

COMMUNICATIONS TECHNOLOGY 10/20/30 COURSE OUTLINE

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Course Description

Communications Technology contains a number of 1 credit modules in 7 main areas. These seven areas are as follows:

1. Photography – Digital & Darkroom
2. Animation
3. Web design
4. Printing
5. Audio/Video Production
6. Graphics/Electronic Publishing
7. 3-D Design

All students must successfully complete COM 1005 Visual Composition before they will be eligible to continue on to any of the other modules.

Students may choose to complete one module in each area or may specialize and complete a number of different modules in a smaller number of areas. Students must complete the prerequisite modules before moving on to the next level in an area.

Deadlines

Students must hand in their modules on or before assigned deadlines.

Module	Deadlines
1	Friday, February 23rd
2	Friday, March 16th
3	Friday, April 13th
4	Friday, May 4th
5	Friday, May 25th
6	Last Day of Semester 1

Assessment

In order to receive a passing grade in a module, students must complete **ALL** of the specified learner outcomes with a minimum of 50%. Students who do not complete all of the learner outcomes by the deadline will receive a mark based on what was done, but will have the opportunity to go back and complete the module if they are ahead of schedule on a future deadline.

In addition, students will be evaluated based on their demonstrated employability skills as well as their completion of specific module workshops.

Module Mark Breakdown

95%: Practical Work (Your Completed Module)
5%: Self-Evaluation