MULTIMEDIA 310 - INTERACTIVE MULTIMEDIA FOR EDUCATION & BUSINESS

COURSE DESCRIPTION

Students will create interactive environments and web animations. This course will Introduce computer applications that integrate motion, sound and interactivity in multimedia projects. Emphasis is on innovative ways by which to conceptualize, design, and create interactive/ multimedia art.

The main purpose of this course is to introduce you to the basic principles behind interactive design using the several environments. Our focus will be the development of multimedia presentations. Through this course, you will acquire the skills needed for the creation of digital interactive environments, from concept through production.

Visualization is one half of a successful project. Creativity is the other half. In trying to achieve the most out of your projects, you will come up with, develop, mold, and reshape ideas that will become digital interactive experiences. Much time will be devoted to learning software necessary for the production of these multimedia experieces; however, keep in mind that anyone can learn software programs and programming, but not everyone can visualize. The latter takes a lot more training and a lot more exercise.

LAMC – Mission Statement

Los Angeles Mission College is committed to the success of our students. The College provides accessible, affordable, high quality learning opportunities in a culturally and intellectually supportive environment by: Ensuring that students successfully transfer to four-year institutions, prepare for successful careers in the workplace, and improve their basic skills; Encouraging students to become critical thinkers and lifelong learners; Providing services and programs that improve the lives of the diverse communities we serve.

Disability Policy

Students with disabilities who need reasonable modifications, special assistance, or accommodations in this course should promptly direct their request to the course instructor. If a student with a disability feels modifications, special assistance or accommodations offered are inappropriate or insufficient he/she should seek the assistance of the Director of Disable Student Services on campus.

LEARNING OUTCOMES FOR MULTIMEDIA

Students who pursue a Multimedia degree, certificate, or skills award will:

1. Examine and describe media art through interpretation of individual art works in a global context
2. Analyze and articulate the visual and conceptual components of a digital art work
3. Comprehend and incorporate terminology appropriate to the disciplines of Art and Multimedia
4. Apply principles of fine art, such as composition and color theory, to the process of creating Multimedia projects
5. Integrate fine art techniques and computer applications in the creation of digital work
6. Create work across a broad spectrum of digital media utilizing the appropriate tools, which are determined through problem solving
7. Synthesize knowledge and skills acquired in different classes in the creation of complex projects
8. Place one's digital projects within a contemporary context
9. Develop an individual style within the medium

COURSE OBJECTIVES

Upon completion of the course, students will be able to:

1. Understand the basics of higher level languages for object oriented programming by demonstrating proper use of scripting languages.
2. Students will create interactive environments and web animations
3. Apply the principles of design to the development of digital interactive environments.
4. Demonstrate an undestanding of the interactive environment.
5. Demonstrate written ability to communicate concepts and workflows for the design and development of interactive environments, by utilizing the vocabulary associated with interactve development techniques and concepts.

COURSE CONTENT AND SCOPE - LAB

1. Develop a time-based animation
2. Develop and interactive animation
3. Develop a simple interative game
4. Develop an interactive basic digital portfolio

RECOMMENDED TEXTS

ActionScript 3.0 Game Programming University, Gary Rosenzweig, QUE Press

ePublishing with InDesign CS6, Pariah Burke, Sybex

SUPPLIES

1. Students will need to have a USB drive (thumb drive) for saving projects to or some other form of removable drive such as an iPod or external hard drive.
2. Sketchbook for thumbnails and roughs used in the development of design projects.
3. Basic drawing equipment; pencils, eraser.
4. CDs to burn projects

GRADING POLICY

80% is based on homework assignments including the final project
20% will be based on class projects and class participation

Extra credit of up to 10% maybe awarded by students completing an assignment agreed upon by the instructor.

Attendance is Mandatory
Students must arrive at class on time. If students think that they maybe late or are going to miss class they should e-mail the instructor 24 hours prior to class. If you are more than 1 hour late for class it will be considered as an absent for that class. Tardiness will affect your grade. If a student misses more than three classes the instructor reserves the right to fail the student. If you are late for more than three classes the instructor will deduct 2 points from each class thereafter. Late assignments will drop a grade, however projects that are turned in on time can be reworked for a better grade, therefore it is always prudent to turn projects in on time.

"C" average passing grade	70 – 79%
"B" above average work	80 – 89%
"A" outstanding work only	90 – 110% (including extra credit)

If you wish to Challenge a grade e-mail the instructor as soon as possible with a detailed narrative explaining why you feel the grade is inappropriate. The instructor can then set up an appointment to review all the work completed during the course an compare the to the grades that were given.

Conduct
Students will be given a warning if they are displaying inappropriate behavior during the class. The second time the student will be asked to leave the class. Cell phones must be turned of during class. Listening to music is only allowed with headphones and strictly while working on projects not during lectures and demonstrations. No food or drink is allowed in the lab except water in a bottle with a cap. Students are expected to pay attention to the instructor during lectures and demonstrations, no talking or catching up on sleep please. If you have questions raise your hand, do not simply interrupt the lecture.

Office hours: Saturday, 12 p.m. to 1 p.m. by appoinment; however, you can reach me via email, at iguana60@hotmail.com , any day of the week.

Contacts
Curtis Stage, Vice Chair of Multimedia
Office # 818-364-7771
Email: stagecj@lamission.edu

LAMC Multimedia Site

The instructor reserves the right to change this syllabus with two weeks advance notice.

SPECIAL ACCOMODATIONS

If you require special accommodations for a disability, religious holiday, or any other reason please inform your instructor(s) within the first week of the course and we will accommodate you if at all possible. For accommodations due to disability, you must consult with the Disabled Students Programs and Services Office after which we will abide by their recommendations.

Admissions and Records: Students can register for classes, request transcripts, file petitions for graduation, and drop classes at this office. For more information call 818-833-3322 or visit: http://www.lamission.edu/admissions/

Assessment Center: Offers student assessments in English, English-as-a-Second-Language (ESL) and Mathematics. Please contact the Assessment Center at (818) 364-7613 for more information or visit http://www.lamission.edu/assessment/

Bookstore: For hours of operation, book availability, buybacks, and other information call 818-364-7767 or 7768 or visit http://eagleslanding.lamission.edu/default.asp

Counseling Department: For appointments and information call 818-364-7655 or visit http://www.lamission.edu/counseling/

Disabled Students Programs and Services (DSP&S): For appointments, eligibility and information call 818-364-7732 or visit http://www.lamission.edu/dsps/

Extended Opportunity Programs and Services (EOP&S): For appointments, eligibility and information call 818-364-7645 or visit http://www.lamission.edu/eops/

Financial Aid: For information and applications call 818-364-7648 or visit http://www.lamission.edu/financialaid/

Library: For information on hours, resources, workshops, and other services contact 818-364-7106 or visit http://www.lamission.edu/library/

STEM Office: For information on free tutoring, resources and academic counseling for STEM (Science, Technology, Engineering, and Technology) students visit: http://www.lamission.edu/stem

Tutoring Services in Learning Center: Laboratories for Learning, Writing, Math & Science. Walk-in and appointment services offered. Call 818-364-7754 or visit www.lamission.edu/learningcenter/

Three Attempt Limit
A new state policy in effect as of 2012 limits students to three attempts per course.
Receiving a grade or a "W" for a course counts as an attempt, regardless of when the course was taken. Withdrawal by the deadline to avoid a "W" will not count as an attempt. For spring 2013 the deadline to avoid a “W” is Monday, February 18th.

TENTATIVE CLASS BREAKDOWN

Week 1
Lecture
Introduction to the course, review the syllabus.
Scripting Language Overview.
Demonstrations and class projects;
Work through a set of exercises that cover the basics of the development environment
Hello World!
Homework Assignment:
Research Interactive Environments

Week 2
Creating assets
Lecture
Differences between assets coming from different types of software
Animation basics (Keyframes, tweens)
Demonstrations and class projects;
Importing materials into the environment and pre-production
Homework Assignment

Week 3
Review last weeks class
Lecture
Cross-software usage for creation of assets
Illustrator, Photoshop
Demonstration and class projects
Creating and controlling timeline-based animations
Homework Assignment
Animation Intro (plane sample)

Week 4
Review last weeks class
Lecture
Motion and Interactivity.
Introduction to the formal elements of programming and how they relate to the design of interactive experiences.
Diving into OOP

Properties, Methods, and Events, The Display List, Timeline Control.
Demonstration and class projects
Developing storylines and screen layouts
Homework assignment
Animation complete

Week 5
Review last week's class
Lecture
Project Development and Management
Project preparation, Planning, and pre-production
Loops. Placing items on the stage Dynamically. Using Listeners. Moving items via code
Demonstration and class projects
Creating an in-class game (part I)
Homework assignment
Project 1 assigned

Week 6
Critique
Lecture
Review material up to this point in the course. Refreshing Programming concepts.
Demonstration and class projects
Creating an in-class game (part II)
Homework assignment
Project 1

Week 7
Practical test
Homework assignment
Project 1 Critique
Homework: Panoramic Image

Week 8
Review of test
Lecture
Digital Publications Interface Design and User Experience
Demonstration and class projects
Review of succesful and not so succesful interfaces
Homework assignment
Project 2 assigned

Week 9
Review of last weeks material
Lecture
Introducing Video and Audio into EPubs
Incorporating Animation and SWF Files in a folio
Demonstration and class projects
Creating video and audio objects.
Homework assignment
Project 2

Week 10
Review of last weeks material
Lecture
Building Design Folios
Demonstration and class projects
Demonstrate the use of existing components (video, data, etc).
Homework assignment
Project 2

Week 11
Lecture
Interactive Overlays
Demonstration and class projects
Hyperlinks, slideshows, pan and zoom advanced masking
Homework:
Project 3

Week 12
Lecture
Folio Production and Publishing
Demonstration and class projects
Workshop
Homework:
Project 2

Week 13
Workshop
Homework assignment
Project 2

Week 14
Thanksiving

Week 15
Workshop
Homework assignment
Project 2 Critique

Week 16
Final critique

RESOURCES

http://www.thefwa.com/

http://www.orisinal.com/

http://www.commarts.com/Interactive

http://www.mariaclaudiacortes.com/

http://www.hillmancurtis.com/

http://www.lamission.edu/multimedia/

http://blogs.adobe.com/digitalpublishing/