

# Digital Media Emphasis

Room 330, 323  
Lab and Office: Room 333  
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**Fall 2013**  
M 11:35 – 12:50pm  
T - F 1:30 – 4:10pm  
Ms. Cregge  
Mr. Batchelor

## Welcome to the OSA School of Digital Media

We have again expanded in number, and we now have Mr. Batchelor as our full-time Digital 1 teacher. This year we continue our focused class Cohorts – each 1 year in length, for students to explore the many artistic pathways available to them in art, media, and entertainment industries. Onward.

## Get Connected

### Remind 101

Remind 101 text messages are available to remind students and parents about upcoming due dates and events. We (Ms. Cregge and Mr. Batchelor) do our best to provide multiple forms of reminders. Parents and students can also see upcoming assignments in Power School, on the board in rm. 330, and on the class blog (<http://osadigital.blogspot.com>).

To sign up for **Digital 1** notifications, text @ffc12 to (414) 285-1706  
To sign up for **Cohorts** notifications, text @advdi to (414) 285-1676

### Class Blog

OSA School of Digital Media has a class blog where students and parents can find class updates, due dates, assignment information, and extra-curricular resources. The blog address is <http://osadigital.blogspot.com>.

### Google Group

The OSA Digital Media Google Group is for our parent group to stay in touch, plan events and support, and get information. We have a very active and useful group. To sign up, email [hcregge@oakarts.org](mailto:hcregge@oakarts.org).

## Digital Media Overview

We are a small and specialized department, and students will spend some of their time learning and studying together in grade levels and cohorts. All first year students in the 9<sup>th</sup> or 10<sup>th</sup> grade are part of the foundations class called Digital Media I. Second year students and upperclassmen are counceled into one of three cohorts: Design Lab, OSA Indie, and OSA Press Corps. Once placed, students will be part of their cohort for the school year and may switch to another cohort at the beginning of the following year. An exception to this is a mid-year transfer based on a portfolio review and parent conference. 12<sup>th</sup> grade students have an enhanced course load that includes a large independent project and internship.

Digital Media study is divided between a theory class called Digital Media Concepts (30%

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of the time), and production classes called Digital Media Advisory and Digital Media Cohorts (70% of the time). All students take Digital Media Concepts. Digital Media Advisory and Digital Media Cohorts credit is earned through Digital Media I or through work within Design Lab, OSA Indie, and OSA Press Corps.

## **Course Descriptions**

### **Digital Media Concepts (Theory Class)**

Theory classes are combined with all Digital Media levels. Students consider their role in media art, and draw personal conclusions through class discussion, journaling, artwork, and writing.

Through Career Connections sections, Digital Media students explore the many uses of computer art, filmmaking, animation, photography, digital graphic design, and web design in professional and artistic pursuits. Students expand their knowledge of digital artists on a local and global scale, and make efforts to reach out and collaborate with them using the web.

To grow their media knowledge, students view and report on one film per week. Students must consider their audience as they present films, and keep them appropriate for class. Presentations will include projections of film stills and discuss themes and cinematic devices. Video games, multimedia art and media-based exhibitions are also acceptable for credit.

All written work for any class turned in on a student's blog is graded under Digital Media Concepts.

### **Course Objectives**

1. to develop a knowledge base of media art, artists, and opportunities
2. to find a "niche" and artistic voice
3. to develop writing and conversational skills for the art and design world
4. to explore the artistic identity of yourself, your peers, and your culture
5. blog, blog, blog

### **Digital Media I (Digital Media Advisory)**

Digital Media I students gain a foundation of digital art skills including digital image creation and manipulation, computer art, filmmaking, animation, photography, digital graphic design, and web design. Drawing and painting skills are developed. They participate in select projects with upper-level cohorts, build digital design portfolios, and present their work in both Digital Media exhibitions.

### **Digital Media Cohorts (Production Class Cohorts)**

Digital Media Advisory and Digital Media Cohorts consist of four separate paths of study. Students are expected to complete one year of each cohort, with the exception of students entering Digital Media after 9<sup>th</sup> grade.

**OSA Indie** students explore alternative art making processes, experimenting with materials, media, and technique. In addition to narrative filmmaking, they study art house

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film genre and experimental photography techniques, building a portfolio of unique artwork, gallery work, and writing.

**OSA Design Lab** students focus their time on 2D print and web-based design, photography, and visual communication. They lead Digital Media's design services for OSA events, clubs, and the Bay Area community. In addition to their web-based work, Design Lab students explore interactivity and social media.

**OSA Press Corps** students study advanced journalism, documentary, and storytelling techniques. The class is involved in covering events and performances, designing school news publications, reporting and journalism, and studying advanced documentary filmmaking, editing, and mastering. Press Corps students have special access to OSA events and performances, and are entrusted with official OSA Press passes.

### **Cohort Objectives (all)**

1. to familiarize students with digital art production practices: self-promotion and portfolio design, digital video and film production, design and publication, and digital media art.
2. to provide a working knowledge of web design, Adobe Design applications, Final Cut Pro and other industry standard applications.
3. to expose students to the tools and equipment used in creating digital artwork.
4. to give students the opportunity to refine and compile their art portfolios for college placement.
5. to give students the opportunity to acquire marketable skills in digital art and design.
6. to develop BOSS TROUBLESHOOTING SKILLS

Student evaluations are based on content, presentation and completion of each project and tutorial. Credit is only given for work that is archived and posted on a student's portfolio site.

## **Cross-School Collaborations**

### **Directing For The Screen**

Digital Media will partner with OSA School of Theatre's Directing For The Screen class. Digital students will have access to acting talent for their films and photography, and will participate in screenwriting and storyboarding projects with Theater students. Digital students will rotate in and out of the class as necessary for their projects.

### **Production Tech**

Digital Media will partner with Production Design for special classes in production technology. Under the direction of Mr. Batchelor and Mr. Revon (Production Design), select Digital students will learn interactive stage design, sound and lighting tech, video mixing, and live production programming.

### **Music Production**

Select students will be able to take a music production class twice a week for one semester. Students interested in this program should speak with Ms. Cregge.

## **12<sup>th</sup> Grade Capstone - Senior Showcase**

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In collaboration with Danielle Kestenbaum's 12<sup>th</sup> Grade English class, seniors will create a capstone Digital Media project with a strong writing component as a culminating event in their high school career.

## **Required Materials**

Digital Media students strongly encouraged to have their own laptop with Adobe Design Suite and a video editing program installed. Computers are Digital Media students' instruments. It is HIGHLY recommended that students have their own laptop.

Students must have:

- Portable USB hard drive of at least 100GB (Lacie hard drives are the best value: [www.lacie.com](http://www.lacie.com))
- USB Flash Drive (4GB or more) at all times
- A library card, a membership with a video rental store, or Netflix ([www.netflix.com](http://www.netflix.com)) for at least 1 DVD per rental
- Google account with basic-level Google Drive space (students will set this up in class)

Students are required to bring appropriate materials to class every day.

## **Course Policies**

- All OSA policies as outlined in the **Student Handbook** must be respected.
- **High Expectations** – students are held to high expectations and are expected to strive for- and demonstrate- improvement appropriate to their grade level.
- **Equal Opportunity** – All students deserve the same opportunity to excel in Digital Media. No student may prevent or affect another student's opportunity to learn in this class.
- **Attendance** in class is critical and expected. Absences, tardiness and leaving class early will not be tolerated and may result in intervention from school administration.
- **Participation in Class Discussions and Critiques** is essential. The most important people you will encounter in this course and throughout your education are your peers. Talk to them.
- **Presentation Counts**. Students will lose grade points for loose final edits, sloppy or incomplete credits, broken web links, and unfinished final work. Students must demonstrate proper care and respect for their work.
- **Consider Your Audience**. While Digital Media's policy is no censorship, students must consider their audience when creating work for the public. Blog posts, releases for film screening, and online work must be kept to PG-13 standards and foster the respect we deserve at OSA. Any photographic evidence of illegal activity will be forwarded to school administration.
- **Sign Out Forms** – all equipment must be reserved and rented by providing a sign out form and rental agreement signed by the student AND parent or guardian. Both the student and parent/guardian are responsible for proper use, return, repair, or replacement of any and all OSA equipment rented with each form.

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- **Online Homework Will Be Necessary** for passing this course, primarily in the areas of effort and content. Grading will occur during weekly web checks.
- **Work Must Be Turned In On Time.** For each day a project or homework assignment is late, the work loses a letter grade.
- **Come To Class Prepared.** In many cases OSA will provide materials and tools needed for a given project. When we do not, you should not expect other people to supply you with the materials that you need to work.
- **Supplies and Equipment Must Be Handled With Respect.** All students are responsible for setting up and cleaning up project materials and tools then properly storing all materials at the end of each class. Waste and misuse will not be tolerated.
- **Supply Check-Out is Serious.** Students must plan ahead, reserve equipment, and make time to check out equipment during the after school check-out time. Check-out takes time and cannot be done quickly or during class. Each piece of equipment must be reviewed and the form signed and initialed by a parent or guardian prior to check-out.
- **Respect Other People's Artwork.** Be aware of other folk's projects around you. The purposeful destruction, vandalism or theft of another student's artwork will be grounds for disciplinary action of the strongest kind.
- **Respect Other People** - Their opinions, their creative processes, and endeavors.
- **Have Fun** – as much as possible, while working hard. A sense of humor will be your greatest asset in any endeavor, for the rest of your life.

## **Student Assessment**

Class grades will be calculated as follows:

### **Benchmarks and Projects = 75% of Digital Media Advisory or Cohorts grade**

Digital students are expected to meet all cohort-level benchmarks of understanding to receive a passing grade. Benchmarks are graded as projects.

Projects and revisions are graded first and foremost on comprehension of material and concepts. Assignments will also be graded on the following criteria:

- effort
- presentation / articulation
- aesthetic impact / conceptual weight
- following instructions / fulfillment of requirements

### **Critiques = 25% of Digital Media Advisory or Cohorts grade**

Critique participation is an important part of Digital Media classes, demonstrating comprehension of class material and critical thinking skills.

### **Website and Blog Entries = 100% of Digital Media Concepts grade**

Students will document their project progression on their blogs. All details of the production must be logged and drafts documented. This includes screenshots of work, flow charts, and promotion materials, and finals.

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## **Benchmarks**

Benchmarks are learning goals for each cohort level. They are each worth 100 points in the Advisory or Cohorts class, and very often align with projects in the curriculum. While benchmarks have no set due date, students need to complete each benchmark during the year-long course to receive full class credit. Credit is given at the end of a marking period when evidence of benchmark completion is given (either via blog post or conversation with a Digital Media instructor).

### **Digital 1 :**

Participate in a critique of your work and the work of your peers  
Demonstrate understanding of copyright, creative commons, and fair use  
Research and report on a career in Digital Media  
Identify and solve a hardware or software problem by troubleshooting  
Use a still camera to make a moving image  
Design a layout for a website  
Demonstrate understanding of composition in design and film: including visual flow, balance in shape, size, and color, symmetry, rule of thirds, focus, camera angles, and camera movement  
Design a logo  
Color correct an image  
Shoot still or moving images using: wide, close, medium, POV, and low angles  
Make a 2-5 minute film: shoot, edit, and screen for critique

### **OSA Indie :**

Participate in a critique of your work and the work of your peers  
Edit a moving image to a piece of music  
Create a film from a screenplay or short story: shoot, edit, and screen for critique  
Use color correction to communicate mood and tone  
Demonstrate understanding of composition in design and film: including visual flow, balance in shape, size, and color, symmetry, rule of thirds, focus, camera angles, and camera movement  
Research and create artwork as an homage to a cinematographer or photographer  
Speed up or slow down video or sound for a film  
Layer or combine multiple video channels into a single composite  
Film at night with non-electric lighting  
Shoot video using steady, controlled pan and zoom techniques  
Create a project that incorporates scanned objects, photography, or CG art

### **Press Corps :**

Participate in a critique of your work and the work of your peers  
Edit and display a documentation of an OSA production  
Create a functional file system to properly organize video footage on a computer  
Participate in a documentary project that involves interviews with lighting and staging  
Identify and solve a hardware or software problem by troubleshooting  
Assist another person in identifying and solving a hardware or software problem  
Serve as producer on a shoot, securing talent, tech, location, story, direction, and craft services  
Film an after-hours event (in which you would need a press pass)

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Edit a documentary using voice-over and cross-cutting  
 Design a title system for a film  
 Demonstrate understanding of a production pipeline for film, web, television, and design  
 Make a 2-5 minute film: shoot, edit, and screen for critique

**Design Lab :**

Participate in a critique of your work and the work of your peers  
 Demonstrate understanding of composition in design: including visual flow, balance in shape, size, color, and symmetry  
 Design a logo using vectors  
 Create a publicity campaign for an OSA event  
 Create an artwork that demonstrates multiple levels of detail  
 Serve as artistic director for a film or photography project  
 Conceptualize a local/OSA brand (clothing, events, or art space)  
 Light and stage a photoshoot for a publication  
 Design an ad campaign for a concept, product, movement, or event  
 Demonstrate understanding of a production pipeline for design  
 Research and produce an homage to the unique style of a professional designer

**Sample Rubric**

For individual assignments, students are graded on completion, demonstrated effort, demonstrated thinking, and mechanics. Below is a sample of the rubric used for feedback.

|                                | <b>Beginning<br/>70% and below</b>       | <b>Developing<br/>71-80%</b>                       | <b>Accomplished<br/>81-90%</b>                                  | <b>Exemplary<br/>91-100%</b>                              | <b>Score</b> |
|--------------------------------|--|--|---|---|--------------|
| <b>Completion</b>              | Incomplete                               | Approaches completion                              | Meets most requirements   | Meets or exceeds requirements                             |              |
| <b>Effort</b>                  | Shows lack of effort                     | Gives required effort only                         | Demonstrates effective effort and motivation                    | Demonstrates self-motivation beyond assigned requirements |              |
| <b>Thinking</b>                | Does not show creative effort            | Shows thinking in line with lecture and assignment | Shows creative attempt to push the boundaries of the assignment | Original and thoughtful work, above expectations          |              |
| <b>Materials and Mechanics</b> | Does not show understanding of materials | Shows a basic understanding of materials           | Shows proficiency in use of materials                           | Approaches mastery of materials                           |              |

**Cohort Course Outlines**

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## Course Outline for Digital-1

This schedule is preliminary and subject to change. Shortened weeks are marked with an asterisk (\*).

Week 1 (8/26–8/30) – The Digital Citizen  
Week 2 (9/3-9/6)\* - Media Art and Culture  
Week 3 (9/9-9/13) – My Roots: Photography  
Week 4 (9/16-9/20) – My Roots: Photography  
Week 5 (9/23-9/27) – Human Rights: Design  
Week 6 (9/30-10/4) – Graphic Design elements  
Week 7 (10/7-10/11) – Graphic Design elements  
Week 8 (10/15-10/18)\* – 5 Shot Storytelling  
Week 9 (10/21-10/25) - Composition and Storytelling  
Week 10 (11/29-11/1)\* - Composition and Storytelling  
Week 11 (11/4-11/8) - Composition and Storytelling  
Week 12 (11/12-11/15)\*- Short Film  
Week 13 (11/18-11/22) – Photography Research  
\*\*\*Fall Break\*\*\*  
Week 14 (12/2-12/6) – 3D Design  
Week 15 (12/9-12/13) – 3D Design  
Week 16 (12/16-12/20) – 3D Design  
\*\*\*Winter Break\*\*\*  
Week 17 (1/7-1/10)\* – Narrative Film Making  
Week 18 (1/13-1/17) – Narrative Film Making  
Week 19 (1/21-1/24)\* – Narrative Film Making  
Week 20 (1/27-1/31) – Marketing and Branding  
Week 21 (2/3-2/7) – Marketing and Branding  
Week 22 (2/10-2/14) – Marketing and Branding  
Week 23 (2/18-2/21)\* – Documentary Film Making  
Week 24 (2/24-2/28) – Documentary Film Making  
Week 25 (3/3-3/7) – Documentary Film Making  
Week 26 (3/10-3/14) - Character Design and Animation  
Week 27 (3/18-3/21)\* – Character Design and Animation  
Week 28 (3/24-3/28) - Character Design and Animation  
Week 29 (4/1-4/4)\* - Cultural Event Branding and Design  
Week 30 (4/7-4/11) – Cultural Event Branding and Design  
\*\*\*Spring Break\*\*\*  
Week 31 (4/21-4/25) – Website and Mobile App Design  
Week 32 (4/28-5/2) – STAR Testing  
Week 33 (5/5-5/9) – Website and Mobile App Design  
Week 34 (5/12-5/16) – Final Film  
Week 35 (5/19-5/23) – Final Film  
Week 36 (5/27-5/30)\* – Final Film

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Week 37 (6/2-6/6) – Last Week of School

## Course Outline for Design Lab

This schedule is preliminary and subject to change. Shortened weeks are marked with an asterisk (\*).

Week 1 (8/26–8/30) – The Digital Citizen  
Week 2 (9/3-9/6)\*- Media Art and Culture  
Week 3 (9/9-9/13) – My Roots: Photography  
Week 4 (9/16-9/20) – My Roots: Photography  
Week 5 (9/23-9/27) – Human Rights: Design  
Week 6 (9/30-10/4) – Storytelling / Animation / Sequencing  
Week 7 (10/7-10/11) – Portfolio  
Week 8 (10/15-10/18)\* – Drawing / Storyboard design  
Week 9 (10/21-10/25) - Concept Design / Presentation  
Week 10 (11/29-11/1)\* - Concept Design / Presentation  
Week 11 (11/4-11/8) - Advanced Photography  
Week 12 (11/12-11/15)\*- Advanced Photography  
Week 13 (11/18-11/22) – Advanced Photography  
\*\*\*Fall Break\*\*\*  
Week 14 (12/2-12/6) – Story workshop  
Week 15 (12/9-12/13) – Origins of cinema / Major genres  
Week 16 (12/16-12/20) – Career Connections  
\*\*\*Winter Break\*\*\*  
Week 17 (1/7-1/10)\* – Career Connections  
Week 18 (1/13-1/17) – New Media  
Week 19 (1/21-1/24)\* – New Media  
Week 20 (1/27-1/31) – Exhibition  
Week 21 (2/3-2/7) – 3D Modeling and Animation  
Week 22 (2/10-2/14) – 3D Modeling and Animation  
Week 23 (2/18-2/21)\* – Pre-Vis  
Week 24 (2/24-2/28) – Lighting  
Week 25 (3/3-3/7) – Shading  
Week 26 (3/10-3/14) - Rendering  
Week 27 (3/18-3/21)\* – Video Editing  
Week 28 (3/24-3/28) - Video Editing  
Week 29 (4/1-4/4)\* - Documentary Film  
Week 30 (4/7-4/11) – Documentary Film  
\*\*\*Spring Break\*\*\*  
Week 31 (4/21-4/25) – Experimental Film  
Week 32 (4/28-5/2) – STAR Testing  
Week 33 (5/5-5/9) – The Reel  
Week 34 (5/12-5/16) – Exhibition  
Week 35 (5/19-5/23) – Exhibition

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Week 36 (5/27-5/30)\* – Portfolio Presentation and Career Panel

Week 37 (6/2-6/6) – Last Week of School

## Course Outline for OSA Indie

This schedule is preliminary and subject to change. Shortened weeks are marked with an asterisk (\*).

Week 1 (8/26–8/30) – The Digital Citizen

Week 2 (9/3-9/6)\*- Media Art and Culture

Week 3 (9/9-9/13) – My Roots: Photography

Week 4 (9/16-9/20) – My Roots: Photography

Week 5 (9/23-9/27) – Human Rights: Design

Week 6 (9/30-10/4) – Storytelling / Animation / Sequencing

Week 7 (10/7-10/11) – Portfolio

Week 8 (10/15-10/18)\* – Drawing / Storyboarding

Week 9 (10/21-10/25) - Animation

Week 10 (11/29-11/1)\* - Animation

Week 11 (11/4-11/8) - Animation

Week 12 (11/12-11/15)\*- Advanced Photography

Week 13 (11/18-11/22) – Advanced Photography

\*\*\*Fall Break\*\*\*

Week 14 (12/2-12/6) – Story Workshop

Week 15 (12/9-12/13) – Origins of cinema / Major genres

Week 16 (12/16-12/20) – Career Connections

\*\*\*Winter Break\*\*\*

Week 17 (1/7-1/10)\* – Career Connections

Week 18 (1/13-1/17) – Alternative Materials

Week 19 (1/21-1/24)\* – Alternative Materials

Week 20 (1/27-1/31) – Exhibition

Week 21 (2/3-2/7) – New Media

Week 22 (2/10-2/14) – Working in Series

Week 23 (2/18-2/21)\* – Working in Series

Week 24 (2/24-2/28) – Camerawork

Week 25 (3/3-3/7) – Camerawork and Collaboration

Week 26 (3/10-3/14) - Sound Design

Week 27 (3/18-3/21)\* – Video Editing

Week 28 (3/24-3/28) - Video Editing

Week 29 (4/1-4/4)\* - Experimental Film

Week 30 (4/7-4/11) – Experimental Film

\*\*\*Spring Break\*\*\*

Week 31 (4/21-4/25) – Experimental Film

Week 32 (4/28-5/2) – STAR Testing

Week 33 (5/5-5/9) – The Reel

Week 34 (5/12-5/16) – Exhibition

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Week 35 (5/19-5/23) – Exhibition  
Week 36 (5/27-5/30)\* – Portfolio Presentation and Career Panel  
Week 37 (6/2-6/6) – Last Week of School

## Course Outline for OSA Press Corps

This schedule is preliminary and subject to change. Shortened weeks are marked with an asterisk (\*).

Week 1 (8/26–8/30) – The Digital Citizen  
Week 2 (9/3-9/6)\*- Media Art and Culture  
Week 3 (9/9-9/13) – My Roots: Photography  
Week 4 (9/16-9/20) – My Roots: Photography  
Week 5 (9/23-9/27) – Human Rights: Design  
Week 6 (9/30-10/4) – Storytelling / Animation / Sequencing  
Week 7 (10/7-10/11) – OSA Telegraph Integration  
Week 8 (10/15-10/18)\* – Haunted House / Who is OSA?  
Week 9 (10/21-10/25) - Haunted House / Who is OSA?  
Week 10 (11/29-11/1)\* - Haunted House / Who is OSA?  
Week 11 (11/4-11/8) - Photojournalism  
Week 12 (11/12-11/15)\*- Editorial Photography  
Week 13 (11/18-11/22) – Editorial Photography  
\*\*\*Fall Break\*\*\*  
Week 14 (12/2-12/6) – Event Videography  
Week 15 (12/9-12/13) – Event Videography  
Week 16 (12/16-12/20) – Career Connections  
\*\*\*Winter Break\*\*\*  
Week 17 (1/7-1/10)\* – Career Connections  
Week 18 (1/13-1/17) – Marketing and Branding, Special Projects  
Week 19 (1/21-1/24)\* – Marketing and Branding, Special Projects  
Week 20 (1/27-1/31) – Exhibition  
Week 21 (2/3-2/7) – OSA Telegraph Integration  
Week 22 (2/10-2/14) – Personal Projects  
Week 23 (2/18-2/21)\* – Personal Projects  
Week 24 (2/24-2/28) – Personal Projects  
Week 25 (3/3-3/7) – Portfolio  
Week 26 (3/10-3/14) – Sound Design  
Week 27 (3/18-3/21)\* – Lighting Design  
Week 28 (3/24-3/28) – Advanced Photography  
Week 29 (4/1-4/4)\* – Documentary Film  
Week 30 (4/7-4/11) – Documentary Film  
\*\*\*Spring Break\*\*\*  
Week 31 (4/21-4/25) – Advanced Video Editing  
Week 32 (4/28-5/2) – STAR Testing

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Week 33 (5/5-5/9) – The Reel  
Week 34 (5/12-5/16) – Exhibition  
Week 35 (5/19-5/23) – Exhibition  
Week 36 (5/27-5/30)\* – Portfolio Presentation  
Week 37 (6/2-6/6) – Last Week of School

## ***Welcome Digital Media Parents***

Greetings and welcome to Digital Media! We look forward to working with all Digital parents, new and well known. Class parties, field trips, supplies, and special opportunities are very often possible thanks to the involvement of our thriving parent group.

Please come to our first School of Digital Media Parents' Meeting *and Mixer* on **Tuesday, September 10th, at 7pm** in room 330. Parents meetings are important, and our first one is also a great chance to meet new parents and get to know each other.

### **Parent and teacher communication:**

#### **Google Group**

The OSA Digital Media Google Group is a private forum for our parent group to stay in touch, plan events and support, and get information. We have a very active and useful group. To sign up, email [hcregge@oakarts.org](mailto:hcregge@oakarts.org) or request membership at the group URL:

<https://groups.google.com/d/forum/osa-digital-media> .

Email all group members at [osa-digital-media@googlegroups.com](mailto:osa-digital-media@googlegroups.com) .

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### **Class Blog**

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To sign up for **Cohorts** notifications, text @advdi to (414) 285-1676

We could always use a hand. Some examples of parent leadership:

- Parent leader – help us communicate with parents, APT, and OSA leadership.
- Chaperones – go on field trips and help us journey to-and-from OSA.
- After-school help – come visit and support the class during after school activities.
- Supply search – search Craigslist, computer expos, and garage sales for equipment. A complete wish list with item names is hosted in our Google Group.
- Fundraising – help Ms. Cregge and our development team write grants and search for support for OSA Digital.
- Party planner – help us throw great parties for students and parents!
- Food and supplies – donate food, plates, napkins, etc. for special events, help make popcorn for film screenings.

If you are available to lend a hand, please contact us! Again, welcome. We are glad you are here.

Sincerely,

Heidi Cregge [hcregge@oakarts.org](mailto:hcregge@oakarts.org)

Caprice Batchelor [cbatchelor@oakarts.org](mailto:cbatchelor@oakarts.org)

### ***Please sign and return***

Special note:

Digital Media classes offer an advanced and content-driven curriculum with a wide range of media. Materials are selected based on the overall curriculum goals of the class. All images and film materials, including those not rated or rated above PG-13, are presented in the context of study for scholarly analysis.

*I have reviewed the entirety of this syllabus with my parent or guardian and understand all course policies.*

*This syllabus is a guide for the course and is subject to change with or without advanced notice.*

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Student Print Name

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Student Sign Name

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Date

*I have reviewed the entirety of this syllabus with my child and understand all course policies. I understand that Digital Media curriculum may include films rated PG-13 and R, visits to museums and galleries exhibiting challenging material, and discussion or artworks with mature themes. I give my consent for my child to study this media.*

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Parent / Guardian Signature

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Date