

## SYLLABUS

### I. Description

*A hands-on exploration of speaker-support media for face-to-face teaching, with emphasis on clear communication and aesthetic design.*

### II. Objectives

- A. Cognitive
  - 1. Students will understand the basics of presentation software.
  - 2. Students will understand attractive graphic design.
- B. Affective
  - 1. Students will develop sensitivity for the appropriate use of media in ministry.
  - 2. Students will appreciate the aesthetics of well-designed visual presentations.
- C. Behavioral
  - 1. Students will shoot, edit, and import a video.
  - 2. Students will create and deliver a media-rich, speaker-support presentation.

### III. Textbooks

- A. Required
  - 1. John Dyer, *From the Garden to the City: The Redeeming and Corrupting Power of Technology* (192 pages), Grand Rapids: Kregel Publications, 2011.
  - 2. Robin Williams, *The Non-Designer's Design Book*, 4<sup>th</sup> Edition<sup>1</sup> (239 pages), Berkeley: Peachpit Press, 2014.
- B. Supplemental

Students should consult the supplemental bibliography to enhance their final presentation design.

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<sup>1</sup> Students will purchase and read the latest edition of this book so that they can take the quizzes in that edition.

#### **IV. Requirements**

##### A. Reading

1. Students will read *The Non-Designer's Design Book*, 4<sup>th</sup> edition. Students will complete the "Little Quizzes" associated with *The Non-Designer's Design Book* according to the schedule in Canvas.
2. Students will read *From the Garden to the City: The Redeeming and Corrupting Power of Technology*. Students will report that they completed their reading of this book.

##### B. Tutorial Videos

Students will watch all of the tutorial videos. Students will report that they have watched all of the videos by completing reporting quizzes.

##### C. Presentation Design Projects

1. Students will submit a presentation on the first day of the course so that the graders can assess prior skill level.
2. Students will submit a presentation that demonstrates mastery of Keynote or PowerPoint.
3. Students will submit a slide that demonstrates the four principles of design.
4. Students will submit a simple video that they have shot and edited.
5. Students will submit an eBook concept.
6. Students will identify a subject of their choice and create and record (video) a five-minute "media-rich" presentation.

##### D. Completion of All Assignments

1. To pass this course, the student must complete all of the assignments, including the final presentation.
2. Failure to do so will result in failure for the course.

#### **V. Policies**

##### A. Grading

In this pass/fail course, students will pass if they submit assignments that reflect an understanding of the principles presented in this course. Instructors will post passing grades as "CR."

##### B. Class Participation

Students will share in class discussions. Instructors may consider the student's participation in their calculation of the student's final grade.

##### C. Late Assignments

All assignments are due on the dates indicated in Canvas. See the Student Handbook for policies regarding late submissions.

## VI. **Supplementary Bibliography**

*A Kick in the Seat of the Pants.* Using your explorer, artist, judge and warrior to be more creative. Roger von Oech, Warner Books, New York. 1986.

*A Whack on the Side of the Head.* How to unlock your mind for Innovation. Roger von Oech. Warner Books, New York. 1983.

*Before & After Page Design.* John McWade. Peachpit Press, Berkeley. 2003

*Beyond Bullet Points.* Cliff Atkinson. Microsoft Press, Redmond, WA. 2005

*Beyond The Mac Is Not a Typewriter.* Robin Williams. Peachpit Press, Berkeley. 1996.

*Color Harmony Workbook: A Workbook and Guide to Creative Color Combinations.* Lesa Sawahata. Rockport Publishers, Gloucester, MA. 2001.

*Drawing on the Artist Within.* An inspirational and practical guide to increasing your creative powers. Betty Edwards. Simon & Schuster, Inc., New York. 1986.

*Drawing on the Right Side of the Brain.* A course in enhancing creativity and artistic confidence. Betty Edwards. J. P. Tarcher, Inc., Los Angeles. 1979.

*Experiences in Visual Thinking.* Robert H. McKim. Brooks/Cole Publishing Company, Monterey, CA. 1980.

*Flickering Pixels: How Technology Shapes Your Faith.* Shane Hipps. Zondervan, Grand Rapids. 2009.

*From the Garden to the City: The Redeeming and Corrupting Power of Technology.* John Dyer. Kregel, Grand Rapids. 2011.

*Just Shoot Me! A Practical Guide for Using Your Video Camera in Youth Ministry.* Jay Delp and Joel Lusz. Zondervan. Grand Rapids. 2002

*Microsoft Office PowerPoint 2010 Step by Step.* Joyce Cox and Joan Lambert III. Microsoft Press, Redmond, WA. 2010

*PowerPoint 2010 for Dummies.* Doug Lowe. For Dummies/John Wiley & Sons, Hoboken, NJ. 2010

*Presentations for Decision Makers,* Third Edition. Marya W. Holcombe and Judith K. Stein. Wiley, New York. 1996.

*Presentations for Dummies*. Malcolm Kushner. For Dummies/John Wiley & Sons. Hoboken, NJ. 2004.

*Rapid Vis*. A method for the rapid visualization of ideas. Kurt Hanks and Larry Belliston. William Kaufmann, Inc., Los Angeles. 1980.

*Resonate: Present Visual Stories that Transform Audiences*. Nancy Duarte. John Wiley & Sons, Hoboken, NJ. 2010

*Screenplay: The Foundations of Screenwriting*, Syd Field. Dell, New York. 1994.

*Solving the PowerPoint Predicament: Using Digital Media for Effective Communication*. Tom Bunzel. Que Publishing, Indianapolis. 2006

*Sight, Sound, Motion: Applied Media Aesthetics*, Herbert Zettl. Wadsworth Publishing Company, Belmont, CA. 1998.

*slide:ology: The Art and Science of Creating Great Presentations*, Nancy Duarte. O'Reilly Media, Sebastopol, CA. 2008

*Stealing Fire from the Gods: A Dynamic New Story Model for Writers and Filmmakers*, James Bonnet. Michael Wiese Productions, Studio City, CA. 2006.

*Stop Stealing Sheep & Find Out How Type Works*, Second Edition. Erik Spiekermann and E. M. Ginger. Adobe Press, Berkeley. 2003.

*Story: Substance, Structure, Style and the Principles of Screenwriting*, Robert McKee. Regan Books, New York. 1997.

*Telling Stories to Touch the Heart*. Reg Grant and John Reed. Wipf and Stock, Eugene, OR. 2002.

*The Digital Photography Book*, Volume 1. Scott Kelby. Peachpit Press, Berkeley. 2008.

*The Digital Photography Book*, Volume 2. Scott Kelby. Peachpit Press, Berkeley. 2008.

*The Digital Photography Book*, Volume 3. Scott Kelby. Peachpit Press, Berkeley. 2009.

*The Mac Is Not a Typewriter*. Robin Williams. Peachpit Press, Berkeley. 1990.

*The Non-Designer's Design Book*, Fourth Edition. Robin Williams. Peachpit Press, Berkeley. 2014.

*Understanding Comics*. Scott McCloud. Harper Collins, New York. 1994.

*Universal Principles of Design*. William Lidwell, Kritina Holden, and Jill Butler. Rockport Publishers, Gloucester, MA. 2003.

*Well Said! : Presentations and Conversations That Get Results.* Darlene Price. AMACOM, New York, 2012.