New Course Request

Check Appropriate Boxes: Undergraduate credit [✓] Graduate credit [ ] Professional credit [ ]

School/Division: Informatics

2. Academic Subject Code: NEWM-N

3. Course Number: 285 (must be cleared with University Enrollment Services)

4. Instructor: Staff

5. Course Title: Interactive Design

Recommended Abbreviation (Optional) ________________________________________ (Limited to 52 Characters including spaces)

6. First time this course is to be offered (Semester/Year): Fall 2010

7. Credit Hours: Fixed at ___ 3 ___ or Variable from ________ to ________

8. Is this course to be graded S-F (only)? Yes [ ] No [✓]

9. Is variable title approval being requested? Yes [ ] No [✓]

10. Course description (not to exceed 50 words) for Bulletin publication: P: N101. Examination of issues related to interactivity, including the frameworks, models, and theories related to user interaction with new media products. Topics include user modeling, types of user interfaces, and interaction paradigms.

11. Lecture Contact Hours: Fixed at ___ 3 ___ or Variable from ________ to ________

12. Non-Lecture Contact Hours: Fixed at ___ 0 ___ or Variable from ________ to ________

13. Estimated enrollment: ___ 25 ___ of which ___ 0 ___ percent are expected to be graduate students.

14. Frequency of scheduling: F/S [ ] Will this course be required for majors? ________

15. Justification for new course: Redesign of New Media Curriculum

16. Are the necessary reading materials currently available in the appropriate library? Yes [ ]

17. Please append a complete outline of the proposed course, and indicate instructor (if known), textbooks, and other materials.

18. If this course overlaps with existing courses, please explain with which courses it overlaps and whether this overlap is necessary, desirable, or unimportant.

19. A copy of every new course proposal must be submitted to departments, schools, or divisions in which there may be overlap of the new course with existing courses or areas of strong concern, with instructions that they send comments directly to the originating Curriculum Committee. Please append a list of departments, schools, or divisions thus consulted.

Submitted by:________________________ Date 6/70/2009

M. Pauline Baker
Department Chairman/Division Director

Approved by:________________________ Date 1/July/2009

Dean

Date ____________________________

Chancellor/Vice-President

Date ____________________________

University Enrollment Services

After School/Division approval, forward the last copy (without attachments) to University Enrollment Services for initial processing, and the remaining four copies and attachments to the Campus Chancellor or Vice-President.
Instructor: Research Associate, Robert Skipworth Comer, and others

Course Description

Examination of the issues related to interactivity, including the frameworks, models, and theories related to user interaction with new media products. Topics include user modeling, types of user interfaces, and interaction paradigms.

Prerequisite
N101

Course Outcomes

- Understand the disciplines involved with multimedia development through the use of Adobe Flash and related technologies.
- Develop the experience and knowledge of the client/designer relationship while constructing a multimedia application.
- Implement the five major steps in multimedia development, which include strategic planning, design, production, delivery, and evaluation.
- Learn the current standards and guidelines for multimedia development and delivery as well as develop skills in using industry standard authoring programs.
- Discover how sound and video can be incorporated to create dynamic multimedia products.
- Develop a technical and aesthetic approach to design including the application of illustration programs used for creation.
- Discover how to program interactivity into a multimedia product through the use of Actionscript.
- Adopt and demonstrate creative thinking strategies applied to development techniques and problem solving

Required Textbooks

none

Equipment Needed

(notebooks, disks, binders, etc.)
Storage media: CDRs and/or USB Flash Keys
Audio headset

Software used

Adobe Flash
Miscellaneous related applications for digital asset production, editing, etc.

Your final grade will be based on points received from the following areas:

Attendance: Attendance is required. Everyone needs to be absent sometimes, so 2 absences are allowed. After that, your attendance grade comes down a letter with each absence, at the instructor’s discretion. If you need to be absent, discuss the problem with the instructor.
Additional excused absences will be given for good reason. If you don’t come to class regularly, lack of attendance can cause a failing grade.

**IMPORTANT!**
This is your class time. Anyone not enrolled in this class will not be allowed to attend, sit in, or perform lab work, etc. while this class is in session.

**Exercises:** There will be several exercises that will make up 50% of your final grade. Each exercise will be assigned a point value, based on its difficulty. The number of points required for your final grade will be 50. (It is possible to accumulate more than 50 points, but 50 is the maximum number that will count toward your grade.) Grading will be based on the success of completing the exercise, and overall quality and design of the work. All exercises are due at the end of the semester, but feedback will be given in class at the scheduled time.

**Projects:** An interactive multimedia project will be produced in the class. The project should incorporate audio and video. The scope and nature of the project will be negotiated between the instructor and each student. Each project will include a Project Proposal, a Project Planning Document, a Usability Test, and a Project Presentation. Instructor approval of the project, based on the proposal and planning document is required.

**Project Presentations**
Class project(s) will be presented during scheduled presentation sessions. If presentations are submitted late, or *if a student does not attend a presentation session*, there will be a 50% reduction in the point score for that project. Late projects may not be accepted, due to final grade submission deadlines.

**Grading Information:** Grading is based on
- Attendance 10% See Attendance section, above.
- Exercises 50%
- Project 40%

Failure to complete any of the requirements could result in a failing grade.

**Grading scale** [percentages]
- A+ 98 - 100
- B+ 88 – 89
- C+ 78 - 79
- D+ 66 - 69
- A 94 – 97
- B 84 – 87
- C 74 – 77
- D 60 – 65
- A- 90 – 93
- B- 80 – 83
- C- 70 – 73
- F 59 or below

**Other Policies**
- Policy on Academic Dishonesty / Integrity
  [http://campuslife.indiana.edu/Code/Part_4B.html](http://campuslife.indiana.edu/Code/Part_4B.html)
- Policy regarding late work and make-up exams
  All late work regardless of the excuse will be discounted 50%.
  All students are responsible for reading the Code of Student Rights, Responsibilities and Conduct of IUPUI.
- Policy on Plagiarism
  [http://www.indiana.edu/~wts/wts/plagiarism.html](http://www.indiana.edu/~wts/wts/plagiarism.html)
Weekly Schedule

1. Introduction, The Project, Review of Flash
2. Project Proposals and Documentation
3. A review of ActionScript
4. Working with Text 1, Dynamic MovieClip techniques
5. Sound and Video, Intro to Components
6. Filters, masks and guides, Drag-and-Drop
7. The Tween object; *** Project Planning Documents DUE ***
8. More Components: Scroll Panes and Radio Buttons
9. Loading data: LoadVars and XML
10. Data Manipulation
11. Interactivity, User Interface Design
12. Accessibility, Working with Text 2
13. Drawing API
15. Project Due, Project Presentations