BASIC INFORMATION:

	Code	*Content*
Organizational unit	01.07.300.	**COLLEGE OF INFORMATION TECHNOLOGIES**
Abbreviation		**FIT**
Department	01.06.060.	**DEPARTMENT OF COMPUTER GRAPHICS AND DESIGN**
Course/module title	2.09.06.021.	**DIGITAL VIDEO EDITING**

TYPE OF SUBJECT:

Functional area	**SPECIALIST**
Level of abstraction	**Basic**
Type of course-obligation	**Spec.**

COURSE REGISTER:

	Code	*Content*
Scientific area	1.0.0.	Natural sciences
Scientific field	1.2.0.	Computers and IT
Narrow scientific area	1.2.1.	Computer sciences

COURSE DESCRIPTION:

Educational and professional goals	Study modern methods of nonlinear assembly. The goal is to fully enable the student to import and edit audio and video materials, and to publish them according to the rules that are also studied within the course. Making a short film, music video or video is one of the practical things that every student would know how to realize. This course also includes complete management of audio and video materials, from idea through realization to publication. Study the standards of television broadcasting, on the basis of which students realize audio and video materials.
Competences/educational outcomes	Students will be able to deal with nonlinear editing independently or in teams using some of the tools that are the standard of audio and video processing (Adobe Premiere, Adobe After Effects, Final Cut). Students will know how to record quality material, draw material from cameras that record material on tape or directly into files. They can add cuts and transitions between clips, add special effects, create animations, synchronize images with multiple cameras, do color correction, create subtitles.
Mastered skills:	Efficient application of digital editing programs and other programs necessary for successful work (Adobe Premiere CS5, Adobe After Effects CS5, WaveLab6 ...).
Course content:	*Theoretical classes:* Teaching is based on interactive lectures, which are determined by the schedule, with the use of modern presentation and demonstration tools and techniques, having in mind the prior knowledge and specific experiences in the field each, and insight into the continuity of mastering the material. Through theoretical classes, the basic principles and rules of modern audio and video production will be understood, which enable students to properly approach a given problem, and thus facilitate the concrete realization of a given project. • Understanding the workflow of video production, • creating a storyboard, • introduction to basic video formats, • digital camera operation,

	• basics of lighting, • recording on site and in the studio, • basics of installation, • applying sound and image effects, • recording and processing of material recorded on a virtual background. *Practical teaching:* • Use of modern tools for more efficient teaching. • Work in a modern multimedia laboratory. • Work in TV and radio studio in real production conditions.

COURSE METRIC: Regular

ECTS	Teaching activities (classes)						Individual work		TOTAL working hours
	Contact lessons		Exercise trainings	Seminar and stud. papers	Pedagogical workshops	Prof. and clin. practice	Individual and group study	Research	
	R	E							
6	24	12	36	24			76	8	**180**

Lecture languages				

PREREQUISITES FOR ACCESS

Code	Course/module title	Grade	Description of conditions (additional)
2.09.06.017.	Multimedia contents		

COURSE METHODOLOGY

Interactive lectures and exercises, work on project tasks, consultations.

- 36 contact lessons
- 36 hours of practical teaching

Lectures according to the established schedule with the use of modern presentation and demonstration tools and techniques with the application of interactive methods of working with students, which provides insight into their prior knowledge and specific experiences based on the issues, but also insight into the continuity of mastering the material.

Lectures are conducted using didactic and educational content in electronic and digital form (which includes recorded lectures and mentoring exercises) on various video presentation media (interactive multimedia optical media).

Application of **information and communication technologies** (ICT) that enable students through Computer Assisted Learning & Research to achieve an active relationship in the process of acquiring knowledge with the help of computer and communication technology, to achieve deeper interaction with teaching content and application of research techniques the very process of acquiring knowledge.

The exercises are intended for practical processing of materials in the field of digital video editing. The content of the exercises is accompanied by thematic units of lectures. They are accompanied by adequate graphic examples and multimedia presentations. During the exercises, the student has the obligation to consult with the heads of the competent Department of Computer Graphics and Design.

During the exercises, students prepare professional reports that are evaluated by the exercise leader. The task of the practice leader and the student is to ensure the mastery and application as a whole, i.e. a number of specific didactic methods and techniques in practice.

STUDENT EVALUATION

No.	Evaluation type	Partial/ Final	Optional/ Mandatory	Perc. of part.
01	Participation in contact work - interaction in lectures	Pre-exam obligation	Mandatory	5%
02	Exercise activity/laboratory work	Pre-exam obligation	Mandatory	5 %
03	Practical assignment grading	Pre-exam obligation	Mandatory	45 %
04	Student seminar/professional papers	Pre-exam obligation	Mandatory	0 %
05	Exam activities - partial tests (problem tests)	Partial	Mandatory / Optional	0%
06	Exam activities - final test (problem test, written test)	Final	Mandatory	45 %

LITERATURE/RESOURCES (listed in order of importance)

Author (name and surname)	Publication title	Publ. seat	Publisher	Issue year	Type of publ.*
a/ Basic literature					
Siniša Tomić, *Napredne studijske tehnike*, Banja Luka, Pan-European University Apeiron, 2014, coursebook					
b/ Additional literature					
Group of authors	*Adobe Premiere Pro 2.0*	Belgrade	CET	2006	coursebook
Adobe	*Adobe Premiere Pro CS6 Classroom In A Book*	San Jose		2011	coursebook
Group of authors	*Adobe After Effects CS4*	Belgrade	CET	2011	coursebook
c/ Other resources - journals					
Author name and surname *(if the resource is an article)*	Journal title	Publ. seat	Publisher	Issue year	Type of journal
d/ Other resources – Internet (WEB) resources					

Website	Webpage	Paper title/hyperlink	Read

(*)Type of publication (coursebook, script, compendium, multimedia)