



AUDIO ENGINEERING & VIDEO EDITING



Harbor Springs Public Schools
Excellence in Character
Excellence in Education



Career and Technical Education Department
Charlevoix-Emmet Intermediate School District



AEVE: Program Syllabus

Instructor: Mr. Jason Byma
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Phone: (231) 526-4890
Cell: (989) 560-3346



Distinguished Educator



Avid Learning Partner

Prerequisites:

- Required: Willingness to share work in class and publicly.
- Recommended: Reasonable ability to play an instrument, sing and/or recording experience.

Course Intro:

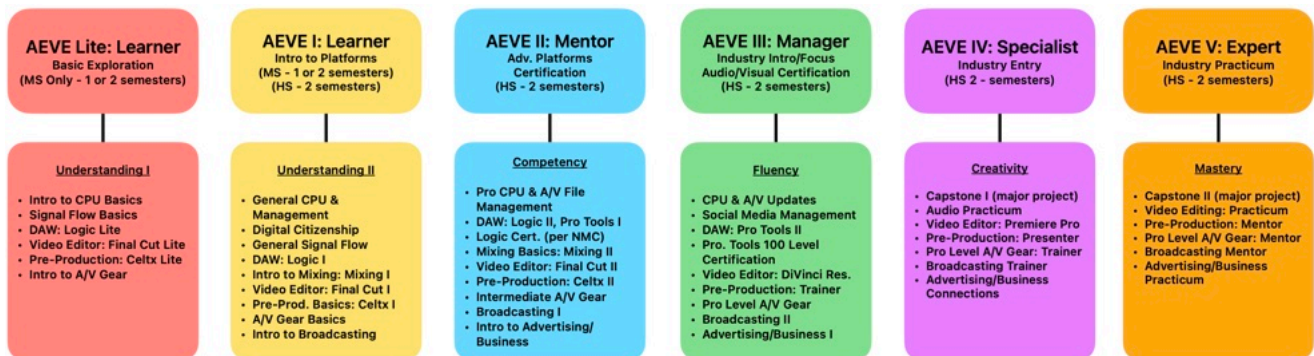
Welcome to the AEEV! Students use state-of-the-art computers and programs to record, mix, and edit audio and visual components. With this knowledge students will produce commercial grade projects, create and record your own musical compositions, and more. This class is intended to be a way for students to learn about - and have fun with - the science of sound, video, and technology.

Program Description:

AEEV provides perspective into the world of audio and visual media that include the planning stages of pre-production through the final mixing and editing. Students will learn to navigate industry-used platforms while understanding basic concepts and terminology for many fields within A/V. Critical computer skills will be acquired by students in multiple areas of learning. Complimenting software platforms, members have access to professional-level equipment including instruments, microphones, cameras, and lighting. Advanced students have opportunities to earn credentials/certification in their area of focus to prepare for the industry and provide an edge as they enter their fields.

Course Description:

Dependent of enrolled AEEV Level.



Course Content and Outcomes:

Students will enhance their musicianship skills and knowledge of music production and visual editing skills while working with professional music and video software.

a. *Musical Outcomes:*

- Students will demonstrate the ability to perceive, create, analyze, and respond to music.
- Students will demonstrate an ability to make aesthetic judgments.
- Students will demonstrate abilities in broadcasting/streaming.
- Students will demonstrate abilities in one or more DAW (digital audio workstation) platforms.

b. *Visual Outcomes:*

- Students will demonstrate the ability to perceive, create, analyze, and respond to video.
- Students will demonstrate the ability to make aesthetic judgments.
- Students will demonstrate abilities in broadcasting/streaming.
- Students will demonstrate knowledge within one or more Video Editors.

c. *Technology Outcomes:*

- Students will demonstrate knowledge in music production industry and its hardware/software, editing, mixing, audio effects, MIDI sequencing, and notation.
- Students will demonstrate knowledge in video/film industry and its hardware/software for filming, editing, visual effects, visual filters, and producing.
- Students will practice legal and ethical behavior in regard to technology.

d. *Upon Successful Completion, Students will be able to:*

- Discuss and evaluate the place of audio/video technology in the industry.
- Identify and discuss the fundamental concepts of acoustic/digital audio and film.
- Demonstrate competency of within DAW, MIDI, Pre-Production and Video Editing.
- Earn Credentials / Certifications in:
 - Apples Logic Pro X, Final Cut Pro, and Motion 5
 - Avid Pro Tools Fundamentals 100 Level (PT101 & PT110)

e. *Work Based Learning, Externships and Program Credit:*

- Students will explore various career paths within the industry.
- Onsite experience with Industry Professionals (HSPS PAC, GLCA, NMC, Nicholas Hardy, etc).
- Student can earn credit towards [Northwestern Michigan College \(NMC\)](#)
 - [Audio Technology \(AUD\)](#) & [Visual Communications \(VCA\)](#) degrees.

Required Materials:

- Positive Attitude and Self-Motivation
- Headphones: Studio Headphones are provided, though you may bring your own. They must be 3.5mm (or have 1/4" adaptor). Bluetooth devices can work, but not recommended due to delay.
- Backup Device (*if not provided*): USB-C External Drive (500GB or larger). Students are responsible for backing up and maintaining copies of their work. There is no guarantee that project files will be stored on the studio stations.

Classroom Procedures / Expectations:

It is necessary to observe the following expectations for this class to ensure a positive learning environment. With limited seating, and a waiting list, poor discipline will not be tolerated.

The student:

- will be respectful to other students, instructor, the studio, and equipment.
- will be responsible for any damage caused by their actions
- will use your station for school-appropriate purposes only.
- will keep their station clean and organized at all times.
- will arrive to class on time and prepared as indicated by the instructor.
- will follow expectations of gum, food, and drinks within the studio space.
- will remain at your designated station unless collaborating or working with the sound booth.
- will not use any equipment in the studio unless trained and given permission by the instructor.
- will be allowed to use their personal devices in class for class related purposes.
- will follow any other expectations deemed necessary by the instructor.

Facilities:

The Music Production studio currently houses sixteen workstations each including an Apple iMac Computer (typing keyboard/mouse), Studio Headphones, MIDI keyboard/synthesizer. Software platforms include (but not limited to) Audio: Logic & Pro Tools; Visual: Final Cut/Motion, DaVinci, & *Adobe Premiere Pro*; Script/Storyboard: Celtx. Other equipment include sound booth, instruments, cameras/gimbals, and more. These are all available to the students after appropriate training.

Time Commitment:

Students will be expected to spend some time outside of class. Time will be made available for lab/project work during scheduled class time. Absences may require lessons (videos) to be viewed outside of class. Creative/advanced projects may require significant time in the studio and outside of class time. Studio hours will be provided outside of scheduled class time by request and availability of the instructor.

Attendance:

It is imperative that all students attend class. Significant information and practice can be missed in one session. Students are responsible for obtaining information covered in missed lessons and completing any make-up lessons/labs. Lessons may be in video tutorial form for self-paced, independent learning.

Audio Resources:

- [Logic Pro Professional Music Production](#) - Apple Pro Training Series by David Nahmani - Provided.
 - Update coming fall 2024 for new Logic 11.1.0
- [The Mixing Engineer's Handbook](#), 5th Edition - By Bobby Owsinski - Provided
- [Pro Tools Fundamentals I \(PT101.2022\)](#) - Avid Official Curriculum by Andrew Hagerman - Provided
 - Avid Certification Offered | Will update when recertification is required.
- [Pro Tools Fundamentals II \(PT110.2022\)](#) - Avid Official Curriculum by Andrew Hagerman - Provided
 - Avid Certification Offered | Will update when recertification is required.

Visual Resources:

- Ripple Training: Final Cut Pro 10.8 Core Training - Online Video Tutorials - Provided
- Ripple Training: Motion Essentials Bundle - Online Video Tutorials - Provided
- Ripple Training: DaVinci Resolve Essentials - Online Video Tutorials - Provided
- Ripple Training: Production Essentials Bundle - Online Video Tutorials - Provided
 - Visual Storytelling, Live Streaming, Lighting, Short Film Techniques, Commercial Editing, ATEM Essential Training & iPhone Video Production and Post.
- Final Cut Apple Certification - FMC Training and Exams - Online Review & Exams - Provided
 - 3 Levels Available: SocialPro, VideoPro, & Post-Production

Grading:

Labs will take the form of demonstrations and knowledge checks covering various platforms (Logic, Pro Tools, FCP, Motion, DiVinci, etc.). Projects will require independent work and class presentation. Collective work will form the final portfolio to be submitted at the end of the course. (Weights TBD)

- 1. Daily Participation - Being on Task and Active Participation 10%
- 2. Classroom Portfolio - Keep organized and up to date weekly 15%
- 3. Demonstrations - Platform, Equipment, and Process Knowledge 20%
- 3. Formative Assessments - Video Tutorials (online) - Knowledge Checks 25%
- 4. Summative Assessments - Labs, Group Projects, Final Project (exam) 30%

Grading audio/visual is somewhat subjective. Clear lab instructions and grading rubrics will be posted via website with clear expectations. Simply following instructions will not guarantee top marks. All grades course aspects will be evaluated according to the following general guidelines:

Grade	Percent	Description
A, A- <i>Exceptional</i>	90-100%	Goes beyond merely fulfilling the assignment to stand on its own as quality work. Good use of sources and available materials (properly cited when appropriate). Demonstrates ability above age/grade level.
B+, B, B- <i>Good</i>	80-89%	Fulfills the assignment instructions. Demonstrates competence and a basic understanding of the material. Work that is fundamentally on the right track but needs more polish or editing in order to be exceptional.
C+, C, C- <i>Fair</i>	70-79%	Demonstrates a less-than-firm grasp of the material or minimal effort. Some missing elements or multiple technical, grammatical, or spelling errors. Minimal use of sources or inappropriate citations.
D+, D, D- <i>Poor</i>	60-69%	Demonstrates a serious lack of effort or understanding of the materials. Multiple errors, missing elements, or failure to follow assignment instructions.
Below D- <i>Not Passing</i>	0-59%	Missing, incomplete, plagiarized, clueless or incoherent. The starting point for determining final grades is based on scores given for all course.

Professional Certifications grading expectations (*subject to change*):

75-80% - Final Cut Exams via Apple Authorized Certification Provider

80% - Pro Tools Exams via Avid Certified Instructor & Avid Learning Partner



AUDIO ENGINEERING & VIDEO EDITING



Harbor Springs Public Schools
Excellence in Character
Excellence in Education



Career and Technical Education Department
Charlevoix-Emmet Intermediate School District



AEVE: Lite Syllabus (Middle School Only)

Instructor: Mr. Jason Byma
Email: jbyma@harborpos.org
Phone: (231) 526-4890
Cell: (989) 560-3346



Distinguished Educator



Avid Learning Partner

Prerequisites:

- Interest in the audio/visual arts fields
- Willingness to share work in class/publicly

Course Intro:

Welcome to the AEVE! Students use state-of-the-art computers and programs to record, mix, and edit audio and visual components. With this knowledge students will produce commercial grade projects, create and record your own musical compositions, and more. This class is intended to be a way for students to learn about - and have fun with - the science of sound, video, and technology.

Program Description:

AEVE provides perspective into the world of audio and visual media that include the planning stages of pre-production through the final mixing and editing. Students will learn to navigate industry-used platforms while understanding basic concepts and terminology for many fields within A/V. Critical computer skills will be acquired by students in multiple areas of learning. Complimenting software platforms, members have access to professional-level equipment including instruments, microphones, cameras, and lighting. Advanced students have opportunities to earn credentials/certification in their area of focus to prepare for the industry and provide an edge as they entire their fields.

Course Description | Level Lite: Learner - Understanding I - Basic Exploration

AEVE Lite introduces students to the world of audio and video creativity along with basic computer skills and the concept of A/V Signal Flow. Students learn fundamentals for Apple Pro App platforms Logic Pro (audio) and Final Cut Pro (video), pre-production (Celtx), and entry level A/V gear, during lessons, labs, and project creation.

Course Content and Outcomes:

Students will enhance their musicianship skills and knowledge of music production and visual editing skills while working with professional music and video software.

a. *Musical Outcomes:*

- Students will demonstrate entry level ability to perceive, create, analyze, and respond to music.
- Students will demonstrate an ability to make slight aesthetic judgments.
- Students will be introduced to broadcasting/streaming platforms.
- Students will demonstrate basic knowledge in Logic, DAW (digital audio workstation), platforms.

b. *Visual Outcomes:*

- Students will demonstrate entry level ability to perceive, create, and respond to video.
- Students will demonstrate the ability to make minimal aesthetic judgments.
- Students will be introduced to broadcasting/streaming platforms.
- Students will demonstrate basic knowledge within Final Cut video editor.

c. *Technology Outcomes:*

- Students will demonstrate basic knowledge in music production its entry level hardware/software, editing, mixing, audio effects, MIDI sequencing, and notation.
- Students will demonstrate basic knowledge in video/film industry and its entry level hardware/software for filming, editing, visual effects, visual filters, and producing.
- Students will practice legal and ethical behavior in regard to technology.

d. *Upon Successful Completion, Students will be able to:*

- Identify and discuss early fundamental concepts of acoustic/digital audio and film.
- Demonstrate competency of beginning level Logic (DAW), Celtx (Pre-Production), and Final Cut.

e. *Work Based Learning, Externships and Program Credit:*

- Students will explore various career paths within the industry.

Required Materials:

- Positive Attitude and Self-Motivation
- Headphones: Studio Headphones are provided, though you may bring your own. They must be 3.5mm (or have 1/4" adaptor). Bluetooth devices can work, but not recommended due to delay.
- Backup Device (*if not provided*): USB-C External Drive (500GB or larger). Students are responsible for backing up and maintaining copies of their work. There is no guarantee that project files will be stored on the studio stations.

Classroom Procedures / Expectations:

It is necessary to observe the following expectations for this class to ensure a positive learning environment. With limited seating, and a waiting list, poor discipline will not be tolerated.

The student:

- will be respectful to other students, instructor, the studio, and equipment.
- will be responsible for any damage caused by their actions
- will use your station for school-appropriate purposes only.
- will keep their station clean and organized at all times.
- will arrive to class on time and prepared as indicated by the instructor.
- will follow expectations of gum, food, and drinks within the studio space.
- will remain at your designated station unless collaborating or working with the sound booth.
- will not use any equipment in the studio unless trained and given permission by the instructor.
- will be allowed to use their personal devices in class for class related purposes.
- will follow any other expectations deemed necessary by the instructor.

Facilities:

The Music Production studio currently houses sixteen workstations each including an Apple iMac Computer (typing keyboard/mouse), Studio Headphones, MIDI keyboard/synthesizer. Software platforms include (but not limited to) Audio: Logic & Pro Tools; Visual: Final Cut/Motion, DaVinci, & *Adobe Premiere Pro*; Script/Storyboard: Celtx. Other equipment include sound booth, instruments, cameras/gimbals, and more. These are all available to the students after appropriate training.

Time Commitment:

Students will be expected to spend minimal time outside of class. Time will be made available for lab/project work during scheduled class time. Absences may require lessons (videos) to be viewed outside of class. Creative/advanced projects may require significant time in the studio and outside of class time. Studio hours will be provided outside of scheduled class time by request and availability of the instructor.

Attendance:

It is imperative that all students attend class. Significant information and practice can be missed in one session. Students are responsible for obtaining information covered in missed lessons and completing any make-up lessons/labs. Lessons may be in video tutorial form for self-paced, independent learning.

Audio Resources:

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Visual Resources:

- Ripple Training: Final Cut Pro 10.8 Core Training - Online Video Tutorials - Provided
- Ripple Training: Production Essentials Bundle - Online Video Tutorials - Provided
 - Visual Storytelling, Live Streaming, Lighting, Short Film Techniques, Commercial Editing, ATEM Essential Training & iPhone Video Production and Post.
- Final Cut Apple Certification - FMC Training and Exams - Online Review & Exams - Provided
 - 3 Levels Available: SocialPro, VideoPro, & Post-Production

Grading:

Labs will take the form of demonstrations and knowledge checks covering various platforms (Logic, Pro Tools, FCP, Motion, DiVinci, etc.). Projects will require independent work and class presentation. Collective work will form the final portfolio to be submitted at the end of the course. (Weights TBD)

- 1. Daily Participation - Being on Task and Active Participation 10%
- 2. Classroom Portfolio - Keep organized and up to date weekly 15%
- 3. Demonstrations - Platform, Equipment, and Process Knowledge 20%
- 3. Formative Assessments - Video Tutorials (online) - Knowledge Checks 25%
- 4. Summative Assessments - Labs, Group Projects, Final Project (exam) 30%

Grading audio/visual is somewhat subjective. Clear lab instructions and grading rubrics will be posted via website with clear expectations. Simply following instructions will not guarantee top marks. All grades course aspects will be evaluated according to the following general guidelines:

Grade	Percent	Description
A, A- <i>Exceptional</i>	90-100%	Goes beyond merely fulfilling the assignment to stand on its own as quality work. Good use of sources and available materials (properly cited when appropriate). Demonstrates ability above age/grade level.
B+, B, B- <i>Good</i>	80-89%	Fulfills the assignment instructions. Demonstrates competence and a basic understanding of the material. Work that is fundamentally on the right track but needs more polish or editing in order to be exceptional.
C+, C, C- <i>Fair</i>	70-79%	Demonstrates a less-than-firm grasp of the material or minimal effort. Some missing elements or multiple technical, grammatical, or spelling errors. Minimal use of sources or inappropriate citations.
D+, D, D- <i>Poor</i>	60-69%	Demonstrates a serious lack of effort or understanding of the materials. Multiple errors, missing elements, or failure to follow assignment instructions.
Below D- <i>Not Passing</i>	0-59%	Missing, incomplete, plagiarized, clueless or incoherent. The starting point for determining final grades is based on scores given for all course.

Professional Certifications grading expectations (*subject to change*):

75-80% - Final Cut Exams via Apple Authorized Certification Provider

80% - Pro Tools Exams via Avid Certified Instructor & Avid Learning Partner



AUDIO ENGINEERING & VIDEO EDITING



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Excellence in Education



Career and Technical
Education Department
Charlevoix-Emmet
Intermediate School District



AEVE: I Syllabus (Middle / High School)

Instructor: Mr. Jason Byma
Email: jbyma@harborpos.org
Phone: (231) 526-4890
Cell: (989) 560-3346



Distinguished
Educator



Avid Learning Partner

Prerequisites:

- Interest in the audio/visual arts fields (*High School*)
- Completion of AEVE Lite \geq B+ (87%) and/or instructor's approval (*Middle School*)
- Willingness to share work in class/publicly

Course Intro:

Welcome to the AEVE! Students use state-of-the-art computers and programs to record, mix, and edit audio and visual components. With this knowledge students will produce commercial grade projects, create and record your own musical compositions, and more. This class is intended to be a way for students to learn about - and have fun with - the science of sound, video, and technology.

Program Description:

AEVE provides perspective into the world of audio and visual media that include the planning stages of pre-production through the final mixing and editing. Students will learn to navigate industry-used platforms while understanding basic concepts and terminology for many fields within A/V. Critical computer skills will be acquired by students in multiple areas of learning. Complimenting software platforms, members have access to professional-level equipment including instruments, microphones, cameras, and lighting. Advanced students have opportunities to earn credentials/certification in their area of focus to prepare for the industry and provide an edge as they entire their fields.

Course Description | Level I: Learner - Understanding I/II - Platforms

AEVE I focuses/reviews general computer and A/V Signal Flow concepts. Introduction to mixing and pre-production (Celtx) complements fundamental learning of Apple Pro Apps Logic (audio), and Final Cut (video). Students begin work through software certification with lessons, labs, and projects evolve based on focus of interest. Also included is the introduction to broadcasting.

Course Content and Outcomes:

Students will enhance their musicianship skills and knowledge of music production and visual editing skills while working with professional music and video software.

a. *Musical Outcomes:*

- Students will demonstrate intermediate ability to perceive, create, analyze, and respond to music.
- Students will demonstrate an ability to make minimal aesthetic judgments.
- Students will demonstrate entry level ability in broadcasting/streaming.
- Students will demonstrate knowledge in Logic, DAW (digital audio workstation), platforms.

b. *Visual Outcomes:*

- Students will demonstrate the ability to perceive, create, analyze, and respond to video.
- Students will demonstrate the ability to make aesthetic judgments.
- Students will demonstrate entry level ability in broadcasting/streaming.
- Students will demonstrate knowledge within Final Cut video editor: SocialPro Certification.

c. *Technology Outcomes:*

- Students will demonstrate knowledge in music production industry and its entry level hardware/software, editing, mixing, audio effects, MIDI sequencing, and notation.
- Students will demonstrate knowledge in video/film industry and its entry level hardware/software for filming, editing, visual effects, visual filters, and producing.
- Students will practice legal and ethical behavior in regard to technology.

d. *Upon Successful Completion, Students will be able to:*

- Identify and discuss the place of audio/video technology in the industry.
- Identify and discuss the fundamental concepts of acoustic/digital audio and film.
- Demonstrate competency of intermediate level Logic (DAW), Celtx (Pre-Production), and Final Cut.
- Earn Credentials / Certifications in:
 - Final Cut: SocialPro (FMC)

e. *Work Based Learning, Externships and Program Credit:*

- Students will explore various career paths within the industry.
- Onsite experience with Industry Professionals (HSPS PAC, GLCA, NMC, Nicholas Hardy, etc).
- Student (*high school*) can earn credit towards [Northwestern Michigan College \(NMC\)](#)
 - [Audio Technology \(AUD\)](#) & [Visual Communications \(VCA\)](#) degrees.

Required Materials:

- Positive Attitude and Self-Motivation
- Headphones: Studio Headphones are provided, though you may bring your own. They must be 3.5mm (or have 1/4" adaptor). Bluetooth devices can work, but not recommended due to delay.
- Backup Device (*if not provided*): USB-C External Drive (500GB or larger). Students are responsible for backing up and maintaining copies of their work. There is no guarantee that project files will be stored on the studio stations.

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- will use your station for school-appropriate purposes only.
- will keep their station clean and organized at all times.
- will arrive to class on time and prepared as indicated by the instructor.
- will follow expectations of gum, food, and drinks within the studio space.
- will remain at your designated station unless collaborating or working with the sound booth.
- will not use any equipment in the studio unless trained and given permission by the instructor.
- will be allowed to use their personal devices in class for class related purposes.
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Facilities:

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Time Commitment:

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- Final Cut Apple Certification - FMC Training and Exams - Online Review & Exams - Provided
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Grading:

Labs will take the form of demonstrations and knowledge checks covering various platforms (Logic, Pro Tools, FCP, Motion, DiVinci, etc.). Projects will require independent work and class presentation. Collective work will form the final portfolio to be submitted at the end of the course. (Weights TBD)

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Professional Certifications grading expectations (*subject to change*):

75-80% - Final Cut Exams via Apple Authorized Certification Provider

80% - Pro Tools Exams via Avid Certified Instructor & Avid Learning Partner

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AEVE: II Syllabus (High School)

Instructor: Mr. Jason Byma
Email: jbyma@harborpos.org
Phone: (231) 526-4890
Cell: (989) 560-3346



Distinguished
Educator



Avid Learning Partner

Prerequisites:

- Completion of AEVE I \geq B+ (87%) and/or instructor's approval
- Completion of Logic I (HSPS)
- Completion of Final Cut I (HSPS)

Course Intro:

Welcome to the AEVE! Students use state-of-the-art computers and programs to record, mix, and edit audio and visual components. With this knowledge students will produce commercial grade projects, create and record your own musical compositions, and more. This class is intended to be a way for students to learn about - and have fun with - the science of sound, video, and technology.

Program Description:

AEVE provides perspective into the world of audio and visual media that include the planning stages of pre-production through the final mixing and editing. Students will learn to navigate industry-used platforms while understanding basic concepts and terminology for many fields within A/V. Critical computer skills will be acquired by students in multiple areas of learning. Complimenting software platforms, members have access to professional-level equipment including instruments, microphones, cameras, and lighting. Advanced students have opportunities to earn credentials/certification in their area of focus to prepare for the industry and provide an edge as they entire their fields.

Course Description | Level II: Mentor - Competency - Platform Certification

AEVE II continues growth of cpu/file management, mixing, and platform concepts. Students will complete Logic* and/or Final Cut SocialPro** certifications based on focus of interest. Audio focused students begin Pro Tools Certification with PT101*†. AEVE II also advances students with intermediate A/V gear and pre-production (Celtx) with specific training and productions in broadcasting. Also included is the introduction to A/V Advertising/Business†.

* Logic DAW Completion per NMC Digital Music I course

**Final Cut SocialPro via [FMC Training](#)

*†Pro Tools Certification is accepted world wide. Covered in NMC Digital Music II & III courses.

†Possible alignment with CMU Business in Music Degree

Course Content and Outcomes:

Students will enhance their musicianship skills and knowledge of music production and visual editing skills while working with professional music and video software.

a. *Musical Outcomes:*

- Students will demonstrate advanced ability to perceive, create, analyze, and respond to music.
- Students will demonstrate advanced ability to make aesthetic judgments.
- Students will demonstrate intermediate ability in broadcasting/streaming.
- Students will demonstrate proficiency in Logic/Pro Tools I, DAW (digital audio workstation), platforms.

b. *Visual Outcomes:*

- Students will demonstrate advanced ability to perceive, create, analyze, and respond to video.
- Students will demonstrate advanced ability to make aesthetic judgments.
- Students will demonstrate intermediate ability in broadcasting/streaming.
- Students will demonstrate proficiency in Final Cut video editor.

c. *Technology Outcomes:*

- Students will demonstrate knowledge in music production industry and its hardware/software, editing, mixing, audio effects, MIDI sequencing, and notation.
- Students will demonstrate knowledge in video/film industry and its hardware/software for filming, editing, visual effects, visual filters, and producing.
- Students will practice legal and ethical behavior in regard to technology.

d. *Upon Successful Completion, Students will be able to:*

- Discuss the place of audio/video technology in the industry.
- Discuss the fundamental concepts of acoustic/digital audio and film.
- Demonstrate competency/completion of Logic/Pro Tools (DAW), Celtx (Pre-Production) and Final Cut.
- Earn Credentials / Certifications in:
 - Logic (NMC Credit)
 - Avid Pro Tools Fundamentals I (PT101)
 - Final Cut: VideoPro (FMC)

e. *Work Based Learning, Externships and Program Credit:*

- Students will explore various career paths within the industry.
- Onsite experience with Industry Professionals (HSPS PAC, GLCA, NMC, Nicholas Hardy, etc).
- Student can earn credit towards [Northwestern Michigan College \(NMC\)](#)
 - [Audio Technology \(AUD\)](#) & [Visual Communications \(VCA\)](#) degrees.

Required Materials:

- Positive Attitude and Self-Motivation
- Headphones: Studio Headphones are provided, though you may bring your own. They must be 3.5mm (or have 1/4" adaptor). Bluetooth devices can work, but not recommended due to delay.
- Backup Device (*if not provided*): USB-C External Drive (500GB or larger). Students are responsible for backing up and maintaining copies of their work. There is no guarantee that project files will be stored on the studio stations.

Classroom Procedures / Expectations:

It is necessary to observe the following expectations for this class to ensure a positive learning environment. With limited seating, and a waiting list, poor discipline will not be tolerated.

The student:

- will be respectful to other students, instructor, the studio, and equipment.
- will be responsible for any damage caused by their actions
- will use your station for school-appropriate purposes only.
- will keep their station clean and organized at all times.
- will arrive to class on time and prepared as indicated by the instructor.
- will follow expectations of gum, food, and drinks within the studio space.
- will remain at your designated station unless collaborating or working with the sound booth.
- will not use any equipment in the studio unless trained and given permission by the instructor.
- will be allowed to use their personal devices in class for class related purposes.
- will follow any other expectations deemed necessary by the instructor.

Facilities:

The Music Production studio currently houses sixteen workstations each including an Apple iMac Computer (typing keyboard/mouse), Studio Headphones, MIDI keyboard/synthesizer. Software platforms include (but not limited to) Audio: Logic & Pro Tools; Visual: Final Cut/Motion, DaVinci, & *Adobe Premiere Pro*; Script/Storyboard: Celtx. Other equipment include sound booth, instruments, cameras/gimbals, and more. These are all available to the students after appropriate training.

Time Commitment:

Students will be expected to spend some time outside of class. Time will be made available for lab/project work during schedule class time. Absences may require lessons (videos) to be viewed outside of class. Creative/advanced projects may require significant time in the studio and outside of class time. Studio hours will be provided outside of scheduled class time by request and availability of the instructor.

Attendance:

It is imperative that all students attend class. Significant information and practice can be missed in one session. Students are responsible for obtaining information covered in missed lessons and completing any make-up lessons/labs. Lessons may be in video tutorial form for self-paced, independent learning.

Audio Resources:

- [Logic Pro Professional Music Production](#) - Apple Pro Training Series by David Nahmani - Provided.
 - Update coming fall 2024 for new Logic 11.1.0
- [The Mixing Engineer's Handbook](#), 5th Edition - By Bobby Owsinski - Provided
- [Pro Tools Fundamentals I \(PT101.2022\)](#) - Avid Official Curriculum by Andrew Hagerman - Provided
 - Avid Certification Offered | Will update when recertification is required.
- [Pro Tools Fundamentals II \(PT110.2022\)](#) - Avid Official Curriculum by Andrew Hagerman - Provided
 - Avid Certification Offered | Will update when recertification is required.

Visual Resources:

- Ripple Training: Final Cut Pro 10.8 Core Training - Online Video Tutorials - Provided
- Ripple Training: Motion Essentials Bundle - Online Video Tutorials - Provided
- Ripple Training: Production Essentials Bundle - Online Video Tutorials - Provided
 - Visual Storytelling, Live Streaming, Lighting, Short Film Techniques, Commercial Editing, ATEM Essential Training & iPhone Video Production and Post.
- Final Cut Apple Certification - FMC Training and Exams - Online Review & Exams - Provided
 - 3 Levels Available: SocialPro, VideoPro, & Post-Production

Grading:

Labs will take the form of demonstrations and knowledge checks covering various platforms (Logic, Pro Tools, FCP, Motion, DiVinci, etc.). Projects will require independent work and class presentation. Collective work will form the final portfolio to be submitted at the end of the course. (Weights TBD)

- 1. Daily Participation - Being on Task and Active Participation 10%
- 2. Classroom Portfolio - Keep organized and up to date weekly 15%
- 3. Demonstrations - Platform, Equipment, and Process Knowledge 20%
- 3. Formative Assessments - Video Tutorials (online) - Knowledge Checks 25%
- 4. Summative Assessments - Labs, Group Projects, Final Project (exam) 30%

Grading audio/visual is somewhat subjective. Clear lab instructions and grading rubrics will be posted via website with clear expectations. Simply following instructions will not guarantee top marks. All grades course aspects will be evaluated according to the following general guidelines:

Grade	Percent	Description
A, A- <i>Exceptional</i>	90-100%	Goes beyond merely fulfilling the assignment to stand on its own as quality work. Good use of sources and available materials (properly cited when appropriate). Demonstrates ability above age/grade level.
B+, B, B- <i>Good</i>	80-89%	Fulfills the assignment instructions. Demonstrates competence and a basic understanding of the material. Work that is fundamentally on the right track but needs more polish or editing in order to be exceptional.
C+, C, C- <i>Fair</i>	70-79%	Demonstrates a less-than-firm grasp of the material or minimal effort. Some missing elements or multiple technical, grammatical, or spelling errors. Minimal use of sources or inappropriate citations.
D+, D, D- <i>Poor</i>	60-69%	Demonstrates a serious lack of effort or understanding of the materials. Multiple errors, missing elements, or failure to follow assignment instructions.
Below D- <i>Not Passing</i>	0-59%	Missing, incomplete, plagiarized, clueless or incoherent. The starting point for determining final grades is based on scores given for all course.

Professional Certifications grading expectations (*subject to change*):

75-80% - Final Cut Exams via Apple Authorized Certification Provider

80% - Pro Tools Exams via Avid Certified Instructor & Avid Learning Partner

AUDIO ENGINEERING & VIDEO EDITING



Harbor Springs
Public Schools
Excellence in Character
Excellence in Education

Career and Technical
Education Department
Charlevoix-Emmet
Intermediate School District



AEVE: III Syllabus (High School Grades 10-12)

Instructor: Mr. Jason Byma
Email: jbyma@harborpos.org
Phone: (231) 526-4890
Cell: (989) 560-3346



Avid Learning Partner

Prerequisites:

- Completion of AEVE II \geq B+ (87%) and/or instructor's approval
- Completion of Logic II* (NMC), and
- Certification in Pro Tools Fundamentals 101 (PT101)*† (Avid)
- Certification in Final Cut SocialPro** (FMC)

Course Intro:

Welcome to the AEVE! Students use state-of-the-art computers and programs to record, mix, and edit audio and visual components. With this knowledge students will produce commercial grade projects, create and record your own musical compositions, and more. This class is intended to be a way for students to learn about - and have fun with - the science of sound, video, and technology.

Program Description:

AEVE provides perspective into the world of audio and visual media that include the planning stages of pre-production through the final mixing and editing. Students will learn to navigate industry-used platforms while understanding basic concepts and terminology for many fields within A/V. Critical computer skills will be acquired by students in multiple areas of learning. Complimenting software platforms, members have access to professional-level equipment including instruments, microphones, cameras, and lighting. Advanced students have opportunities to earn credentials/certification in their area of focus to prepare for the industry and provide an edge as they enter their fields.

Course Description | Level III: Manager - Fluency - Industry Certification

AEVE III covers necessary CPU and Apple Pro App updates. Audio focused students Complete Pro Tools Certification with PT110*†. Video focused students add Final Cut Pro VideoPro** certification and/or begin training on DaVinci Resolve. Students use top-professional A/V gear with specific training and productions in broadcasting and advertising/business†. AEVE III students will also assist in the pre-production (Celtx) training of AEVE level I & II members.

* Logic DAW Completion per NMC Digital Music I course

**Final Cut SocialPro via [FMC Training](#)

*†Pro Tools Certification is accepted world wide via Avid. Covered in NMC Digital Music II & III courses.

†Possible alignment with CMU Business in Music Degree

Course Content and Outcomes:

Students will enhance their musicianship skills and knowledge of music production and visual editing skills while working with professional music and video software.

a. *Audio/Musical Outcomes:*

- Students will demonstrate proficiency in the mixing/mastering process.
- Students will share their abilities and mentorship to A EVE Levels I & II.
- Students will demonstrate advanced ability in broadcasting/streaming.
- Students will demonstrate proficiency in Pro Tools II, DAW (digital audio workstation), platform.

b. *Visual Outcomes:*

- Students will demonstrate proficiency in editing.
- Students will share their abilities and mentorship to A EVE Levels I & II.
- Students will demonstrate advanced ability in broadcasting/streaming.
- Students will demonstrate advanced proficiency in Final Cut video editor.

c. *Technology Outcomes:*

- Students will demonstrate equipment management, troubleshooting, and mentorship skills.
- Students will guide younger students in legal and ethical behavior in regard to technology.

d. *Upon Successful Completion, Students will be able to:*

- Setup, manage, and host multiple audio/visual sessions/projects independently.
- Identify, discuss, and address intermediate concepts of acoustic/digital audio and film.
- Demonstrate competency of Pro Tools II (DAW), Celtx (Pre-Production), and Final Cut.
- Earn Credentials / Certifications in:
 - Logic (NMC Credit)
 - Avid Pro Tools Fundamentals I & II (PT101 & PT110)
 - Final Cut: Post-Production (FMC)

e. *Work Based Learning, Externships and Program Credit:*

- Students will explore various career paths within the industry.
- Onsite experience with Industry Professionals (HSPTS PAC, GLCA, NMC, Nicholas Hardy, etc).
- Student can earn credit towards [Northwestern Michigan College \(NMC\)](#)
 - [Audio Technology \(AUD\)](#) & [Visual Communications \(VCA\)](#) degrees.

Required Materials:

- Positive Attitude and Self-Motivation
- Headphones: Studio Headphones are provided, though you may bring your own. They must be 3.5mm (or have 1/4" adaptor). Bluetooth devices can work, but not recommended due to delay.
- Backup Device (*if not provided*): USB-C External Drive (500GB or larger). Students are responsible for backing up and maintaining copies of their work. There is no guarantee that project files will be stored on the studio stations.

Classroom Procedures / Expectations:

It is necessary to observe the following expectations for this class to ensure a positive learning environment. With limited seating, and a waiting list, poor discipline will not be tolerated.

The student:

- will be respectful to other students, instructor, the studio, and equipment.
- will be responsible for any damage caused by their actions
- will use your station for school-appropriate purposes only.
- will keep their station clean and organized at all times.
- will arrive to class on time and prepared as indicated by the instructor.
- will follow expectations of gum, food, and drinks within the studio space.
- will remain at your designated station unless collaborating or working with the sound booth.
- will not use any equipment in the studio unless trained and given permission by the instructor.
- will be allowed to use their personal devices in class for class related purposes.
- will follow any other expectations deemed necessary by the instructor.

Facilities:

The Music Production studio currently houses sixteen workstations each including an Apple iMac Computer (typing keyboard/mouse), Studio Headphones, MIDI keyboard/synthesizer. Software platforms include (but not limited to) Audio: Logic & Pro Tools; Visual: Final Cut/Motion, DaVinci, & *Adobe Premiere Pro*; Script/Storyboard: Celtx. Other equipment include sound booth, instruments, cameras/gimbals, and more. These are all available to the students after appropriate training.

Time Commitment:

Students will be expected to spend time outside of class. Time will be made available for lab/project work during scheduled class time. Absences may require lessons (videos) to be viewed outside of class. Creative/advanced projects may require significant time in the studio and outside of class time. Studio hours will be provided outside of scheduled class time by request and availability of the instructor.

Attendance:

It is imperative that all students attend class. Significant information and practice can be missed in one session. Students are responsible for obtaining information covered in missed lessons and completing any make-up lessons/labs. Lessons may be in video tutorial form for self-paced, independent learning.

Audio Resources:

- [The Mixing Engineer's Handbook](#), 5th Edition - By Bobby Owsinski - Provided
- [Pro Tools Fundamentals II \(PT110.2022\)](#) - Avid Official Curriculum by Andrew Hagerman - Provided
 - Avid Certification Offered | Will update when recertification is required.

Visual Resources:

- Ripple Training: Final Cut Pro 10.8 Core Training - Online Video Tutorials - Provided
- Ripple Training: Motion Essentials Bundle - Online Video Tutorials - Provided
- Ripple Training: DaVinci Resolve Essentials - Online Video Tutorials - Provided
- Ripple Training: Production Essentials Bundle - Online Video Tutorials - Provided
 - Visual Storytelling, Live Streaming, Lighting, Short Film Techniques, Commercial Editing, ATEM Essential Training & iPhone Video Production and Post.
- Final Cut Apple Certification - FMC Training and Exams - Online Review & Exams - Provided
 - 3 Levels Available: SocialPro, VideoPro, & Post-Production

Grading:

Labs will take the form of demonstrations and knowledge checks covering various platforms (Logic, Pro Tools, FCP, Motion, DiVinci, etc.). Projects will require independent work and class presentation. Collective work will form the final portfolio to be submitted at the end of the course. (Weights TBD)

- 1. Daily Participation - Being on Task and Active Participation 10%
- 2. Classroom Portfolio - Keep organized and up to date weekly 15%
- 3. Demonstrations - Platform, Equipment, and Process Knowledge 20%
- 3. Formative Assessments - Video Tutorials (online) - Knowledge Checks 25%
- 4. Summative Assessments - Labs, Group Projects, Final Project (exam) 30%

Grading audio/visual is somewhat subjective. Clear lab instructions and grading rubrics will be posted via website with clear expectations. Simply following instructions will not guarantee top marks. All grades course aspects will be evaluated according to the following general guidelines:

Grade	Percent	Description
A, A- <i>Exceptional</i>	90-100%	Goes beyond merely fulfilling the assignment to stand on its own as quality work. Good use of sources and available materials (properly cited when appropriate). Demonstrates ability above age/grade level.
B+, B, B- <i>Good</i>	80-89%	Fulfills the assignment instructions. Demonstrates competence and a basic understanding of the material. Work that is fundamentally on the right track but needs more polish or editing in order to be exceptional.
C+, C, C- <i>Fair</i>	70-79%	Demonstrates a less-than-firm grasp of the material or minimal effort. Some missing elements or multiple technical, grammatical, or spelling errors. Minimal use of sources or inappropriate citations.
D+, D, D- <i>Poor</i>	60-69%	Demonstrates a serious lack of effort or understanding of the materials. Multiple errors, missing elements, or failure to follow assignment instructions.
Below D- <i>Not Passing</i>	0-59%	Missing, incomplete, plagiarized, clueless or incoherent. The starting point for determining final grades is based on scores given for all course.

Professional Certifications grading expectations (*subject to change*):

75-80% - Final Cut Exams via Apple Authorized Certification Provider

80% - Pro Tools Exams via Avid Certified Instructor & Avid Learning Partner



AEVE: IV Syllabus (High School Grades 11-12)

Instructor: Mr. Jason Byma
Email: jbyma@harborpos.org
Phone: (231) 526-4890
Cell: (989) 560-3346



Distinguished
Educator



Avid Learning Partner

Prerequisites:

- Completion of AEVE III \geq B+ (87%) and/or instructor's approval
- Certification in Pro Tools Fundamentals 110 (PT110)*† (Avid)
- Certification in Final Cut VideoPro** (FMC) | Completion of DiVinci Resolve Training

Course Intro:

Welcome to the AEVE! Students use state-of-the-art computers and programs to record, mix, and edit audio and visual components. With this knowledge students will produce commercial grade projects, create and record your own musical compositions, and more. This class is intended to be a way for students to learn about - and have fun with - the science of sound, video, and technology.

Program Description:

AEVE provides perspective into the world of audio and visual media that include the planning stages of pre-production through the final mixing and editing. Students will learn to navigate industry-used platforms while understanding basic concepts and terminology for many fields within A/V. Critical computer skills will be acquired by students in multiple areas of learning. Complimenting software platforms, members have access to professional-level equipment including instruments, microphones, cameras, and lighting. Advanced students have opportunities to earn credentials/certification in their area of focus to prepare for the industry and provide an edge as they entire their fields.

Course Description | Level IV: Specialist - Creativity - Industry Entry

AEVE IV provides Audio/Video/Business Practicum† within the preferred audio field. Video focused students complete Final Cut with Post-Production**, and/or continue with DaVinci Resolve, and/or begin training on Adobe Premiere Pro. Utilizing their cumulative skills, students focus on their Capstone Project I, while also assisting with training and presentations of lessons to AEVE Levels I-III.

**Final Cut VideoPro via [FMC Training](#)

*†Pro Tools Certification is accepted world wide via Avid. Covered in NMC Digital Music II & III courses.

†Possible alignment with CMU Business in Music Degree

Course Content and Outcomes:

Students will enhance their musicianship skills and knowledge of music production and visual editing skills while working with professional music and video software.

a. *Audio Outcomes:*

- Students will demonstrate advanced proficiency in the mixing/mastering process.
- Students will train and present lessons for A EVE Levels I-III.
- Students will assist with third-party (client) projects. (Broadcasting & Productions)
- Students will demonstrate proficiency in Pro Tools II, DAW (digital audio workstation), platform.

b. *Visual Outcomes:*

- Students will demonstrate advanced proficiency in editing.
- Students will train and present lessons for A EVE Levels I-III.
- Students will assist with third-party (client) projects. (Broadcasting & Productions)
- Students will demonstrate basic knowledge within a second video editor (DiVinci/Premiere Pro).

c. *Technology Outcomes:*

- Students will demonstrate equipment management, troubleshooting, and leadership skills.
- Students will guide younger students in legal and ethical behavior in regard to technology.

d. *Upon Successful Completion, Students will be able to:*

- Setup, manage, and host multiple audio/visual sessions/projects independently.
- Identify and discuss the fundamental concepts of acoustic/digital audio and film.
- Identify, discuss, and address professional concepts of acoustic/digital audio and film.
- Earn Credentials / Certifications in:
 - Coming Soon

e. *Work Based Learning, Externships and Program Credit:*

- Students will explore various career paths within the industry.
- Onsite experience with Industry Professionals (HSPS PAC, GLCA, NMC, Nicholas Hardy, etc).
- Student will can to earn credit towards [Northwestern Michigan College \(NMC\)](#)
 - [Audio Technology \(AUD\)](#) & [Visual Communications \(VCA\)](#) degrees.

Required Materials:

- Positive Attitude and Self-Motivation
- Headphones: Studio Headphones are provided, though you may bring your own. They must be 3.5mm (or have 1/4" adaptor). Bluetooth devices can work, but not recommended due to delay.
- Backup Device (*if not provided*): USB-C External Drive (500GB or larger). Students are responsible for backing up and maintaining copies of their work. There is no guarantee that project files will be stored on the studio stations.

Classroom Procedures / Expectations:

It is necessary to observe the following expectations for this class to ensure a positive learning environment. With limited seating, and a waiting list, poor discipline will not be tolerated.

The student:

- will be respectful to other students, instructor, the studio, and equipment.
- will be responsible for any damage caused by their actions
- will use your station for school-appropriate purposes only.
- will keep their station clean and organized at all times.
- will arrive to class on time and prepared as indicated by the instructor.
- will follow expectations of gum, food, and drinks within the studio space.
- will remain at your designated station unless collaborating or working with the sound booth.
- will not use any equipment in the studio unless trained and given permission by the instructor.
- will be allowed to use their personal devices in class for class related purposes.
- will follow any other expectations deemed necessary by the instructor.

Facilities:

The Music Production studio currently houses sixteen workstations each including an Apple iMac Computer (typing keyboard/mouse), Studio Headphones, MIDI keyboard/synthesizer. Software platforms include (but not limited to) Audio: Logic & Pro Tools; Visual: Final Cut/Motion, DaVinci, & *Adobe Premiere Pro*; Script/Storyboard: Celtx. Other equipment include sound booth, instruments, cameras/gimbals, and more. These are all available to the students after appropriate training.

Time Commitment:

Students will be expected to spend some time outside of class. Time will be made available for lab/project work during schedule class time. Absences may require lessons (videos) to be viewed outside of class. Creative/advanced projects may require significant time in the studio and outside of class time. Studio hours will be provided outside of scheduled class time by request and availability of the instructor.

Attendance:

It is imperative that all students attend class. Significant information and practice can be missed in one session. Students are responsible for obtaining information covered in missed lessons and completing any make-up lessons/labs. Lessons may be in video tutorial form for self-paced, independent learning.

Audio Resources:

- [The Mixing Engineer's Handbook](#), 5th Edition - By Bobby Owsinski - Provided

Visual Resources:

- Ripple Training: Final Cut Pro 10.8 Core Training - Online Video Tutorials - Provided
- Ripple Training: Motion Essentials Bundle - Online Video Tutorials - Provided
- Ripple Training: DaVinci Resolve Essentials - Online Video Tutorials - Provided
- Ripple Training: Production Essentials Bundle - Online Video Tutorials - Provided
 - Visual Storytelling, Live Streaming, Lighting, Short Film Techniques, Commercial Editing, ATEM Essential Training & iPhone Video Production and Post.
- Final Cut Apple Certification - FMC Training and Exams - Online Review & Exams - Provided
 - 3 Levels Available: SocialPro, VideoPro, & Post-Production

Grading:

Labs will take the form of demonstrations and knowledge checks covering various platforms (Logic, Pro Tools, FCP, Motion, DiVinci, etc.). Projects will require independent work and class presentation. Collective work will form the final portfolio to be submitted at the end of the course. (Weights TBD)

- 1. Daily Participation - Being on Task and Active Participation 10%
- 2. Classroom Portfolio - Keep organized and up to date weekly 15%
- 3. Demonstrations - Platform, Equipment, and Process Knowledge 20%
- 3. Formative Assessments - Video Tutorials (online) - Knowledge Checks 25%
- 4. Summative Assessments - Labs, Group Projects, Final Project (exam) 30%

Grading audio/visual is somewhat subjective. Clear lab instructions and grading rubrics will be posted via website with clear expectations. Simply following instructions will not guarantee top marks. All grades course aspects will be evaluated according to the following general guidelines:

Grade	Percent	Description
A, A- <i>Exceptional</i>	90-100%	Goes beyond merely fulfilling the assignment to stand on its own as quality work. Good use of sources and available materials (properly cited when appropriate). Demonstrates ability above age/grade level.
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C+, C, C- <i>Fair</i>	70-79%	Demonstrates a less-than-firm grasp of the material or minimal effort. Some missing elements or multiple technical, grammatical, or spelling errors. Minimal use of sources or inappropriate citations.
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Professional Certifications grading expectations (*subject to change*):

75-80% - Final Cut Exams via Apple Authorized Certification Provider

80% - Pro Tools Exams via Avid Certified Instructor & Avid Learning Partner



AUDIO ENGINEERING & VIDEO EDITING



Harbor Springs Public Schools
Excellence in Character
Excellence in Education



Career and Technical Education Department
Charlevoix-Emmet Intermediate School District



AEVE: V Syllabus (High School Grade 12)

Instructor: Mr. Jason Byma
Email: jbyma@harborpos.org
Phone: (231) 526-4890
Cell: (989) 560-3346



Distinguished Educator



Avid Learning Partner

Prerequisites:

- Completion of AEVE IV \geq B+ (87%) and/or instructor's approval
- Certification in Final Cut Post-Production** (*FMC*) | Completion of DiVinci Resolve/Adobe Premiere Pro
- Acceptance into an A/V industry mentorship

Course Intro:

Welcome to the AEVE! Students use state-of-the-art computers and programs to record, mix, and edit audio and visual components. With this knowledge students will produce commercial grade projects, create and record your own musical compositions, and more. This class is intended to be a way for students to learn about - and have fun with - the science of sound, video, and technology.

Program Description:

AEVE provides perspective into the world of audio and visual media that include the planning stages of pre-production through the final mixing and editing. Students will learn to navigate industry-used platforms while understanding basic concepts and terminology for many fields within A/V. Critical computer skills will be acquired by students in multiple areas of learning. Complimenting software platforms, members have access to professional-level equipment including instruments, microphones, cameras, and lighting. Advanced students have opportunities to earn credentials/certification in their area of focus to prepare for the industry and provide an edge as they entire their fields.

Course Description | Level IV: Specialist - Creativity - Industry Entry

AEVE V provides Audio/Video/Business Practicum within the preferred audio field. Utilizing their cumulative skills, students focus on their Capstone Project II, while also assisting with mentoring and training of AEVE Levels I-IV.

**Final Cut Post-Production via [FMC Training](#)

†Possible alignment with CMU Business in Music Degree

Course Content and Outcomes:

Students will enhance their musicianship skills and knowledge of music production and visual editing skills while working with professional music and video software.

a. *Musical Outcomes:*

- Students will demonstrate professional proficiency in the mixing/mastering process.
- Students will train and present lessons for A EVE Levels I-III.
- Students will demonstrate proficiency in Pro Tools II, DAW (digital audio workstation), platform.
- Students will lead third-party (client) projects. (Broadcasting & Productions)

b. *Visual Outcomes:*

- Students will demonstrate professional proficiency in editing.
- Students will train and present lessons for A EVE Levels I-IV.
- Students will lead third-party (client) projects. (Broadcasting & Productions)
- Students will demonstrate proficiency within a second video editor (DiVinci/Premiere Pro).

c. *Technology Outcomes:*

- Students will demonstrate equipment management, troubleshooting, and leadership skills.
- Students will guide younger students in legal and ethical behavior in regard to technology.

d. *Upon Successful Completion, Students will be able to:*

- Setup, manage, and host multiple audio/visual sessions/projects independently.
- Identify and discuss the fundamental concepts of acoustic/digital audio and film.
- Identify, discuss, and address professional concepts of acoustic/digital audio and film.
- Earn Credentials / Certifications in:
 - Coming Soon

e. *Work Based Learning, Externships and Program Credit:*

- Students will explore various career paths within the industry.
- Onsite experience with Industry Professionals (HSPS PAC, GLCA, NMC, Nicholas Hardy, etc).
- Student will can to earn credit towards [Northwestern Michigan College \(NMC\)](#)
 - [Audio Technology \(AUD\)](#) & [Visual Communications \(VCA\)](#) degrees.

Required Materials:

- Positive Attitude and Self-Motivation
- Headphones: Studio Headphones are provided, though you may bring your own. They must be 3.5mm (or have 1/4" adaptor). Bluetooth devices can work, but not recommended due to delay.
- Backup Device (*if not provided*): USB-C External Drive (500GB or larger). Students are responsible for backing up and maintaining copies of their work. There is no guarantee that project files will be stored on the studio stations.

Classroom Procedures / Expectations:

It is necessary to observe the following expectations for this class to ensure a positive learning environment. With limited seating, and a waiting list, poor discipline will not be tolerated.

The student:

- will be respectful to other students, instructor, the studio, and equipment.
- will be responsible for any damage caused by their actions
- will use your station for school-appropriate purposes only.
- will keep their station clean and organized at all times.
- will arrive to class on time and prepared as indicated by the instructor.
- will follow expectations of gum, food, and drinks within the studio space.
- will remain at your designated station unless collaborating or working with the sound booth.
- will not use any equipment in the studio unless trained and given permission by the instructor.
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- will follow any other expectations deemed necessary by the instructor.

Facilities:

The Music Production studio currently houses sixteen workstations each including an Apple iMac Computer (typing keyboard/mouse), Studio Headphones, MIDI keyboard/synthesizer. Software platforms include (but not limited to) Audio: Logic & Pro Tools; Visual: Final Cut/Motion, DaVinci, & *Adobe Premiere Pro*; Script/Storyboard: Celtx. Other equipment include sound booth, instruments, cameras/gimbals, and more. These are all available to the students after appropriate training.

Time Commitment:

Students will be expected to spend some time outside of class. Time will be made available for lab/project work during scheduled class time. Absences may require lessons (videos) to be viewed outside of class. Creative/advanced projects may require significant time in the studio and outside of class time. Studio hours will be provided outside of scheduled class time by request and availability of the instructor.

Attendance:

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Audio Resources:

- [The Mixing Engineer's Handbook](#), 5th Edition - By Bobby Owsinski - Provided

Visual Resources:

- Ripple Training: DaVinci Resolve Essentials - Online Video Tutorials - Provided
- Ripple Training: Production Essentials Bundle - Online Video Tutorials - Provided
 - Visual Storytelling, Live Streaming, Lighting, Short Film Techniques, Commercial Editing, ATEM Essential Training & iPhone Video Production and Post.

Grading:

Labs will take the form of demonstrations and knowledge checks covering various platforms (Logic, Pro Tools, FCP, Motion, DiVinci, etc.). Projects will require independent work and class presentation. Collective work will form the final portfolio to be submitted at the end of the course. (Weights TBD)

- 1. Daily Participation - Being on Task and Active Participation 10%
- 2. Classroom Portfolio - Keep organized and up to date weekly 15%
- 3. Demonstrations - Platform, Equipment, and Process Knowledge 20%
- 3. Formative Assessments - Video Tutorials (online) - Knowledge Checks 25%
- 4. Summative Assessments - Labs, Group Projects, Final Project (exam) 30%

Grading audio/visual is somewhat subjective. Clear lab instructions and grading rubrics will be posted via website with clear expectations. Simply following instructions will not guarantee top marks. All grades course aspects will be evaluated according to the following general guidelines:

Grade	Percent	Description
A, A- <i>Exceptional</i>	90-100%	Goes beyond merely fulfilling the assignment to stand on its own as quality work. Good use of sources and available materials (properly cited when appropriate). Demonstrates ability above age/grade level.
B+, B, B- <i>Good</i>	80-89%	Fulfills the assignment instructions. Demonstrates competence and a basic understanding of the material. Work that is fundamentally on the right track but needs more polish or editing in order to be exceptional.
C+, C, C- <i>Fair</i>	70-79%	Demonstrates a less-than-firm grasp of the material or minimal effort. Some missing elements or multiple technical, grammatical, or spelling errors. Minimal use of sources or inappropriate citations.
D+, D, D- <i>Poor</i>	60-69%	Demonstrates a serious lack of effort or understanding of the materials. Multiple errors, missing elements, or failure to follow assignment instructions.
Below D- <i>Not Passing</i>	0-59%	Missing, incomplete, plagiarized, clueless or incoherent. The starting point for determining final grades is based on scores given for all course.

Professional Certifications grading expectations (*subject to change*):

75-80% - Final Cut Exams via Apple Authorized Certification Provider

80% - Pro Tools Exams via Avid Certified Instructor & Avid Learning Partner