

Common Course Outline

CGVC 252

Interactive Design II

3 Semester Hours

The Community College of Baltimore County

Description

Builds upon skills learned in CGVC 251, Interactive Design I, and introduces advanced multimedia and interactive design techniques. Students create integrated presentations and projects utilizing original image, sound, video, and animation files. Scripting languages such as ActionScript are included to facilitate complex program structure. The final project in this course will teach students how to deploy their original interactive project on a cross-platform Compact Disk and the Web. Organization, work flow, creativity, and effective visual design for screen-based display are stressed.

3 credits: 2 lecture hours and 2 laboratory hours per week. Prerequisite: CGVC 251 or permission of program coordinator. This course may not be offered in all semesters, see registration schedule.

Overall Course Objectives

Upon successful completion of the course the student should be able to:

1. create, mix, and enhance audio files and soundtracks
2. edit and enhance QuickTime files
3. create complex animations for use in interactive presentations
4. design sophisticated and intuitive user interfaces
5. create time-based objects and paths
6. create custom text and data fields
7. create complex, nested animations and behaviors
8. create and use containers, values, and expressions in scripts
9. understand linked and embedded file resources
10. create and manage large media archives
11. create projects designed for specific target audiences
12. deploy interactive projects in a cross-platform format
13. create stand-alone presentations using writable CD hardware/software.

Major Topics

- A. Designing user interfaces
 1. automated and self-guided presentations
 2. defining clickable objects
 3. using sound and visual queues
 4. providing for user input in text fields
- B. Working with interactive design structures
 1. linear
 2. hierarchical
 3. nonlinear
 4. composite
- C. Creating custom graphics

1. image resolution and bit depth
 2. resizing images upon import
 3. loading custom palettes for smoother rendering
 4. simulating three-dimensional buttons and objects
- D. Working with sound files
1. mixing stereo and mono tracks
 2. applying special effects
 3. creating and using sound loops
 4. determining optimum sampling rates
- E. Project types
1. information kiosks
 2. sales and marketing presentations
 3. training and education
 4. games and entertainment
 5. electronic books and magazines
- F. Team approaches to interactive development
1. writing and editing
 2. graphics and interface design
 3. sound and video production
 4. programming and scripting
- G. CD ROM/Web deployment of interactive projects
1. creating linked archive files
 2. working with run-time players
 3. preloading sound and QuickTime file resources
 4. cross-platform resource file formats
 5. write-once and multi-session authoring techniques

Course Requirements

1. Complete all assignments in a manner that is clean, neat, well presented, and tasteful.
2. Come to class on time and hand in all projects when they are due. Any work handed in late will receive a lower grade, unless an extenuating circumstance is allowed by the instructor.
3. Take responsibility for finding out about missed assignments. Take a classmate's phone number down. Follow the syllabus and handouts.
4. Read all textbook assignments and handouts in the week they are assigned.
5. Revise any assignment as required. Revision is a necessary part of the learning process for this course. When revisions are required, they will be part of the grade for the assignment.
6. Bring supplies and equipment to class each session and work in class on their projects.
7. Keep copies of their work. Since there is no guarantee for the safe travel of an assignment and no way to determine the fate of a missing one, the burden is on the student to keep a backup copy on removable media.
8. Maintain a digital folder of all projects, to be collected by the instructor for assessing the final grade.
9. Abide by the Code of Conduct set forth in the college catalog (College Regulations, Section Four).

CGVC 251 is a required course for the Computer Graphics and Visual Communication Interactive Design degree and certificate options.

Individual faculty members may include additional course objectives, major topics, and other course requirements to the minimum expectations stated in the Common Course Outline.

The Community College of Baltimore County is committed to providing a high-quality learning experience that results in growth in knowledge, attitudes, and skills necessary to function successfully as a transfer student, in a career and as a citizen. To accomplish this goal, we maintain high academic standards and expect students to accept responsibility for their individual growth by attending classes, completing all homework and other assignments, participating in class activities and preparing for tests.

We take seriously our responsibility to maintain high-quality programs and will periodically ask you to participate in assessment activities to determine whether our students are attaining the knowledge, attitudes and skills appropriate to various courses and programs. The assessment activities may take many different forms such as surveys, standardized or faculty-developed tests, discussion groups or portfolio evaluations. We ask that you take these activities seriously so that we can obtain valid data to use for the continuous improvement of CCBC's courses and programs.

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