1: | Informal activities for | Informal activities for Mode 2: | | | | |
| Task Schedules Progress Reports Progress feedback | projects. These are produc Illustrator, Flash, Maya, Aft | Development of art, audio, design and scripting assets for digital media projects. These are produced in software that could include Photoshop, Illustrator, Flash, Maya, After Effects. Use an appropriate SDK for the project (such as Unity, Visual Studio etc) | | | | |
| Formal activities for Mode 1: | Formal activities for M | Formal activities for Mode 2: | | | | |
| Design a Technical Design Document Art Bib | 15 week digital media proje | 15 week digital media project | | | | |
| Teaching – In addition to assigning co | mmunication activities | -I Feedback-Improvemen | nt Loon - | - Describe you | r feedback process | |
| instructors are required to teach effec | - | Feedback-Improvement Loop – Describe your feedback process and the opportunities students will have to incorporate your | | | | |
| specific to the discipline. Describe you | | feedback for deeper learning of the two communication modes | | | | |
| relate to your two communication mo | | you will focus on in this course. | | | | |
| We focus on oral and written modes of communication in what is expected in a professional setting. Writing and presenting for a professional audience is emphasized. We practice both methods 4 times during the semester during major milestones. | | ce feedback and faculty feedb | Feedback is given regularly in class as both teams present and there is peer feedback and faculty feedback. Regular progress is tracked and discussed. Each major milestone gets detailed feedback from the instructor along with a grade. | | | |
| | | | | | | |
| Grading – Outline the course grading scale to illustrate how 40% of the course grade is tied to communication-based activities. | | | Studio Support – Describe how you will use the CxC Studios as a resource for this course (if applicable). | | | |
| Conceptual design presentation and report 1 Participation / Individual Contribution 30 % Oral Project Presentation 10 % Project Milestones (Individual/Group) 30% Project Execution and Result 20% | General support as needed Coordinator. | General support as needed and consistent check-ins with the CxC Studio Coordinator. | | | | |

