Photography: By using manual modes and taking advantage of the many features a DSLR camera has to offer, students learn the technology, techniques, and theory of photography and video through a hands-on approach.

Videography: Students learn the full video production life cycle, from planning and pre-production, to editing and post-production. Video and audio technology and tools are introduced, building on the techniques and best practices developed through DSLR photography.

Graphic Design: Graphic Design requires an understanding of the modern techniques, tools and file formats the industry uses. By exploring these, students become familiar with the process of planning for and executing digital graphics and design assets.

Web Design: Building on knowledge of HTML and CSS, students use JavaScript and related client-side technologies to build interactivity into websites and applications.

John Kozodoj

kozodoj@algonquincollege.com

613-727-4723

Teaches Applied Projects

Ken McGinn

[mcginnk@algonquincollege.com](mailto:mcginnk@algonquincollege.com)

Teaches Applied Projects

Mike Keogh

[keoghm@algonquincollege.com](mailto:keoghm@algonquincollege.com)

Teaches Applied Projects

Hussein Tayrani

[tayranh@algonquincollege.com](mailto:tayranh@algonquincollege.com)

Teaches Motion Graphics

Katie Tremblay

tremblk3@algonquincollege.com

(613) 727-4723 ex 6935

Teaches Project Management Skills

Michael Eisenbraun

[eisenbm@algonquincollege.com](mailto:eisenbm@algonquincollege.com)

Teaches Server-side Web Development