ART 302 Interactive Design Survey

[ syllabus ]

course description
This course will be split into two parts. The first half of the semester will focus on creating traditional interactive experiences using the following applications: Dreamweaver CS3, Photoshop CS3, and Illustrator CS3. The second half of the semester will focus on creating more dynamic interactive experiences using sound and motion with Flash CS3.

In both parts of the semester our main concern will be on designing for the interactive experience and the considerations/problems unique to the medium. Your value as a designer on an interactive project will be in your capability to think holistically and put yourself into the shoes of your potential audience. This encompasses more than just mere visual styling. Issues such as information design, way-finding, functionality and information architecture must all be considered. Your ability to consider and effectively deal with each of these simultaneously will make you a better interactive designer.

course communication
The primary method of disseminating information in this class will be e-mail. It will be your responsibility to check your email regularly to receive notices and information from the instructor regarding the class. If you need help with this, please see the instructor as soon as possible.

attendance policy
You are expected to attend class each time it meets. If you are not present at the time I take attendance you will be marked absent. It is your responsibility to inform me directly after class that you arrived late. Exams and projects may be moved up or postponed according to the pace of the course, so you are responsible for being present at each class meeting to hear announcements as well as learn the ideas presented. Numerous absences and/or late arrivals will negatively effect your final grade. You will be given 3 excused or unexcused absences for the entire semester. For each additional absence 10 points will be deducted from your final grade.

accommodations
Every attempt will be made to accommodate qualified students with disabilities. If you are a student with a documented disability, please see the instructor as early in the semester as possible to discuss the necessary arrangements, and/or contact the Disability Services Office at 507.389.2825 (V) or 1.800.627.3529 (MRS/TTY).
ART 302 Interactive Design Survey

[ syllabus ]

project expectations
A successful design solution will require constant refinement and critique. It will also be important to be diverse in your explorations and not limit yourself to one solution at the beginning of the design process. Keep in mind the process will play a significant role in determining whether or not you thoroughly explored the problem.

grading
In addition to the below mentioned projects reading assignments, exercises and quizzes will be given with varying ranges of possible points. Most projects will be graded on a scale.

quizzes, projects, and exercises
What follows is a list of assignments you will complete over the course of the semester. The exact dates will be determined as the semester unfolds. Projects, quizzes, and exercises are subject to change.

Web Design
Readings (graded)
Take-Home-Quizzes (graded)
Exercises (graded and non-graded)
• in-class demos/exercises
Projects (graded)
• website redesign
• website (design)
• website (build)

Flash CS3
A series of small exercises will be completed to build your understanding of what is possible in Flash CS3. The exercises will culminate in a larger project that will challenge your ability to use previously learned techniques. These larger projects should be given considerable attention.

Exercise 1: frame-by-frame animation, 25pts
Exercise 2: shape tween animation, 25pts
Exercise 3: motion tween animation, 25pts
Project 1: 15 second movie, 100pts
Exercise 4: buttons, 25pts
Exercise 5: slideshow with music, 25pts
Exercise 6: pull-down menu, 25pts
Final Project: interactive movie, 100pts