

ND BUSINESS EDUCATION FRAMEWORKS

Multimedia

Course Codes	Course Name/Description	Grade Levels	Accreditation Time/Credit Options
14099	Multimedia - This course is designed to allow students to use their digital images and videos to create meaningful documentation and production. Students will utilize software to create images, logos, backgrounds, and navigation tools for digital display in multimedia and Internet applications. Students will learn image-editing, animations, file compression, digital audio/video editing, and planning for multimedia applications.	9-12	½ or 1
Topic	Standards		
Ethics	<ul style="list-style-type: none"> • Discuss the difference between ethical and legal behaviors (4.5.5.5) • Demonstrate legal and ethical behaviors when using information technology (8.11.1.5) • Explain the consequences of illegal and unethical use of information technology (8.11.1.6) • Demonstrate the appropriate use of intellectual property (8.11.1.7) • Apply appropriate federal and state laws pertaining to privacy (8.11.1.9) • Read, interpret, and adhere to software license agreements and legal mandates (8.11.1.15) 		
Copyright/Intellectual property	<ul style="list-style-type: none"> • Discuss copyright rules and regulations (e.g., images, music, video, software) (8.11.1.3) • Explain plagiarism and its consequences (8.11.1.4) • Adhere to and apply organizational policies for privacy and intellectual property (8.11.1.10) 		
Audience	<ul style="list-style-type: none"> • Apply the rules of digital communication etiquette (4.3.1.8) 		

<p>Digital Imaging including graphics, scanning</p>	<ul style="list-style-type: none"> • Use a digital camera to capture, retrieve, and use images within an application (8.4.4.3) • Explain the meaning of common presentation and multimedia software and terminology (8.4.4.4) • Explain the purposes, functions, and common features of presentation and multimedia software (8.4.4.5) • Identify principles and techniques of presentation and multimedia design and delivery (8.4.4.6) • Identify and select various software and hardware appropriate for multimedia tasks (8.4.4.7) • Use various forms of software and hardware to create and modify images (8.4.4.8) • Integrate scanned images (8.4.5.6)
<p>Use of various forms of multimedia software</p>	<ul style="list-style-type: none"> • Use presentation and multimedia software to design, create, import (e.g., data, graphics, scanned images, sound, video), edit, format, sequence, and produce a variety of presentations (8.4.4.2) • Identify and select various software and hardware appropriate for multimedia tasks (8.4.4.7) • Use various forms of software and hardware to create and modify images (8.4.4.8) • Create templates, scripts, and macros (8.4.4.10) • Identify and apply principles and techniques of publication design (8.4.5.10) • Create visuals using desktop graphics software (8.4.5.12)
<p>Multimedia presentations</p>	<ul style="list-style-type: none"> • Use presentation and multimedia software to design, create, import (e.g., data, graphics, scanned images, sound, video), edit, format, sequence, and produce a variety of presentations (8.4.4.2) • Explain the meaning of common presentation and multimedia software and terminology (8.4.4.4) • Explain the purposes, functions, and common features of presentation and multimedia software (8.4.4.5) • Identify principles and techniques of presentation and multimedia design and delivery (8.4.4.6) • Utilize creative techniques to design complex publications (8.4.5.13) • Refine documents using spell check, thesaurus, and grammar check tools (4.3.1.10)

Digital Video Production	<ul style="list-style-type: none"> • Use CDs, DVDs, videos, and the Internet for knowledge acquisition (4.3.1.5) • Use digital messaging technologies (4.3.1.18) • Use presentation and multimedia software to design, create, import (e.g., data, graphics, scanned images, sound, video), edit, format, sequence, and produce a variety of presentations (8.4.4.2) • Use a digital camera to capture, retrieve, and use images within an application (8.4.4.3) • Utilize creative techniques to design complex publications (8.4.5.13)
Publishing and Distributing Productions	<ul style="list-style-type: none"> • Record, edit, and transfer MP3 files (4.3.1.14) • Send pictures, video, and text messages digitally (4.3.1.15) • Discuss the limits and capabilities of storage (4.3.1.29) • Demonstrate knowledge of mobile technology (4.3.1.30) • Identify techniques to protect confidential messages that are transmitted digitally (4.3.1.34) • Compose, deliver, and publish podcasts (4.3.1.39)