THE PROJECT "E-QUALITY - DIGITAL EDUCATION FOR SOCIAL AND FINANCIAL INCLUSION AND GENDER EQUALITY"

NAME OF THE MODULE:

DIGITAL LITERACY MODULE. LEVEL 3

(Technologies for creating and editing graphic and video content)

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Bishkek, Kyrgyzstan, 2022

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1. Introduction

The present module description was made on the information from following sources: (i) the introductory and information meetings with the stakeholders (TG1, T2, T3, TG-4 and TG-5); (ii) the results from the nationwide questionnaire survey, which was carried out with a specific focus also on the three regions of the Project, namely the Issyk-kul regiodn, the Naryn region and the Osh region of Kyrgyzstan; and (iii) the results and exchange of inter-institutional experience during the Study Tour of the representatives of the Kyrgyz educational institutions in Bulgaria within the period of 15th of July to the 24th of July 2022.

Funded by
The European Union

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2. **Module Structure**

1. Name of the Module:	**Digital literacy (level 3, Technologies for creating and editing graphic and video content)**
2. Applicable NQF and EQF level:	4 NQF/4 EQF
3. Terms of access (previous education requirements, if any):	Secondary general education.
4. Professional activities covered:	Creative spheres of life and professional activity (media industry, printing, etc.)
Learning outcomes:	
Unit of Learning Outcome No.1: Creating and editing graphics	
Knowledge	K1: Knows the differences between raster and vector images; K2: Has an idea about the interface of modern graphic editors; K3: Lists the tools for creating and editing graphics; K4: Understands the features of various forms of image representation.
Skills:	S1: Is able to create images for photo printing, printing, and web; S2: Can edit, retouch and restore images; S3: Uses tools for creating and editing images in modern graphic editors.
Competences:	C1: Selects tools for creating and editing graphics; C2: Decides on the choice of graphics representation (2D, 3D animation); C3: Prepare graphics for publication, printing.
Attitude: (optional)	A1: Selects tools and means for optimal implementation of ideas; A2: Is attentive to copyright compliance.
Unit of Learning Outcome No.2: Creating and editing video content	
Knowledge	K5: Lists modern programs and platforms for creating, editing and viewing video content; K6: Knows the tools and technologies for creating and editing video files; K7: Explains the features of using various programs and platforms for working with video content.
Skills:	S4: Is able to create video content and edit it; S5: Uses a variety of tools to increase the visibility and aesthetic value of video content; S6: Divides video files into fragments and composes various video materials from them.

Competences:	C4: Selects video and audio tools for content creation; C5: Decides on the form of implementation of creative and business ideas.
Attitude: (optional)	A3: Adheres to legal, ethical and cultural norms when creating video content; A4: Understands the need to use licensed software.

3. Topics covered by the module: Technologies for creating and editing graphic and video content

Topic 1: Information and communication technologies in the creation of video content

- Overview of programs and platforms for creating photo and video content

- Adobe Premiere Pro

- Lightworks

- Panopto

- VSDC

- Youtube

Topic 2: Adobe Photoshop

- Introduction to Graphic Design

- Creating infographics in Adobe Photoshop

- Mockup in Adobe Photoshop

- Double exposure effect in Adobe Photoshop

- Dispersion effect in Adobe Photoshop

- 3D in Adobe Photoshop

Topic 3: Adobe Illustrator

- Introduction to Adobe Illustrator

- Creating patterns in Adobe Illustrator

- 3D in Adobe Illustrator

- Isometry in Adobe Illustrator

- Font graphics (Typography) in Adobe Illustrator

- Vector graphics with noise in Adobe Illustrator

- Blend (transition) in Adobe Illustrator

- Polygon abstraction in Adobe Illustrator

4. List of educational digital tools:

(Video lessons, tests and etc. available and developed for the Module)

- Overview of programs and platforms for creating photo and video content
- Adobe Premiere Pro
- Lightworks
- Panopto
- VSDC
- Youtube

Assignment 1.

Test 1.

- Introduction to Graphic Design
- Creating infographics in Adobe Photoshop
- Mockup in Adobe Photoshop
- Double exposure effect in Adobe Photoshop
- Dispersion effect in Adobe Photoshop
- 3D in Adobe Photoshop

Assignment 2.

Test 2.

- Introduction to Adobe Illustrator
- Creating patterns in Adobe Illustrator
- 3D in Adobe Illustrator
- Isometry in Adobe Illustrator
- Font graphics (Typography) in Adobe Illustrator
- Vector graphics with noise in Adobe Illustrator
- Blend (transition) in Adobe Illustrator
- Polygon abstraction in Adobe Illustrator

Assignment 3.

Test 3.

5. References (Information Sources):

1. https://europa.eu/europass/en/description-eight-eqf-levels
2. https://www.gov.kg/ru/npa/s/2709
3. https://www.adobe.com
4. https://www.panopto.com
5. https://www.videosoftdev.com
6. https://skillbox.kg
7. https://www.coursera.org
8. https://intuit.ru
9. https://stepik.org
10. https://openedu.ru
11. https://www.youtube.com
12. https://videoinfographica.com

6. Logical cross-reference matrix

Topics	LU1			LU2	
	Competences			Competences	
	C1	C2	C3	C4	C5
Information and communication technologies in the creation of video content		X		X	X
Adobe Photoshop	X	X	X		X
Adobe Illustrator	X	X	X		X

7. Examination methodology

The exam is the final stage of studying the discipline. It consists of a theoretical test and a practical task for testing the practical application of the acquired knowledge, skills, and abilities.