



Course Syllabus – Mrs. Daley

Entertainment Technology is a year long course exposing students to all forms of entertainment that we interact with each and everyday. Students will design original print layout for invitations, movie releases, posters and product advertisements. In addition students will design original layouts for the screen – television, cellphones and web sites. These activities will include graphic design, web design, animation and some introductory app development. Larger year end products designed by students will encompass creating digital animation commercials / advertisements to be used for various entertainment industry outputs.

This course moves at a fast rate and is not intended for someone with weak computer skills nor is it for a student that does not have an honest interest in computers. Students will be given an introduction to a topic and will then be asked to create a series of projects on the specific topic.

Course Goals:

- Familiarize the student with the Adobe Creative Cloud Suite, specifically Photoshop, Dreamweaver, InDesign, Illustrator, Muse, Animate and Premier Pro.
- To learn to design for the entertainment industry on paper, screen and through digital special effects.
- To familiarize the student with computer software and computer science.

Grading: *based on a total point system*

- Quizzes/Tests
- Homework
- Programs/Projects

Rules of the Classroom:

- Come prepared - pen/pencil, folder with pockets, marble notebook *everyday*
- Respect the teacher's requests
- Respect your fellow classmates
- Passes are only given out for an emergency
- Be on time
- No cheating (as per MRHS Honor Code)
- No food or drink is allowed
- No vandalism

YOU ARE RESPONSIBLE FOR WORK MISSED.

* If you are absent the day of a test, you may be required to make it up the day you return.

Extra Help:

I am available in the morning and some days after school for help. Arrangements must be made a day in advance for extra help.