

DIGM 112

Fundamentals of Media Production

3 Credits

Community College of Baltimore County
Common Course Outline

Description

DIGM 112 – Fundamentals of Media Production: introduces the vocational and artistic craft of audiovisual communication. Through interactive workshops, students develop the technical skills to operate video cameras, audio recording devices, LED lights, and nonlinear editing programs. These skills are applied to independent and group projects where students demonstrate their visual communication skills on an aesthetic and narrative level. By intertwining technical and creative practices, students produce their own digital content: montages, soundscapes, interviews, documentary shorts, commercials, and public service announcements.

Co-requisites: MCOM 231

Overall Course Objectives

Upon completion of this course, students will be able to:

1. establish a media production vocabulary;
2. describe strategies for audio and visual storytelling;
3. implement previsualization practices including scriptwriting and storyboarding;
4. navigate the three stages of media production (pre-production, production, and post-production);
5. create media content using industry standard equipment;
6. create tone and mood through lighting, camera, and set design concepts;
7. demonstrate introductory videography and screen composition;
8. demonstrate introductory audio production and sound design;
9. identify the main principles of editing and montage;
10. critique media content through collaborative discussion;
11. explain copyright procedures related to original media content; and
12. discover media distribution processes and explore platforms for public exhibition.

Major Topics

- I. Digital Media
 - a. Video hardware and software
 - b. Audio hardware and software
 - c. New media
 - d. Pre-production
 - i. Scripting
 - ii. Locations

The Common Course Outline (CCO) determines the essential nature of each course.
For more information, see your professor's syllabus.

- iii. Storyboards
 - iv. Shotlists
 - v. Budget
 - vi. Project timeline
 - e. Production
- II. Cinematography
- III. Art direction
- IV. Audio production
- V. Visual Composition
 - a. Post-production
 - i. Transferring media
 - ii. Editing
 - iii. Effects
 - iv. Titles
 - v. Audio editing
 - b. Media business and ethics
 - i. Copyright
 - ii. Business practice
 - iii. Legal Release Forms
 - iv. Distribution
 - v. Media Festivals

Course Requirements

Grading will be determined by the individual faculty member, but shall include the following, at minimum:

- Three media projects
- One audio project
- Supporting production documents for every project
- One exam

Other Course Information

Students make extensive use of lighting, video, and audio equipment and are expected to carry and transport equipment for their projects. If a student is unable to lift or transport equipment, CCBC will provide appropriate accommodations. Students are expected to abide by CCBC's current Digital Media Production equipment and facility policy and procedures.

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