DIG2500C_ FUNDAMENTALS OF INTERACTIVE DESIGN

Jennifer Jewell _ Summer 2017_May 8 - July 31 • 3 Credit hours • Preferred method of communication_ e. jjewell4@valenciacollege.edu

COURSE DESCRIPTION: 3 credit hours/3 contact hours, Prerequisite - Prerequisites: Minimum grade of C in either DIG 2000C or GRA 1142C; or department approval. Implement the foundations of interactive media including user- interface design concepts, optimization/ performance issues, resources and tools. Students combine audio, video, imaging, animation, and other media formats to construct an interactive product using industry- standard software.

SUGGESTED TEXT:
None

GRADING:
Grades are comprised from a total average of project scores.
A=100 - 90
B= 89 - 80
C= 79 - 70
D= 69 - 60
F= 59 - below

DESCRIPTION OF GRADING CONSIDERATION
A = Exceptional achievement, demonstrated in work of keen understanding and optimal mastery of course competencies. Earned for exemplary work, clearly beyond the requirements
B = High achievement, demonstrated in work of consistent effort, intelligence and mastery of course competencies
C = Satisfactory completion of course requirements and mastery of essential course competencies
D = Unsatisfactory completion of essential course material
F = Failure to perform required work or to master required course materials and competencies

DUE DATES:
At work, a missed deadline would probably result in the loss of a client; in the classroom late projects will earn a grade of ZERO (0%). If any portion of an assignment is late, including failure to put your digital file in the Drop-box or Blackboard on time, unreadable files, not being prepared for critique, printing at the beginning of class, arriving late on the day an assignment is due or missing hardcopy requirements, the assignment will be graded with all late portions not considered towards your grade.

ANY PORTION OF AN ASSIGNMENT THAT IS TURNED IN AFTER THE FIRST 5 MINUTES OF CLASS IS COUNTED AS LATE!

The acceptance of late assignments due to documented and legitimate absences (such as funeral attendance and doctor's notes) will be handled on a case-by-case basis based upon the legitimacy and proof provided for the absence. Students missing class during final exam week must be given a F; regardless as to whether or not an actual exam is scheduled for the final exam day. Tardiness on the day of final will also result in an F.

ACADEMIC HONESTY:
Cheating of any kind will not be tolerated. If caught cheating a "0" for that project/test will be given and you may be withdrawn from the course. Do not allow anyone to use your mouse or keyboard or complete any part of your projects. Lab personnel may help if you are having trouble with your computer and may answer verbal questions concerning hardware or software, though they aren't here to teach you. Copying files that are not your own could be considered cheating.

PLAGIARISM:
Plagiarism falls under the zero tolerance cheating portion of this syllabus. If I discover any piece of your work is identical (plagiarized in any manner) from another student, agency, or designer you will receive an automatic zero for that portion of the assignment and subject to be sent to the dean and withdrawn from the course. There is a fine line between inspiration and plagiarism, if in doubt please bring your concerns to me and we will work through it together to generate a better solution.

SPECIAL NEEDS:
Students with disabilities who qualify for academic accommodations must provide a letter from the Office for Students with Disabilities (OSD) and discuss specific needs with the professor, preferably during the first two weeks of class. The Office for Students with Disabilities determines accommodations based on appropriate documentation of disabilities.

LAB TIME:
The College recommends that students spend 3 hours for each credit hour of the course to be successful. There is no excuse for your inability to dedicate the necessary time to generate ideas and quality work.

COMPUTER LITERACY:
During this course students will be expected to apply all software knowledge obtained in prerequisite courses. No computer instruction will be given, however, the instructor may provide helpful suggestions for computer processes beyond prerequisite exposure. It is expected that students understand and apply fundamental software knowledge and/or remediate themselves on technical concepts that they know might need improving. Cross platform problems, font problems, printing problems, file format problems and/or any technical problems students might encounter are not legitimate reasons for projects being late or turned in below quality expectations. Being properly prepared to encounter and trouble-shoot such problems (for example, backing up files, printing frequent proofs, etc.) is expected of students at this course level.

ATTENDANCE AND PARTICIPATION:
Regular and punctual attendance is expected. If you are to be absent - you must **email me prior** to class meeting time in order to have the absence excused. IF A STUDENT MISSES MORE THAN 2 CLASSES THE STUDENT WILL HAVE THEIR FINAL GRADE REDUCED **BY 10 POINTS FOR EACH ABSENCE OVER THE 2 ALLOWED. NOTE: Points are deduced even if absences are due to documented and legitimate reasons, such as doctor appointments!!** Students not taking the course with sincerity and seriousness enough to come to class are encouraged to withdrawal to prevent a reduction in their overall GPA. Late attendance or early departure may also result in a student being considered not in attendance for that day. ***Arriving late three times is equivalent to one absence.*** If lectures or demonstrations are missed it will be the responsibility of the student to get necessary information from another student outside of the normal class meeting times. **Roll is taken at the first 5 minutes of class.**

WITHDRAWAL DEADLINE: JULY 7!

Students may withdraw themselves up until the withdrawal deadline for a grade of W. It is your responsibility to know where you stand in the class and your responsibility to withdraw yourself. Students who do not withdraw themselves prior to the withdrawal deadline will be given whatever grade was earned for the work that they have completed as their final grade.

Participation is vital to your overall success and growth in the class. Your class participation grade will reflect the time invested into your projects, class critiques, and blackboard participation. Contributing constructive feedback to your fellow students will help you grow and better understand the objectives in this class. Please be mindful that open discussions and critiques are a group activities and as such your participation is required.

TVCA EXPECTATIONS (THINK, VALUE, COMMUNICATE, ACT):

Each student's grade will be based upon how he/she meets the TVCA requirements IN ADDITION TO completion of tests, quizzes, research assignments, projects and tutorials. These observations will be subjective and will rely on the individual student to communicate such efforts. Students will be provided with a descriptive list of definitions and expectations that they will be expected to meet. All categories have been selected based upon the industry response to a survey that determined that students not scoring 'excellent' in such categories would not be considered for hire. It is in the best interest of the student to have such skills when looking for work as a designer. Just as earning a degree does not entitle a student to a well paying job, students should also understand that simple completion of assigned tasks and/or merely meeting minimum requirements in this course do not entitle a student to a passing grade. Students may be asked to complete a self evaluation in order to help them determine their TVCA weaknesses and to give them an opportunity to improve such skills.

CRITIQUES/ORAL COMMUNICATION:

On the date projects are due, critiques will be held. Students will discuss their visual communication goals, concept, target audience and techniques demonstrated in their project. Think of this as a time to sell your idea to myself and your fellow students - just as you would in the workplace to your supervisor, art director or creative director. Fellow students will provide constructive criticism and ask questions and/or provide helpful advice as necessary. Students at this level will also be expected to demonstrate exceptional craft in mounting projects as well as advanced articulation of concepts and solutions during critiques. All mentioned aspects will be factored into the student's grade.

BLACKBOARD:

During this course students will be expected to turn in all portions of assignments to blackboard in the specified areas. This is both to aid in grading but to also allow you to get written feedback from myself and your classmates. You are expected to give thoughtful feedback to students in the discussion forums that provide guidance on direction and execution. This is an important part of your participation grade in the given assignment and in the overall course. Also be mindful - you have one shot to submit your assignments in the assignment tab, please make sure all portions of your project are properly packaged and submitted so that you can attain the appropriate credit. **All projects are due to blackboard prior to the start of class on the day they are due.** If you run into challenged submitting the assignment on time you must contact me prior to class and address it with me prior to leaving class on the day it is due. As previously stated - all late assignments or parts of assignments are subject to receive a zero.

BAYCARE:

Valencia College is interested in making sure all our students have a rewarding and successful college experience. To that purpose, Valencia students can get immediate help with issues dealing with stress, anxiety, depression, adjustment difficulties, substance abuse, time management as well as relationship problems dealing with school, home or work. BayCare Behavioral Health Student Assistance Program (SAP) services are free to all Valencia students and available 24 hours a day by calling (800) 878-5470. Free face-to-face counseling is also available.

EXTRA CREDIT:

Up to five extra credit points may be earned toward your overall grade by attending a gallery opening, receptions or other pre-approved seminars, conferences, workshops, AIGA events, etc. To attain credit, you must attend the entire event and collect business cards from 10 different attendees and turn in by the due date of **July 10th.** Collection of 10 business cards can be accumulated over the course of many events. For other events, you can show event ticket, photo proof and 5 complex sentences about what you have learned from attending the event. Other opportunities TBA and will be announced in Blackboard.

FINAL EXAM:

Your final exam will be issued one week prior to the last class. This exam is mandatory and must be completed via blackboard. If you run into any technical issues, please contact me via email immediately. If you have excessive unexcused absences (four or more) you will not be permitted to take the final exam. The exam will be administered during class time.

SUPPLIES:

• External storage media for storage of files – 2GB or more - or cloud storage services to transport your projects to and from class.
• Sketchbook
• Pack of standard flash cards
• Paper, printing, binding & supplies as needed for creating your projects
• Access to Adobe Creative Suite

IMPORTANT DATES:

• May 15th - Add/Drop Deadline Refund Deadline
• May 29th - No Class
• July 7th - Withdrawal Deadline (W)
• July 24th, Final Exam
• July 31st, Last Day of Class

RESOURCES:

• Smashing Magazine - smashingmagazine.com
• Designspiration - designspiration.net
• Pinterest
• 99U - 99u.com/category/interviews
• Dribbble - dribbble.com
•960 Grid System - 960.gs