

Digital Media Workshop

This is a one-semester course focused on learning the fundamentals of digital media production. The class will cover the basics of digital audio, video and photography while learning an integrated collection of five digital media software applications. From concept through the burning of a DVD, the students will create a project that will take them through the production steps of audio and visual acquisition, manipulation, storage and distribution. *No prerequisite.*

Digital Media Production

This is a full-year course focused on learning the fundamentals of digital media creation. From concept through completion of media projects the students will concentrate on the three phases of production including planning, production and editing. Students will formulate ideas and messages to communicate, determine target audiences and genre, write scripts, film and edit. The class will study different forms of media with an emphasis on message, story, audience and who is communicating the message and why. *Students are recommended but not required to have first taken Digital Media Workshop.*

Robotics/Pre-Engineering

This course involves hands-on projects, beginning with an introduction to the basic concepts in circuitry. Students gain an understanding of how the concepts of circuitry can be integrated with their basic knowledge of computer programming and progress towards the construction of various types of robots and advanced work in electronics. The course is also based on the understanding, design and construction of various models and their relationships to the principles of civil and mechanical engineering. Students construct trapeze pavilions, trusses, bridges, CO₂ propelled cars, engines and airplanes. All students complete written reports on each area as related to the history and concepts behind the model they construct.

Introduction to Programming

This course introduces the student to structured computer programming and essential problem-solving processes. Project-based computer activities enable students to learn the computer programming language BASIC (Beginner's All-Purpose Symbolic Instruction Code). Students are required to complete numerous programming assignments and to solve varied programming problems.