WILMINGTON UNIVERSITY  
COLLEGE OF TECHNOLOGY  
BASIC COURSE INFORMATION

COURSE TITLE: Non-Linear Editing - Mac
COURSE NUMBER: COM 422

I. RATIONALE:

To give students the basic understanding of non-linear editing and its role in all aspects of video and digital film production. The basic techniques learned in this course will permit student to utilize this knowledge in other hands-on video and digital filmmaking courses.

II. MAJOR INSTRUCTIONAL GOALS:

During this course, students should improve their understanding of:

GOAL #1: To learn the basic concept of non-linear editing

Learning Outcomes - The student will:

A. Demonstrate the ability to digitize video clips
B. Demonstrate the ability to navigate across the time line
C. Demonstrate the knowledge of menu items

GOAL #2: To learn the difference between linear and non-linear.

Learning Outcomes - The student will:

A. Learn the efficiency of non-linear
B. Learn secondary software
C. Learn the advantages and disadvantages
D. Learn project management

GOAL #3: To learn how to tell a story using the tools they have learned

Learning Outcomes - The student will:

A. Demonstrate ability to clearly communicate ideas
B. Demonstrate ability to properly use special effects and audio enhancement
C. Demonstrate ability of proper use of titles

III. LEARNING ACTIVITIES:

There will be 3 (three) projects. Each will build on the previous to show increased learning. With each successive project, students are expected to increase learning by including more elements within the projects. The instructor will indicate which elements are to be included (at minimum) for each project. Elements may include, but are not restricted to: photographs, music, narration, video, motion graphics,
titles, etc. Students will be required, as part of each assignment, to complete a storyboard of the intended projects. The instructor will set up the parameters for each project.

Project 1: Students will be required to create a 30 second spot
Project 2: Students will create a “how-to” project lasting 1-3 minutes
Project 3: Students will create a project lasting at minimum, 5 minutes, and a maximum of 10 minutes

In addition to the three hands-on projects, students will also, at the instructor’s discretion, be given other assignments.

IV. CLASS PARTICIPATION:

Students are expected to attend class and participate actively and in a positive way. Questions and relevant observations are encouraged and enrich the experience of the entire class.

Computers in the classrooms are intended to be used as tools to enhance the students’ learning experience. Instant messaging, gaming, emailing, and surfing the web are distractions to the student, the surrounding students, and the instructor and constitute inappropriate behavior. Students are ethically obliged to avoid these and similar practices.