

Digital Media Flexible Learning Modules

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DMFLM addresses the challenge of introducing students to the breadth of concepts and practices inherent with the creative use of digital media. Together, the modules are designed to be chosen by students to integrate into their learning objectives.

Digital Media Flexible Learning Modules (DMFLM)

Each Module encapsulates several sub-modules of the following format

- Notes
- Readings
- Explanatory Videos
- Quiz
- Assignment

Media Theory

Digital Media Affordances, Non-linear Storytelling, Copyright

Electronics

Electronics and Electricity, Circuit Design, Embedded Systems Programming, IoT, 3D Fabrication, System Design, Project Management and Evaluation

Sound Design

Listening, The Soundscape, Audio Recording, Waveform Editing, Composition, Computer Sound

Maths for Digital Media

Linear Algebra, Transformations, Interpolation - tweening easing, Curves, Particle Systems, Physics Simulation

3D Modelling

Polygon modelling, Modelling from reference images, UV Mapping, Rigging and Animation, Lighting and Rendering, Game Engines

Creative Coding

Programming, Art and Design Fundamentals, Data Visualization

