

**Grade 11 Interactive New Media and Animation*****www.ugdsb.on.ca/westside***

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| **Course**: TGI3M0: Interactive Media & Animation **Teacher:**  Mr. Mackintosh **Program** **Leader**: Mr. Wardle  **Phone & Extension:** (519) 938-9355 x528 **Email:** lachlan.mackintosh@ugdsb.on.ca |

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| **Course Description:**  Grade 12 New Media & Interactive Animation will be further exposed to industry technologies as well as develop a postsecondary portfolio which focuses on their chosen new media and interactive pathway. Students have the option of choosing 2D or 3D Animation, 3D Modeling, Game Design, or Virtual/Augmented Reality. After a pathway is chosen, students will have the opportunity to develop their portfolio through 2 major assignments of their choice. At the end of the course each student portfolio will be presented as a gallery, animated short film, a functioning game, or a virtual reality or augmented reality experience. Fully licensed software such as Adobe Animate, Autodesk Maya and Autodesk Sketchbook will be provided for each student. Students will have access to HTC Vive and Oculus Rift hardware and software, as well as their own Wacom digital illustration tablet. Students who choose to take this course will be on their way in pursuing post-secondary education and careers in 2D and 3D Animation, 3D Modeling, Game Design, and Virtual/Augmented Reality.  **A 32 Gigabyte USB key is recommended for this course. If you do not have a USB key one can be purchased for $20.00.** |

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| **Big Ideas:**  A technology course is often viewed as an opportunity for students to develop skills and knowledge for use  with tools and materials. While this is one of the goals of this course, it is equally important for students to  think critically about the technological world. This course will encourage students to examine why we use  technology and resources and the impact on our global society. Students will develop the skills to interact in a collaborative manner in order to emulate the required relationships common in workplace settings. By using creative processes students will develop their abilities to think divergently and laterally to more clearly  examine the technology used in our world. |

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| **Overall Expectations:**  A1. demonstrate an understanding of the core concepts, techniques, and skills required to produce a range of communications media products and services;;  A2. demonstrate an understanding of different types of equipment and software and how they are used to perform a range of communications technology operations and tasks;  B1. apply project management techniques to develop communications technology products effectively in a team environment;  B2. apply a design process or other problem-solving processes or strategies to meet a range of challenges in communications technology;  B3. create productions that demonstrate competence in the application of creative and technical skills and incorporate current standards, processes, formats, and technologies. |

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| **Achievement Categories:** Student learning is assessed and evaluated with respect to the following four categories of knowledge and skills. | Knowledge and Understanding: 20 % Thinking: 20 %  Communication: 20% Application: 40% |

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| **Assessment and Evaluation:**  Formative assessments are used to improve student learning by providing varied opportunities to demonstrate an understanding of course expectations in preparation for summative evaluations. Summative evaluations test groups of key expectations. Failure to complete a summative evaluation may result in the expectations of the course not being met and the credit not being granted.  **Late Policy:**  Students are expected to complete all assigned work and submit it by the teacher's established due date. Every attempt will be made to encourage students to complete all assigned work on time so their grade represents their actual achievement. For late and missed summative assessments, please see the *Westside Students’ Contract for Missing Evidence of Learning*.  More details about Westside’s Assessment and Evaluation Policy is available at:<http://www.ugdsb.ca/westside/wp-content/uploads/sites/74/2016/12/Westside-Assessment.pdf> |

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| **Instructional Strategies:** Westside teaching staff will use a variety of instructional strategies to help students develop and improve skills in the following areas: character, citizenship, communication, critical thinking and problem solving,collaboration and teamwork, and creativity and imagination. |

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|  | **Term Work (70%)** |
| **Unit of Study** | **Summative Evaluations** |
| Online Portfolio | Online Portfolio Development (On Going). |
| Drawing Literacy II | Demonstration Exercises, Illustration Techniques & Concept Art and Portfolio Development. |
| Animation II (2D or 3D) | Demonstration Exercises, 3D Walk Cycle, 3D Potato Sack, 2D Character Turnaround, 2D 30 Second Animated Short. |
| 3D Modeling | 3D Game Element Design, 3D Level Design |
| Game Design II | Intro to Unity, Augmented Reality, Virtual Reality |
| Portfolio Piece I | Student Choice |
|  | **Final Summative (30%)** |
| Online Portfolio | Portfolio (10%) |
| Portfolio Piece II | Summative Portfolio Piece (20% - Student Choice) |

**I have read and understand the Course Outline:**

Student Name (please print): \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Signature: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Parent/Guardian Name (please print): \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Signature: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_