

# COMMUNICATION TECHNOLOGY COURSE SUMMARIES

## INTRODUCTORY

### **COM1005: VISUAL COMPOSITION**

Students learn to employ fundamental elements and principles of design for various media and gain a strong foundational multidisciplinary experience in preparation for other Communication Technology courses.

*Prerequisite:* None

### **COM1015: MEDIA**

Students discover the impact of the media and develop fundamental skills to relay a message effectively using various forms of media; e.g., photography, print, Web, and audio or video production.

*Prerequisite:* COM1005: Visual Composition

### **COM1025: TYPOGRAPHY**

If there is no type on the page, it isn't graphic design, it is fine art. Students learn about the power of typography and its uses in today's world.

*Prerequisite:* COM1005: Visual Composition

### **COM1035: GRAPHICS TOOLS**

Students are introduced to the basics of computer graphics (vector and raster), and graphic computer programs.

*Prerequisite:* COM1005: Visual Composition

### **COM1055: WEB DESIGN 1**

Students research the characteristics of effective Web page(s) and learn World Wide Web Consortium (W3C) conventions and accessibility concerns to construct a simple Web page.

*Prerequisite:* COM1005: Visual Composition

### **COM1105: AUDIO/VIDEO**

Students acquire basic production skills, including planning, recording and editing, through the production of simple audio and/or video project using basic equipment and techniques.

*Prerequisite:* COM1005: Visual Composition

### **COM1145: ANIMATION 1**

Students are introduced to a variety of animation techniques and produce a simple animation; the focus is on basic skills, including planning, keyframing, stage set-up, and production, used to create a moving picture.

*Prerequisite:* COM1005: Visual Composition

### **COM1165: PRINTING 1**

Students are introduced to basic layout and design techniques as well as to various print reproduction processes using a positive or negative master such as digital, offset, screen, vinyl plotting, wide format and laser cutting.

*Prerequisite:* COM1005: Visual Composition

### **COM1205: PHOTOGRAPHY – INTRODUCTION**

Students develop essential skills in camera use with a focus on basic composition, set-up and an examination of exposure. Students operate a camera to capture images and produce final display proofs.

*Prerequisite:* COM1005: Visual Composition

### **COM1215: PHOTOGRAPHY – EXPOSURE**

Students learn the technical and creative uses of aperture, shutter speed and ISO, and demonstrate how combinations of the three elements give very different results. Students also discover how a correct exposure is obtained through the combination of shutter speed, aperture and ISO, which make up the photographic triangle.

*Prerequisite:* COM1005: Visual Composition

### **COM1255: E-LEARNING & LEARNING MANAGEMENT SYSTEMS**

Students explore the elements of e-learning within a learning management system. They explore the appropriate use of tools and skills required to successfully implement an e-learning plan and evaluate their readiness to form educational relationships that will cross time and distance.

*Prerequisite:* None

**COM1275: PHOTOGRAPHY – DIGITAL PROCESSING 1**

Students learn the fundamentals of consumer-based digital image acquisition, management, composition, manipulation and editing software to improve image composition.

*Prerequisite:* COM1005: Visual Composition

**COM1910: COM PROJECT A**

Students develop project design and management skills to extend and enhance competencies and skills in other CTS courses through contexts that are personally relevant.

*Prerequisite:* None

**INTERMEDIATE****COM2015: MEDIA IMPACT**

Students explore different media forms and examine their impact on personal, community and national interests. Using various media, students will plan, create and present a simple message.

*Prerequisite:* COM1005: Visual Composition

**COM2025: ELECTRONIC LAYOUT & PUBLISHING 1**

Students develop skills and practical working knowledge of electronic publishing computer hardware and software and create well-designed documents and publications using desktop publishing technology.

*Prerequisite:* COM1005: Visual Composition

**COM2035: RASTER GRAPHICS 1**

A raster format is commonly used in full colour images/graphics and photographs by using a data structure representing a generally rectangular grid of pixels or points of colour. In this course, students are introduced to the fundamental skills of raster graphics and their application.

*Prerequisite:* COM1035: Graphics Tools

**COM2045: VECTOR GRAPHICS 1**

Vector graphics are commonly used in graphic design, page layout, typography, logos, sharp-edged artistic illustrations, technical illustrations, diagramming and flowcharting. In this course, students use vector editing software to create basic vector graphics.

*Prerequisite:* COM1035: Graphics Tools

**COM2055: WEB DESIGN 2**

Students learn intermediate coding and software applications to produce a Web site.

*Prerequisite:* COM1055: Web Design 1

**COM2105: AV PREPRODUCTION 1**

Students examine the value and need for audio and video preproduction, and explore strategies used to plan an audio and/or a video project using a variety of techniques. Students understand that preproduction is stage one in the audio and video process.

*Prerequisite:* COM1105: Audio/Video

**COM2115: AV PRODUCTION 1**

Students expand on basic audio and/or video production techniques with an emphasis on following a production plan, capturing content to edit and ensuring that continuity is maintained. Students understand that production is stage two in the audio/video process.

*Prerequisite:* COM1105: Audio/Video

**COM2125: AV POSTPRODUCTION 1**

Students expand on basic audio and/or video production techniques with an emphasis on following a plan, capturing content to edit and ensuring that continuity is maintained. Students understand that postproduction is stage three in the audio and video process.

*Prerequisite:* COM1105: Audio/Video

**COM2145: ANIMATION 2**

Students explore the evolution of various animation styles and techniques (traditional and digital). Students apply planning, idea development and storytelling techniques to create an effective animation.

*Prerequisite:* COM1145: Animation 1

**COM2155: DESIGN – BRAND IDENTITY**

Students are introduced to the value and importance of branding and the process of creating and establishing strong brands. Students work through the process of creating branding from planning, to the creation of a new, unique brand, through to creating touch points.

*Prerequisite:* COM1035: Graphics Tools

**COM2165: PRINTING 2**

Students develop printing skills and create a finished product that demonstrates an ability to reproduce multicolour graphics for use on selected media; e.g., banners, signs, T-shirts, uniforms, posters, ceramics, plastics, decals.

*Prerequisite:* COM1165: Printing 1

**COM2175: INTERACTIVE PRESENTATION**

Students refine presentation skills and develop and author interactive multimedia presentations using advanced presentation software tools and techniques.

*Prerequisite:* COM1005: Visual Composition

**COM2205: PHOTOGRAPHY – COMPOSITION**

Students expand their photography skills including composition, exposure, basic lighting, camera operation, image processing and proofing, and display.

*Prerequisite:* COM1205: Photography – Introduction

**COM2215: PHOTOGRAPHY – COMMUNICATION**

Students use photographic prints or digital images to communicate a message or tell a story.

*Prerequisite:* COM1205: Photography – Introduction

**COM2225: PHOTOGRAPHY – DARKROOM TECHNIQUES**

Students are introduced to the creative use of the image-capture device and processing techniques in order to produce various photographic effects.

*Prerequisite:* COM1205: Photography – Introduction

**COM2235: PHOTOGRAPHY – LENSES**

Students expand photographic concepts by using various lenses and applying depth of field in composition.

*Prerequisite:* COM1205: Photography – Introduction

**COM2285: COM TECH CLIENT SERVICES 1**

Students are introduced to the principles and practices of client services.

*Prerequisite:* COM1005: Visual Composition

**COM2910: COM PROJECT B**

Students develop project design and management skills to extend and enhance competencies and skills in other CTS courses through contexts that are personally relevant.

*Prerequisite:* None

**COM2920: COM PROJECT C**

Students develop project design and management skills to extend and enhance competencies and skills in other CTS courses through contexts that are personally relevant.

*Prerequisite:* None

**COM2950: COM INTERMEDIATE PRACTICUM**

Students apply prior learning and demonstrate the attitudes, skills and knowledge required by an external organization to achieve a credential/credentials or an articulation.

*Prerequisite:* None

**ADVANCED****COM3005: CREATIVE WRITING**

Students focus on honing the techniques and skills involved in story development, character pre-visualization and conceptualization for various genres of media production.

*Prerequisite:* COM2105: AV Preproduction 1

**COM3025: ELECTRONIC LAYOUT & PUBLISHING 2**

Students build on the knowledge and practice gained in Electronic Layout & Publishing 1 and continue to work with desktop publishing software and hardware. Students expand their publication design, layout, and print production skills by planning and creating customized, professional, multipage documents for a client.

*Prerequisite:* COM2025: *Electronic Layout & Publishing 1*

**COM3035: RASTER GRAPHICS 2**

Students build on the knowledge and skills acquired in Raster Graphics 1 by using raster editing software to create advanced raster graphics.

*Prerequisite:* COM2035: *Raster Graphics 1*

**COM3045: VECTOR GRAPHICS 2**

Students build on knowledge and skills acquired in Vector Graphics 1 by use vector editing software to create advanced vector graphics.

*Prerequisite:* COM2045: *Vector Graphics 1*

**COM3055: RICH MEDIA – BASICS**

Students learn to create online animations and interactive Web elements and applications to enhance an existing Web site.

*Prerequisite:* COM2055: *Web Design 2*

**COM3065: RICH MEDIA – PROGRAMMING**

Students develop programming skills for creating more complex interactive Web sites. Students also develop skills such as understanding the event model and object-orientated environment.

*Prerequisite:* COM3055: *Rich Media – Basics*

**COM3075: CASCADING STYLE SHEETS**

Students develop accessible and standards-compliant Web pages using current techniques for advanced cascading style sheets (CSS).

*Prerequisite:* COM2055: *Web Design 2*

**COM3085: CONTENT MANAGEMENT SYSTEMS**

Students expand their skills from Web Design 2 by learning how to install and administer a content management system (CMS).

*Prerequisite:* COM2055: *Web Design 2*

**COM3105: AV PREPRODUCTION 2**

Students refine planning skills used in an audio and video project.

*Prerequisite:* COM2105: *AV Preproduction 1*

**COM3115: AV PRODUCTION 2**

Students expand on intermediate audio and video production techniques.

*Prerequisite:* COM2115: *AV Production 1*

**COM3125: AV POSTPRODUCTION 2**

Students expand on digital editing software skills to edit and process audio and video, and continue working with motion graphics and audio/video effects to enhance a product.

*Prerequisite:* COM2125: *AV Postproduction 1*

**COM3135: AUDIO TECHNIQUES**

Students expand on audio production techniques to plan, develop and produce specific audio projects.

*Prerequisite:* COM2115: *AV Production 1*

**COM3145: ANIMATION 3**

Students apply production planning techniques to produce a sophisticated animation for a client that tells a story, communicates an idea or message, and creates a mood or establishes a theme.

*Prerequisite:* COM2145: *Animation 2*

**COM3155: DESIGN – ADVERTISING CAMPAIGNS**

Students develop advertising skills through projects and activities in conceptualization, campaign development, and copy writing. The delivery and presentation of an ad campaign is also a major focus. Students enhance their abilities to integrate various media for the purpose of producing a multimedia message for a target audience.

*Prerequisite:* COM2155: Design – Brand Identity

**COM3165: AV BROADCASTING**

Students work through the sequential steps of audio/video production, including shooting, writing, editing and performance. Group work, peer-collaboration and deadlines make this a real-life experience culminating in a broadcast that is produced by students.

*Prerequisite:* COM1105: Audio/Video

**COM3205: PHOTOGRAPHY – LIGHTING**

Students apply various light sources, multiple lighting arrangements and metering techniques with an emphasis on flash and studio lighting.

*Prerequisite:* COM1205: Photography – Introduction

**COM3215: PHOTOGRAPHY – PHOTOJOURNALISM**

Students develop skills and explore processes to present a story, primarily through the use of pictures and text.

*Prerequisite:* COM1205: Photography – Introduction

**COM3225: PHOTOGRAPHY – COLOUR**

Students are introduced to various techniques used to create high-quality colour photographs through understanding the process, parameters and issues that arise when working on colour photographs.

*Prerequisite:* COM1205: Photography – Introduction

**COM3235: PHOTOGRAPHY – B/W DIGITAL TECHNIQUES**

Students develop an understanding of various production and postproduction black-and-white digital techniques and the differences in mood and appeal between colour and monochrome.

*Prerequisite:* COM1205: Photography – Introduction

**COM3245: PHOTOGRAPHY – OUTDOOR**

Students plan and respond to outdoor conditions to capture and produce high-quality outdoor images.

*Prerequisite:* COM1205: Photography – Introduction

**COM3275: PHOTOGRAPHY – DIGITAL PROCESSING 2**

Students acquire original digital images from a digital camera and extend and refine their knowledge of image-editing software. Students focus on composition principles and more advanced editing techniques to enhance images as well as ways to maintain and organize personal libraries.

*Prerequisite:* COM1275: Photography – Digital Processing 1

**COM3285: COM TECH CLIENT SERVICES 2**

Students apply the principles and practices of client services.

*Prerequisite:* COM2285: Com Tech Client Services 1

**COM3910: COM PROJECT D**

Students develop project design and management skills to extend and enhance competencies and skills in other CTS courses through contexts that are personally relevant.

*Prerequisite:* None

**COM3920: COM PROJECT E**

Students develop project design and management skills to extend and enhance competencies and skills in other CTS courses through contexts that are personally relevant.

*Prerequisite:* None

**COM3950: COM ADVANCED PRACTICUM**

Students apply prior learning and demonstrate the attitudes, skills and knowledge required by an external organization to achieve a credential/credentials or an articulation.

*Prerequisite:* None