

DART-170: DIGITAL VIDEO EDITING

Effective Term

Fall 2025

CC Approval

01/21/2025

AS Approval

02/13/2025

BOT Approval

02/20/2025

COCI Approval

04/30/2025

SECTION A - Course Data Elements**CB04 Credit Status**

Credit - Degree Applicable

Discipline

Minimum Qualifications	And/Or
Art (Master's Degree)	Or
Photography (Master's Degree)	Or
Commercial Art (Any Degree and Professional Experience)	

Subject Code

DART - Digital Art

Course Number

170

Department

Digital Art (DART)

Division

Arts and Humanities (ARAH)

Full Course Title

Digital Video Editing

Short Title

Digital Video Editing

CB03 TOP Code

1002.00 - Art

CB08 Basic Skills Status

NBS - Not Basic Skills

CB09 SAM Code

E - Non-Occupational

Rationale

non substantive, clean up of language, less detail to streamline course, text book up date.

SECTION B - Course Description

Catalog Course Description

This course introduces students to the creative and technical aspects of digital film and video editing. Historical developments, digital video and audio formats, techniques and theory of editing, non-linear editing skills and cinematic storytelling are covered.

SECTION C - Conditions on Enrollment

Open Entry/Open Exit

No

Repeatability

Not Repeatable

Grading Options

Letter Grade or Pass/No Pass

Allow Audit

Yes

Requisites

SECTION D - Course Standards

Is this course variable unit?

No

Units

3.00

Activity Hours

108.00

Outside of Class Hours

54

Total Contact Hours

108

Total Student Hours

162

Distance Education Approval

Is this course offered through Distance Education?

Yes

Online Delivery Methods

DE Modalities	Permanent or Emergency Only?
Entirely Online	Permanent
Hybrid	Permanent

SECTION E - Course Content

Student Learning Outcomes

Upon satisfactory completion of the course, students will be able to:	
1.	Create, organize and produce an editing project from conception to final output.
2.	Demonstrate proficiency in editing and special effects techniques using industry standard software.
3.	Demonstrate an understanding of editing aesthetics and the conventions underlying current industry practice, as evidenced by their final project.

Course Objectives

Upon satisfactory completion of the course, students will be able to:	
1.	Analyze the social impact of commercial and fine art videos.
2.	Plan a theme, premise and storyboard for a digital video.
3.	Apply two-dimensional visual design theory to digital video compositions.
4.	Edit projects in the timeline.
5.	Demonstrate various editing techniques.
6.	Mix audio tracks
7.	Add titles and graphics.
8.	Demonstrate various output techniques.

Course Content

1. Historical Development of Digital Postproduction
 - a. Digital Video and Audio Formats
 - b. Techniques and Theory of Editing
 - c. Impact of digital media
2. Organization for the Edit
 - a. Aspect ratios
 - b. Desktop environment
 - c. Import and export digital elements
 - d. Video and audio files
3. Non-linear editing skills
4. Applying transitions
5. Designing titles
6. Applying filters
7. Digital and timeline effects
8. Importing graphics
9. Mixing audio and video elements

Methods of Instruction

Methods of Instruction

Types	Examples of learning activities
Lecture	Interactive lectures that demonstrate techniques, tools, and concepts associated with film editing will be delivered. Lectures will be student based and may involve analyzing student, and or professionally produced film or video.
Discussion	Students and instructors will lead discussions on how different types of editing can effect film and video.
Lab	Instructor supported lab / studio time where students will apply the concepts and techniques from lectures and demonstrations to produce creative solutions to course assignments. This will include individual time on task with instructor supervision.
Group Work	Small group exercises to familiarize students with collaborative work skills. Individual time on group task with instructor supervision.
Critique	Students will engage in group critiques, and individual student/teacher critiques.

Instructor-Initiated Online Contact Types

Announcements/Bulletin Boards
 Chat Rooms
 Discussion Boards
 E-mail Communication
 Telephone Conversations
 Video or Teleconferencing

Student-Initiated Online Contact Types

Chat Rooms
 Discussions
 Group Work

Course design is accessible
No

Methods of Evaluation

Methods of Evaluation

Types	Examples of classroom assessments
Portfolios	Portfolios will be assessed based on successful completion of each major assignment. The particular parameters of each assignment will be applied to the assessment.
Class Participation	During group critique students will be assessed for participation, proper use of terminology, and relevant comments regarding basic formal and material issues. Overall performance in critiques throughout the semester will be figured into the final grade.

Assignments

Reading Assignments

Selected readings from text, periodicals, and instructor-generated handouts.
For example:
Read and prepare to discuss "Most with the Least" from In the Blink of an Eye by Walter Murch. Read the handout covering key formal and critical terms used in content-oriented critiques.

Writing Assignments

Creative writing, and, or story boarding in reaction to film or video.
For example:
After lectures and technical exercises on editing create a different story out of the footage provided. Make a professional-level trailer to promote this new story you see of exactly 60 seconds in length.

Other Assignments

Create, compose, and edit a short film or video to completion.
For example:

Create a movie trailer for an original movie. You may want to study movie trailers to analyze their production values. Pay attention to the number of video clips and the pacing. Also, look at the way the narration comes in and out and the use of music and sound effects. You may use several different pieces of music if you wish. Cut to the beat of the music.

SECTION F - Textbooks and Instructional Materials

Material Type

Textbook

Author

Maximo Jago

Title

Adobe Premiere Pro Classroom in a book

Edition/Version

1st

Publisher

Adobe Press

Year

2024

Course Codes (Admin Only)**ASSIST Update**

No

CB00 State ID

CCC000652210

CB10 Cooperative Work Experience Status

N - Is Not Part of a Cooperative Work Experience Education Program

CB11 Course Classification Status

Y - Credit Course

CB13 Special Class Status

N - The Course is Not an Approved Special Class

CB23 Funding Agency Category

Y - Not Applicable (Funding Not Used)

CB24 Program Course Status

Program Applicable

Allow Pass/No Pass

Yes

Only Pass/No Pass

No