

COURSE INFORMATION

DEPARTMENT LIBRARY DATE Oct. 18/77
LIB
 SD 115 BASIC AUDIO VISUAL SKILLS
 NAME & NUMBER OF COURSE DESCRIPTIVE TITLE SEMESTER HOURS CREDIT
1-1/2

CATALOGUE DESCRIPTION: The course will concentrate on demonstrating the skills required to operate and maintain a variety of audio and visual equipment. Student will acquire an understanding of the problems associated with the handling and storage of software. Class discussions will explore the role of media in the educational setting.

COURSE PREREQUISITES: NONE

COURSE COREQUISITES: NONE

HOURS PER WEEK FOR EACH STUDENT.	LECTURE	<u>1</u> HRS.	FIELD EXPERIENCE	<u> </u>
	LABORATORY	<u>5</u> HRS.	STUDENT DIRECTED LEARNING	<u>2</u>
	SEMINAR	<u> </u> HRS.	OTHER (SPECIFY)	<u> </u>
				TOTAL <u>8</u>

COLLEGE CREDIT TRANSFER COLLEGE CREDIT NON-TRANSFER NON-CREDIT

TRANSFER INFORMATION

EQUIVALENT COURSES

UBC

SFU

OTHER

UNASSIGNED CREDIT

(specify if unassigned within a discipline or a faculty)

As MacDonald
 COURSE DESIGNER

D. Swill
 DEPARTMENT HEAD

Stella L. Day
 DEAN OF CURRICULUM AND INSTRUCTION

George C. Wood
 PRINCIPAL

COURSES FOR WHICH THIS
IS A PREREQUISITE:

NONE

RELATED COURSES:

Graphics 152-20

TEXTBOOKS, REFERENCES, MATERIALS (LIST READING RESOURCES ELSEWHERE)

Eboc, Sidney D. Operating audio-visual equipment. 2nd edition
1968, Chandler \$6.00 (1977)

Bullard, John R. and Metner, Calvin E. Audiovisual fundamentals:
basic equipment and simple materials production. 1974.
W.C. Brown and Co. \$3.95 (1977)

COURSE OBJECTIVES, CONTENT, METHOD, EVALUATION:

I. COURSE OBJECTIVES

To give individuals a basic understanding of the operation, maintenance and use of a variety of audio-visual hardware and software.

II CONTENT

- Section A:
- (1) Background to development
 - (2) Writing, printing, graphics: historical perspective
 - (3) Audio-visual materials
 - a) background to the hardware: how/where/why
 - b) corresponding development of information organization and storage
 - (4) Influence on media trade structure: development of selection information
 - (5) Storage and dissemination
 - a) physical barriers to use
 - b) methods of storage for various types of media
 - (6) Acquisition sources
 - a) buying vs borrowing
 - b) selection aides
 - c) local resources
 - (7) Media and society: censorship, networks, new developments

Section B: AUDIO EQUIPMENT

The Hardware / Software

- each piece of equipment listed will be examined under the following headings:
 - a) operation of equipment (including basics of how machine works)
 - b) possible applications
 - c) maintenance of machine and minor repairs
 - d) attendant software
 - storage
 - maintenance
 - e) special problems
- each piece of equipment will be accompanied by a workshop exercise in which the students working in groups will investigate the equipment in detail and attempt the exercise
 - (1) Audio workshop, cassette equipment
 - cassette player
 - playback: record with external microphone
 - record with internal microphone
 - (2) Amplification equipment (N.B. demonstration only)
 - a) hi-fi system including turntable, amplifier cassette deck, external speakers, headphone
 - b) induction loop system: induction loop connected to cassette recorder, pre-recorded cassette, induction loop headphones
 - (3) Tape recorders:
 - recording, playback, splicing, placing leaders on material

Section C: VISUAL EQUIPMENT

- (1) Carousel projector
 - example of other projector types
 - slides / slide mounting
- (2) Filmstrip projectors
 - super eight filmstrip projector
 - manual / automatic
 - with sound (Dukane filmstrip, cassette machine)

- (3) Overhead projector
 - preparing transparencies
 - acetate roll on projector
 - solid objects
 - overlays

Section D: AUDIO-VISUAL EQUIPMENT

- (1) Slide-tape equipment
 - slide projector
 - Wollensak equipment
 - pulse units
 - production techniques
- (2) Sixteen mm film projector
 - operation, maintenance
 - includes film splicing
- (3) Videotape material (demonstration only)
 - the video camera - basic operation techniques
 - the playback system
 - video cassettes
- (4) Eight mm projector

III METHOD

The teaching method will combine lectures with practical experience in the form of workshops and projects. Fieldtrips to institutions that make heavy use of hardware and software will also be organized.

IV EVALUATION

- Students will be expected to complete one written assignment.
- Students will be expected to illustrate competency in operating audio-visual machinery.
- Students will complete a number of exercises that will illustrate their ability to use and maintain hard and software.
- Students will make a presentation, accompanied by appropriate audio-visual materials.

written assignments (2)	30%
exercises	30%
discussions / class participation	10%
presentation	30%