

Course of study in
"Science and technology in education and childcare" - [L19].
 a.y. 2021/2022

SUBJECT
Multimedia Editing

SDS: **INF/01** - ECT: **12**
 II YEAR; I SEMESTER

Lecturer: **Prof. Alessandro Ferrini**
 Disciplinary tutor: **Dr Fabiana Bertazzi**

<p>Qualification and scientific background of the lecturer</p>	<p>Alessandro Ferrini is a technologist who has been working at INDIRE, since 2007. He is an IT expert and programmer in both web and stand-alone fields. He deals with the development of collaborative training portals, innovative research software, institutional websites, with particular attention to the technological evolution of both hardware and software. He is also involved in the development of 3D modelling software as part of INDIRE's "Maker@Scuola" research project, the study and development of user interfaces for various created software, the development of apps for mobile devices, interaction with physical components using hardware platforms such as Arduino or Raspberry PI, and database management.</p> <p>He is one of the authors of the book "Maker@Scuola - 3D printers in kindergarten", published for INDIRE in 2017 by Assopiù Editore, ISBN 978889689365-4.</p> <p>In 2013, he taught the "Web Advanced" course at the International School of Comics, and has worked for important companies or research bodies such as ENI and CNR, for which he has carried out consulting activities and developed neural networks dedicated to the research and classification of legal documents on the web.</p>
<p>Description of contents and subdivision of the programme into teaching modules</p>	<p>The course consists of 4 modules, whose duration is not specified because, depends on the time needed to complete the activities.</p> <p>The four modules are:</p>

	<ul style="list-style-type: none"> ➤ Module 1 – Audio editing. ➤ Module 2 – Pictures editing. ➤ Module 3 - 3D modelling. ➤ Module 4 - Video clips editing.
<p>Abstract</p>	<p>This course is intended to give basic skills to create, manage and blend media contents, such as audio tracks, pictures and graphics, video clips and 3d models.</p> <p>The course consists of 4 learning units:</p> <ul style="list-style-type: none"> ➤ Audio editing ➤ Pictures editing ➤ 3D modelling ➤ Video clips editing <p>During the course, there will be two middle exercises and a final assignment. The final exam will include the evaluation of the final assignment and an oral interview.</p>
<p>Learning objectives</p>	<p>The course is dedicated to developing the basic skills needed to create, manage and merge together multimedia contents such as images, audios, videos and 3D models.</p> <p>The course is structured in 4 main modules. It does not involve the mnemonic study of texts, but rather the careful reading of them, in order to focus on the scenario in which the activities are to be imagined and, if possible, reproduced in one's own professional contexts.</p> <p>Equally carefully read all other offered online materials, necessary to carry out the proposed activities.</p> <p>Students perform the activities using their own computer connected to the Internet. Discussions are aimed at reviewing the activities carried out, in the form of existing problems, sharing solutions, and new proposals. The place for discussion is the forum of the IUL environment. Wherever possible, free software is used for carrying out the activities and writing the papers. The software is recommended by the teacher, but learners are free to use any software they wish as long as they know how it works. The lectures or explanations given by the teacher will, in any case, be based on the recommended software.</p> <p>Links to the materials are offered by the lecturer in the IUL environment during the course.</p> <p>They will refer to various online and offline sources, depending on the needs that arise.</p>

	<p>The course includes various activities, including the final project, which aims to bring together all the knowledge acquired during the course. The activities are not aimed at the final examination, for which students have to hold a final discussion that can slightly adjust the evaluation. Instead, the final assessment is based on a real and continuous evaluation of both the activities carried out and the quality of the final project. The professor and tutor collaborate in assisting with the activities and the discussion.</p>
<p>Expected learning outcomes</p>	<p>A. Knowledge and understanding Development of basic skills needed to use software for creating and managing multimedia materials.</p> <p>B. Applied knowledge and understanding Realisation of a final project implementing the knowledge learnt.</p> <p>C. Autonomy of judgement Through discussions and peer-to-peer comparisons, learners will realise the differences in their own approach methods to problems, learning from peers and improving their own performance through self-analysis.</p> <p>D. Communication skills The aim is becoming able to produce a final 'product' that clearly communicates the ideas developed by the learner.</p> <p>E. Ability to learn The course should result in the ability to use the tools not only to carry out the indicated activities, but also to create original multimedia contents from one's own ideas.</p>
<p>Skills to be acquired</p>	<p>EXPECTED RESULTS</p> <p>A. Independent use of tools for the creation of multimedia contents.</p> <p>B. Professional approach to work and possession of appropriate skills to devise arguments, support them and solve problems within the subject studied.</p>

	<p>C. Ability to collect and interpret data useful for carrying out autonomous projects.</p> <p>D. Ability to communicate information, ideas, problems and solutions to specialists and non-specialists.</p> <p>E. Ability to undertake further in-depth study with a high degree of autonomy.</p>
<p>Didactics organisation</p>	<p>DIDACTICS PROVISION</p> <ul style="list-style-type: none"> ➤ No. 18 video lessons, recorded tutorials accessible from the platform. ➤ 2 synchronous platform meetings. ➤ Podcasts of all the above mentioned video lessons. <p>INTERACTIVE DIDACTICS</p> <ul style="list-style-type: none"> ➤ 1 course orientation forum. ➤ 4 in-depth thematic forums (1 per module). ➤ Possibility to carry out group assignments. ➤ 4 structured <i>e-activities</i> (as described in the section "<i>in itinere assessment methods</i>"). <p>SELF-LEARNING</p> <p>Teaching materials are provided for each module: in-depth thematic studies, articles and slides by the lecturer, open access readings, online resources, reference bibliography, etc.</p>
<p>Recommended examination texts</p>	<p>Materials will be provided during the course.</p>
<p>In itinere assessment methods</p>	<p>Access to the final examination is subject to the following 4 E-activities:</p> <ul style="list-style-type: none"> ➤ E-tivity module 1: audio creation and management. ➤ E-tivity module 2: Creating, editing and managing images. ➤ E-tivity module 3: creation of a 3d model. ➤ E-tivity module 4: creation, editing, management.

Procedure for the final examination	The assessment of learning will take place through an oral interview on the course contents and the final project report. The grade (min 18, max 30 with possible honours) is determined by the level of performance for each of the following dimensions of the oral interview: mastery of contents, appropriateness of definitions and theoretical references, clarity of argument, command of specialist language.
Language of instruction	Italian