Course Description

This course description provides a concise summary of the main course features and the learning outcomes expected of the student, demonstrating whether the student has made the most of the available learning opportunities. It must be linked to the program description.

University of the heirs of the prophetsCollege of Media	1. Educational institution
Digital Media DepartmentSecond stage	2. Scientific Department / Center
digital technologies	3. Course Name/Code
mandatory	4. Available attendance forms
M.M. Ghaith Musa Imran	5. Name of the subject teacher
annual	6. semester/year
Three hours per week - two practical and one theoretical	7. Number of study hours (total)
11/12/2024	8. Date this description was prepared
9 .Course objectives	
For the student to knowBasic concepts of digital technologiesIts communicative importance to society and human civilization	
The student should be familiar with the concept ofInternet media applicationsand digital citizenship	
To familiarize the student with the emergence and development of the concept of citizen journalism in the digital communication environment.	
The student should become familiar with the concepts related toModern technology in media work	
For the student to know The role of artificial intelligence in the media	
The student should understand the mechanisms of digital marketing, especially in the field of digital media.	
The student should be able to understand the application.Artificial Intelligence Applications in Online Journalism: The Future of Online Journalism with Artificial Intelligence	

The student will be able to expand his knowledge about the scientific and practical applications of browsing the Internet.
The student must showInternet of Things(IOT) Connected Devices – Technologies Used – Internet Applications To understand networks (types of networks - cyber security - network protocols)

10. Course outcomes, teaching, learning and assessment methods
A- Cognitive objectives 1- Know the conceptBasic concepts of digital technologiesIts communicative importance to society and human civilization 2- Learn about digital citizenship. 3- The student explains the emergence and development of the concept of citizen journalism in the digital communication environment. 4- The student knows the concepts related to:Modern technology in media work 5- The student determinesThe role of artificial intelligence in the media 6- Able to applyArtificial Intelligence Applications in Online Journalism: The Future of Online Journalism with Artificial Intelligence 7-Able to apply scientific and practical applications of browsing the Internet 8-Knows the Internet of Things(IOT) Connected Devices – Technologies Used – Internet Applications 9-Knows networks (types of networks - cyber security - network protocols)
B - Course specific skill objectives. 1- Gaining experience and skills by studying previous experiences. 2- Identify the most important elements of the course. 3- The student acquires practical and scientific skills that help him perform his duties in the required manner. 4- Rely on what was studied in the application by browsing the Internet.
C- Teaching and learning methods
1- Scientific lecture method 2- Discussion method by directing questions to students and participating in the lecture 3- Using modern methods such as the smart board and modern programs that help in producing digital content that can be published on all websites across the Internet.
D- Evaluation methods
Daily oral test The test is short Monthly test Final Exam

H - Emotional and value-based goals 1- Demonstrate professional responsibility at work by drawing on previous historical experiences. 2- Demonstrate the ability to think critically and constructively and solve problems by relying on and benefiting from past experiences. 3- The ability to work within groups and cooperate collectively. 4- The ability to manage time optimally.
Z - General and transferable skills (other skills related to employability and personal development). 1- Enable the student to be a successful digital journalist 2- The ability to self-learn 3- To have realistic experiences with cognitive perceptions. 4- Develop reporting skills.

11. Course structure

Evaluation method	Teaching method	Unit name/topic	Required learning outcomes	watches	week
Written and oral tests and direct questions	Lectures and discussions in person	Basic concepts of digital technologies	Basic concepts of digital technologies	2	1
Written and oral tests and direct questions	Lectures and discussions in person	Digital Citizenship	The new media environment in thePhotoshop adobe and definition 21st Century Photoshop Definition Home page and ribbons with practical application	2	2
Written and oral tests and direct questions	Lectures and discussions in person	Media language: concept and functions	Media language... concept and functions.	2	3
Written and oral tests and direct questions	Lectures and discussions in person	Internet media applications	Internet media applications	2	4
Written and oral tests and direct questions	Lectures and discussions in person	Digital information sources	Areas of benefit from modern technology in media work	2	5
Written and oral tests and direct questions	Lectures and discussions in person	Digital information sources	Digital information sources	2	6
Written and oral tests and direct questions	Lectures and discussions in person	Artificial intelligence applications	The role of artificial intelligence in the media	2	7
Written and oral tests and	Lectures and discussion	Artificial intelligence applications	The role of artificial intelligence in social media	2	8

direct questions	s in person				
Written and oral tests and direct questions	Lectures and discussions in person	Artificial intelligence applications	Artificial Intelligence Applications in Online Journalism: The Future of Online Journalism with Artificial Intelligence	2	9
Written and oral tests and direct questions	Lectures and discussions in person	surf the internet	Arab journalism and artificial intelligence	2	10
Written and oral tests and direct questions	Lectures and discussions in person	Information Technology Jobs	Communication Technology (Information and Communication Technology Jobs - Uses of Information and Communication Technology) Telecommunication - The Impact of Communication Technology on Public Media)	2	11
Written and oral tests and direct questions	Lectures and discussions in person	Digital media integration	Cloud Computing (Benefits of Cloud Computing over Traditional Computing – Cloud RequirementsReasons for migrating to the cloud - Cloud operating systems - Cloud application areas	2	12
Written and oral tests and direct questions	Lectures and discussions in person	Internet of Things	Internet of Things(IOT) Connected Devices – Technologies Used – Internet Applications	2	13
Written and oral tests and direct questions	Lectures and discussions in person	Metaverse media	Metaverse Media (The Web Generation Powering the Metaverse – Seventh Generation Journalism – Technological and Regulatory Challenges of the Metaverse))	2	14
Written and oral tests and	First semester exam			2	15

direct questions					
Written and oral tests and direct questions	Lectures and discussions in person	Modern digital applications	Big Data Analysis (Analysis Tools – Analysis Techniques – Big Data Applications))	2	16
Written and oral tests and direct questions	Lectures and discussions in person	Humanizing the media	Networks (Types of Networks – Cyber Security – Network Protocols))	2	17
Written and oral tests and direct questions	Lectures and discussions in person	Information verification sources	Automation (control systems - software automation - automation applications))	2	18
Written and oral tests and direct questions	Lectures and discussions in person	Media content production	Virtual and Augmented Reality (VR - AR)	2	19
Written and oral tests and direct questions	Lectures and discussions in person	Information security	Digital Security (Encryption - Malware - Privacy))	2	20
Written and oral tests and direct questions	Lectures and discussions in person	Media ideology	Machine learning (deep learning, neural networks, classification algorithms)	2	21
Written and oral tests and direct questions	Lectures and discussions in person	Criticism and analysis of the press photo	Electronic publishing (the concept of electronic publishing – the objectives of electronic publishing – the types of electronic publishing)) Features and characteristics	2	22
Written and oral tests and direct questions	Lectures and discussion	Media production	Fog computing (How fog computing works - Fog computing applications))	2	23

	s in person				
Written and oral tests and direct questions	Lectures and discussions in person	Management systems in digital media	Digital Content Management (Content Management Systems))CMS(- Content Marketing	2	24
Written and oral tests and direct questions	Lectures and discussions in person	Management systems in digital media	Programming and digital control	2	25
Written and oral tests and direct questions	Lectures and discussions in person	Learn about new technologies	Internet technology generation(5G)	2	26
Written and oral tests and direct questions	Lectures and discussions in person	Learn about new technologies	Internet technology generation(5G)	2	27
Written and oral tests and direct questions	Lectures and discussions in person	Learn about new technologies	Internet technology generation(5G)	2	28
Written and oral tests and direct questions	Lectures and discussions in person	Learn about new technologies	Develop skills in generation applications5	2	29
		Second semester exam			30

12. infrastructure	
nothing	1- Required textbooks

1. Networking and Protocol Basics: • **Computer Networking: A Top-Down Approach**by Kurose and Ross: A comprehensive book covering the basics of networking and Internet protocols. • **TCP/IP Illustrated, Volume 1: The Protocols**by Stevens: A classic reference to TCP/IP protocols. **2. Web development:** • **HTML and CSS: Design and Build Websites**by Duckett: An excellent book for beginners in web development. • **JavaScript and JQuery: Interactive Front-End Web Development**by Duckett: Introduces the fundamentals of JavaScript and JQuery for developing interactive user interfaces. • **Eloquent JavaScript**by Haverbeke: An advanced book that covers JavaScript in depth. • **Learning React**by Banks and Porcello: A comprehensive guide to developing web applications with React.js. **3. Databases:** • **Database Systems: The Complete Book**by Garcia-Molina, Ullman, and Widom: A comprehensive reference to database management systems. • **SQL Cookbook**by Molinaro: A collection of recipes for solving common SQL problems. **4. Cybersecurity:** • **Hacking: The Art of Exploitation**by Erickson: Provides an in-depth look at various hacking techniques. • **Web Application Hacker's Handbook**by Stuttard and Pinto: A	2- Main references (sources)

Comprehensive Guide to Web Application Security Testing. • **OWASP (Open Web Application Security Project):**A free resource providing information and tools about web application security. **5. Image and video processing:** • **Digital Image Processing**by Gonzalez and Woods: A classic reference in digital image processing. • **Video Encoding and Streaming**by Wiegand: Covers the basics of video encoding and streaming. • **FFmpeg:**A widely used open source library for video processing. **6. Artificial Intelligence and Machine Learning:** • **Artificial Intelligence: A Modern Approach**by Russell and Norvig: A comprehensive book covering the basics of artificial intelligence. • **Hands-On Machine Learning with Scikit-Learn, Keras & TensorFlow**by Géron: A Practical Guide to Machine Learning with Python.	

13. Curriculum development plan: keeping pace with the scientific developments taking place and using modern methods in media studies, pointing out weak points, applying the basic components of comprehensive quality management.