

**Common Course Outline**  
**ARTD 109**  
**Introduction to Interactive Media**  
**3 Semester Hours**

**Community College of Baltimore County**

**Description**

**ARTD 109 - 3 Credits – Introduction to Interactive Media** examines the use of computer technology to enhance presentations and create interactive educational and training materials; covers screen design, animation, and scripting.

**3 credits; 2 lecture hours, 2 laboratory hours per week**

**Prerequisite: ACLT 052 or ACLT 053**

**Overall Course Objectives**

Upon successfully completing the course students will be able to:

1. identify important events and people of Interactive Media's history;
2. identify the major technology components behind Interactive Media;
3. incorporate a variety media forms including text, graphics, animation and audio;
4. design storyboards for the layout of large projects;
5. design computer animation;
6. write simple functions;
7. use design concepts and apply them in critiques;
8. apply team concepts to utilize diverse skills;
9. prepare interactive media using an authoring package;
10. discuss ethical issues related to Interactive Media; and
11. evaluate information gathered for timeliness, authority, accuracy, validity and completeness.

**Major Topics**

- I. Introduction to Interactive Media
  - a. Uses of Interactive Media
  - b. Team structure of Interactive Media
  - c. Computer Hardware
  - d. Interactive Media Software
  - e. Production Value
  - f. Human Computer Interface
- II. Creating Linear Presentations

- a. Text
- b. Imported graphics
- c. Timing
- III. Animation
  - a. Creating and editing images
  - b. Designing linear movement
  - c. Frame-based animation
- IV. Interactivity
  - a. Creating Menus
  - b. Button, Text, Hot-spot Options
  - c. Designing Feedback
- V. Non-linear programs
  - a. Decision-based branching
  - b. Use of Functions
  - c. Scripting
- VI. Issues Related to Distribution of Interactive Media
  - a. Social and ethical issues
  - b. Copyrights
  - c. File management, transfer and security
  - d. E-Commerce
- VII. Multimedia as it Relates to the Internet
  - a. Bandwidth
  - b. Digital Divide
  - c. Technology Lag

### **Course Requirements**

Grading/Exams: Grading procedures will be determined by the individual faculty member; will be provided the first week of class, and will include the following:

- Two team projects
- One major research assignment  
Two individual major projects
- Comprehensive (to date) midterm assessment, which may include but is not limited to an exam, essay or project
- Comprehensive final assessment: the course will include a comprehensive final assessment, which may include but is not limited to a final project or final exam

### **Other Course Information**

Introduction to Interactive Media is the program-required Information Technology General Education Course for the Associate of Fine Arts (AFA) in Art, Design, and Interactive Media.