New Course Request  

**Indiana University**  
**Indianapolis Campus**

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

1. **School/Division** Informatics  
2. **Academic Subject Code** NEWM-N

3. **Course Number** 422 (must be cleared with University Enrollment Services)  
4. **Instructor** Robert Comer

5. **Course Title** Advanced Interactive Production  
   
   **Recommended Abbreviation (Optional)** 
   (Limited to 32 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: N322. A project-based course emphasizing the design, implementation, and evaluation of interactive new media applications. Working individually and in teams, students create multiple products, evaluate the products, and evaluate their own production process.

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: [Signature]  
**Date:** 1/30/2009

Approved by: [Signature]  
**Date:** 7/1/2009

Dean of Graduate School (when required)  
**Date:**

Chancellor/Vice-President  
**Date:**

University Enrollment Services  
**Date:**

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.

**University Enrollment Services Final—White; Chancellor/Vice-President—Blue; School/Division—Yellow; Department/Division—Pink; University Enrollment Services Advance—White**
N422
Advanced Interactive Production

Course Info: 3 Credit Hours
Instructor: Robert Skipworth Comer, Research Associate

COURSE DESCRIPTION
A project-based course emphasizing the design, implementation, and evaluation of interactive new media applications. Working individually and in teams, students create multiple products, evaluate the products, and evaluate their own production process.

PREREQUISITE
N322

REQUIRED TEXTBOOKS
There is no required text.

COURSE OUTCOMES
- 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.
- Develop a technical and aesthetic approach to design including the application of illustration programs used for creation.
- Adopt and demonstrate creative thinking strategies applied to development techniques and problem solving.

MATERIALS NEEDED RELATED TO THE COURSE
Storage media: A portable HD is strongly recommended. A flash drive will be very useful. Writable media such as CDs or DVDs will also be required to turn in projects and are good for backup. Students will be required to bring writing materials, whether electronic or traditional, to class.

COURSE STRUCTURE OVERVIEW
There will be two (2) multimedia interactive projects due for this class.
- One personal project
- One community project

Personal Project. The personal project will include a Project Proposal, Project Planning Document, Project Presentation, and Project Evaluation. Instructor approval of the project, based on the proposal and planning document is required. Projects without approved documentation will not be accepted. The project will use Flash, with a database and PHP scripting. The final work will be submitted with all the supporting files to install the project on a server.
Community Project. The community project will be done in small teams, in collaboration with our external partners, with the primary objective being the development of a project plan. Since there may not be time within the semester to build the complete project, the plan may be only prototyped or partially developed during the class.

Phase 1. Students will work with the external partners to develop a requirements document, then each student will develop a proposal, with a description and supporting graphics. Each small team will then merge the proposals into a team proposal and develop a Project Planning Document.

Phase 2. When the project Planning Document is completed, each team will negotiate with the instructor to agree on a set of development goals that are consistent with the time constraints of the semester. Projects may be partially developed or prototyped, depending on their complexity. The project will be evaluated on the Project Planning Documents, and how well the development goals are met.

Project Planning Documents: Both projects will incorporate planning documentation. A Project Planning Document will include the following:

- Project Proposal, with an overall description of the project, including supporting graphics.
- A Functional Specification, with a list of features, a description of the user interface (including graphics to show the project’s look-and-feel), a site map, and the requirements document, produced from your client interviews.
- A Technical Specification, with a description of the navigation, explanation of the client-server interface (including schematic drawings), and a description of the database structure.
- A Resource Projection, with a timeline, milestones cost (time) estimates, and deliverable dates.
- An Evaluation, with a summary of any user test results, and a comparison of projected costs/milestones with actual development times/costs. A time log should be kept to document time spent on the project.
- A Participation Summary (for Team projects), which details your contribution to the team effort.

WEEKLY SCHEDULE

1. Introduction, Discuss Community Projects, Skills Assessment, Application Design Overview, Project Planning Documents, Architecture Overview

2. Discuss Personal Project Proposals, Assign Groups for Community Projects, View Architecture Exercise

3. Interview Community Project Stakeholders, Present Personal Project Proposals (e-mail)

4. Personal Project Design Documents Due, Discuss Community Project Requirements Documents, Review PHP and MySQL topics

5. Present Initial Community Project Proposals, Continue MySQL Tables Exercise, Flash/PHP/MySQL topics: Multiple Tables

6. Present Community Project Requirements Documents, Personal Project Update, View MySQL Tables Exercise, Flash/PHP/MySQL topics

7. Present Community Project Functional Specifications, Personal Project Update, Working Session, Flash/PHP/MySQL topics


9. Flash/PHP/MySQL topics

10. Personal Project Update/Working Session, Present Completed Community Project Development Proposal/Documents, Discuss and Finalize Community Project Goals/Grade Contracts, Flash/PHP/MySQL topics

11. Personal Projects Presentation, Community Project Collaboration
12. Conduct User Testing for Personal Projects, Community Project Update, Flash/PHP/MySQL topics, Community Project Collaboration

13. Community Project Update, Flash/PHP/MySQL topics, Community Project Collaboration

14. Community Project Update, Flash/PHP/MySQL topics, Community Project Collaboration

15. Community Project Usability Testing

16. Community Project Presentation