

COURSE PLAN

FIRST: BASIC INFORMATION

College

College Irbid University College

Department Applied Sciences

Course

Course Title Digital Video

Course Code 020902263

Credit Hours 3 (1 Theoretical, 2 Practical)

Prerequisite 020902164

Instructor

Name

Office No.

Tel (Ext)

E-mail

Office Hours

Class Times

Building Name	Day of Week	Start time	End time	Hall number

Text Book

Title :

References

- 1) Adobe Premiere Pro Classroom in a Book 1st Edition, 2021, Maxim Jago, Adobe (60 \$)
- 2) Adobe Premiere Pro: A Complete Course and Compendium of Features, Ben Goldsmith (40.59 \$)
- 3) محمد صديق البهنسي ، مكتبة المجتمع العربي للنشر والتوزيع & ساوند فروج برو (\$ 30)

SECOND: PROFESSIONAL INFORMATION

COURSE DESCRIPTION

This course specifies the skills and knowledge required to produce a digital video that conforms to users' requirements for video artwork projects, using video edit software (Adobe Premier). It includes identification of interface, video camera shooting, video object manipulation, applications of effects, file management and import/export techniques.

COURSE OBJECTIVES

The objectives of this course are to enable the student to do the following:

- Develop a working competence in digital video production using video edit software
- Develop a working competence in video camera shooting techniques
- Develop a working competence in video project management

COURSE LEARNING OUTCOMES

By the end of the course, the students will be able to:

- **CLO1.** Explain video project and basic operation of Adobe Premiere.
- **CLO2.** Import built-in objects form various external media
- **CLO3.** Demonstrate video camera and capturing procedure
- **CLO4.** Manage and monitor assets
- **CLO5.** Edit video part using monitor, clips and markers
- **CLO6.** Set up, edit, adjust, sweeten and mix audio part
- **CLO7.** Manipulate titles using titler window
- **CLO8.** Apply various effect and transition techniques to design artwork
- **CLO9.** Apply in-motion, compositioning and export techniques to design artwork

COURSE SYLLABUS

Week	Unit	Content	Related LO (chapter)	Proposed assignments
1	Introduction to video project management	<ul style="list-style-type: none"> • Workspaces • Working with Panels • Using the Source Monitor and Program Monitor • Customizing the Project panel • Basic workflow • Default keyboard shortcuts • Preferences 	CLO1	
2	Workspace, project and workflow	<ul style="list-style-type: none"> • Creating and changing projects • Archiving projects • Trim or copy your project 	CLO1	
3	Importing footage	<ul style="list-style-type: none"> • Transferring and importing files • Importing assets from tapeless formats • Importing still images 	CLO2	

		<ul style="list-style-type: none"> • Importing digital audio • Importing sequences, clip lists, libraries, and 		
4	Introduction to video camera shooting	<ul style="list-style-type: none"> • Compositions • Capturing HD video • Capturing and digitizing • Capturing content for DVD • Create clips for offline editing 	CLO3	
5	Managing assets	<ul style="list-style-type: none"> • Customizing the Project panel • Organizing assets in the Project panel • Managing metadata • Working with aspect ratios • Working with markers 	CLO4	
6	Monitoring assets	<ul style="list-style-type: none"> • Using the Source Monitor and Program Monitor • Playing assets • Using the Waveform monitors and vectorscope • Using the Reference Monitor 	CLO4	
7	Editing sequences and clips	<ul style="list-style-type: none"> • Creating and changing sequences • Creating and playing clips • Adding clips to sequences • Working with offline clips • Synchronizing audio and video with Merge Clips • Modifying clip properties with Interpret Footage • Working with clips in a sequence 	CLO5	
8		Mid Exam		
9	Editing audio	<ul style="list-style-type: none"> • Overview of audio and the Audio Mixer • Working with clips, channels, and tracks • Editing audio in a Timeline panel • Recording audio • Adjusting volume levels • Recording audio mixes • Panning and balancing 	CLO6	
10	Titling and the Titler	<ul style="list-style-type: none"> • Creating and editing titles • Creating and formatting text in titles 	CLO7	

		<ul style="list-style-type: none"> • Drawing shapes in titles • Add images to titles • Working with text and objects in titles • Fills, strokes, and shadows in titles • Rolling and crawling titles • Titler text styles 		
11	Effects and transitions 1	<ul style="list-style-type: none"> • Applying, removing, finding, and organizing effects • Viewing and adjusting effects and keyframes • Applying effects to audio • Working with audio transitions 	CLO8	
12	Effects and transitions 2	<ul style="list-style-type: none"> • Effect presets • Stabilize motion with the Warp Stabilizer effect • Color correction and adjustment • Adjustment Layers • Motion: position, scale, and rotate a clip • Transition overview: applying transitions 	CLO8	
13	Animation and keyframes	<ul style="list-style-type: none"> • Adding, navigating, and setting keyframes • Moving and copying keyframes • Controlling effect changes using keyframe interpolation • Optimize keyframe automation 	CLO9	
14	Compositing and Exporting	<ul style="list-style-type: none"> • Compositing, alpha channels, and adjusting clip opacity • Blending modes • Workflow and overview for exporting • Formats exported directly from Premiere Pro • Export a still image • Exporting for the Web and mobile devices 	CLO9	
15	Final projects	<ul style="list-style-type: none"> • Applying a final project to use Premiere technique 	CLO1	
16		Final Exam		

COURSE LEARNING RESOURCES

The effectiveness of teaching in this course depends on making students familiar with creating digital videos and how to deal with and editing them, adding audio with its multiple tracks, using graphics and digital texts and employing them in videos, and creating advertising campaigns using the Premier program to produce digital video ads with technical specifications based on the use of all program techniques.

Teaching methods:

- Problem solving skills: This is done by solving problems related to various videos through Premiere techniques
- Exercise and practice: by training students to create and edit videos of all kinds, and produce short videos with all their elements.
- Online research skills on topics related to the course objectives and recent developments in the field of video-based digital advertising.
- Learning skills and adaptability: Developed by transferring students and reconfiguring work teams to enable them to adapt to other individuals from time to time.

ONLINE RESOURCES

- <https://helpx.adobe.com/premiere-pro/tutorials.html>

ASSESSMENT TOOLS

Assessment Tools	%
Homework	5%
Report	5%
Quiz	10%
MID Exam	20%
Experience/Attendance/Participation	10%
Final Exam	50%
Total Marks	100%

THIRD: COURSE RULES

ATTENDANCE RULES

Attendance and participation are extremely important, and the usual University rules will apply. Attendance will be recorded for each class. Absence of 10% will result in a first written warning. Absence of 15% of the course will result in a second warning. Absence of 20% or more will result in forfeiting the course and the student will not be permitted to attend the final examination. Should a student encounter any special circumstances (i.e. medical or personal), he/she is encouraged to discuss this with the instructor and written proof will be required to delete any absences from his/her attendance records.

GRADING SYSTEM

Example:



Course Marks Average		
Average	Maximum	Minimum
Excellent	100%	90%
Very Good	89%	80%
Good	79%	70%
Satisfactory	69%	60%
Weak	59%	50%
Failed	49%	35%

REMARKS

•

COURSE COORDINATOR

Course Coordinator		Department Head	
Signature		Signature	
Date		Date	