

IMD130 Course Syllabus

Course Title: Interactive Experience Design
Course Code: IMD130
Course Prerequisites: CAA106, Introduction to Design Applications
Instructor: Judith Desplechin
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Class Web Site: <http://wdim.desplechin.com>

Course Description: This course is an introduction to motion design concepts and techniques. Students create interactive motion projects using basic principles of design for timeline-based media.

Core Course Competencies:

1. Create storyboards that effectively document narrative and/or concept development
2. Apply visual and timeline-based design principles to the creation of two-dimensional digital animation
3. Demonstrate skills in preparation of digital animation for a variety of outputs
4. Utilize the concepts and practices of timeline-based media and development

Required Text: Ulrich, Katherine, *Flash CS4 Professional* Berkley, CA: Peachpit Press. 2009. ISBN-10 0-321-59192-5

Course Length: 11 weeks
Contact Hours: 66
Credit Value: 4

Materials & Supplies: You will need the following tools & materials for this course.

- At least four Cds/DVDs (2 non rewriteable) or other devices to store and turn-in projects and assignments
- Binder, Writing Paper and Drawing Paper
- Pens and Pencils

Student Evaluation/Methods of Assessment:

Assignments, Critiques*: 19%
Tests: 10%

The Interactive Animated Project along with pre and post planning has been divided into separate projects for grading purposes

Interactive, Animated Project

Project One- Main Project:	50%
Project Two- Process Book:	16%
Project Three- Presentation/Critique:	5%

In order to receive the final grade for the main project you must show progress on a weekly basis. You must show work during all critiques and evaluations. Although you are expected to work on your projects outside of class, you must show that you are working on this project during each class. If completed work is handed-in without meeting these criteria, the student will receive an F for the work. Attendance and punctuality will affect your grade.

Grading: You need to filled out and sign the student information form. Grading details for all assignments and projects will be listed on this form

PLEASE READ ALL THE GRADING INFORMATION (from the student information form) AND ASSIGNMENT AND PROJECT REQUIREMENTS (from the class packets and handouts) CAREFULLY. You will be graded according to these requirements

Assignments Cannot be turned in late. Evaluations and Critiques cannot be done late
Projects All projects must be completed and turned-in on time in order to receive a grade
Tests Will start at the beginning of the class.

Grading Scale:

A	100 to 92
A-	91.9 to 90
B+	89.9 to 88
B	87.9 to 82
B-	81.9 to 80
C+	79.9 to 78
C	77.9 to 72
C-	71.9 to 70
F	69.9 below

Attendance in this class is required. You are expected to come to class prepared, arrive on-time, submit your homework when expected, and stay for the entire class. The WDIM department has adopted a new attendance policy beginning in Fall 2008. For all of your IMD courses, instead of being withdrawn from a course for exceeding the allowed number of absences, your FINAL COURSE GRADE will be reduced each time you are tardy or absent from a class. Each time you are 1 (minute) or more minutes late to class (tardy), you will lose 1 (one) percent from your grade. Each time you are absent from class, you will lose 3 (three) percent from your grade. In example, if you are tardy to class 3 times and absent twice, you will lose at total of $(3 * 1) + (2 * 3) = 9$ points from your final course grade. If you had a 95% (A), this would reduce your grade to a 86% (B).

Tardy = 1 (one) minutes or more late to class; 1 point (1%) deduction

Absent = Missing more than 1 (one) hour of the class; 3 point (3%) deduction

In the event that a faculty member is absent, students should wait 15 minutes. Students should then circulate an attendance sheet and designate one of their members to deliver the sheet to the Academic Affairs office for placement in the faculty member's mailbox. Students are expected to stay for the entire class period and work on their process book. Students that leave class before the end of the class period will be marked absent.

Student Handbook 2010-2011, page 39:

"Students are expected to attend all regularly scheduled classes, including the first class of the quarter. Students may drop or add classes during the first week of the quarter. Students who do not attend any classes during the drop/add period will be removed from the courses. A student who misses 7 total consecutive days of classes, or 20 total calendar days from the date of last attendance, will be terminated from the school. Attendance data are available for review through the office of the registrar or through the office of academic affairs."

Academic Dishonesty

The Art Institute of Washington defines an act of academic dishonesty as any attempt to take the work of someone else and submit it as one's own. If you are suspected of plagiarism of any kind your instructor reserves the right to fail you for the assignment or the course.

Academic dishonesty includes, but is not limited to, the following:

1. Cheating;
2. Plagiarism;
3. Submission of the same work in two or more classes without prior approval of the faculty members of the classes involved;
4. Submission of any work (full or partial) not actually produced by the student.

Students may appeal in writing to the Dean of Academic Affairs. Please refer to page 39 of the New Student Handbook for the complete Academic Dishonesty policy.

Class Polices

- Students are expected to act in a professional manner in all class situations. They are expected to treat other classmates and the instructor with respect, and to offer and take constructive criticism.
- During class students are expected to be working on the projects for this class. If a student is found to be either working on a project that is not part of this class requirements or surfing the web they will be marked absent.
- Devices such as phones, headphones, calculators, beeping watches, etc. are not to be used during class time. There will be no exceptions.
- Written assignments and projects must be typed and should not contain any spelling or grammar errors. No handwritten assignments or projects will be accepted

Saving Work: Students are responsible for all of their work. Make at least two copies of your work and save it on two separate disks. Even if your work is erased from the school computers or becomes corrupted or lost you are still responsible for turning projects in on time.

Any work left on the school computers cannot be considered safe.

Work is more likely to become corrupted or lost when you are working between Macs and PCs.

Do not work from a disc, drive etc. Save your work to the desktop then copy the work to the disc or drive after you have completed the work.

Extensions: To avoid errors when saving files you need to turn the extensions on when using a PC:

PC WINDOW>MENU>TOOL>FOLDER OPTION>VIEW>unselect hide file extensions for known file types.

If you intend to open a file on a PC that was created on a Mac you need to make sure that file has an extension when you save it on a Mac.

Password: Students are required to have the password for their school email and server space by the second week of class.

Burning CDs: When burning rewritable CDs (CD-RW) you must stay within one platform. You cannot burn a disc on a PC then burn more data to the same CD on a Mac.

You will lose all previous data and can corrupt the new data.

Create all your web files using the eight and three naming convention. No more than eight letters or numbers for the name and a three letter extension. Use htm not html. You cannot use any symbols or gaps within the name. You must use this naming convention for all your web files, pages, images and pdf files in order for your site to work cross platform from a CD.

Websites burned to a CD on a PC will not work correctly on a Mac. Unless you used the ISO9660 convention for naming files.

Extensions: To avoid errors when saving files you need to turn the extensions on when using a PC:

PC WINDOW>MENU>TOOL>FOLDER OPTION>VIEW>unselect hide file extensions for known file types.

SCHEDULE: IMD130 Interactive Experience Design

Any changes to this schedule will be announced in class

BOOK: Flash CS4 Professional, Katherine Ulrich

WEEK	TYPE	TOPIC / TECHNOLOGY	NOTES	HANDOUTS	READINGS	HOMEWORK	DUE	Required: all work on the server before class of due date and student also needs to be in class for the review in order to receive the grade.
							Day	
ONE	INTRODUCTION	Overview, Syllabus		Syllabus Schedule Project Packet Digital Packet Set-up Server	We will go back and forth throughout the book during the quarter Items are not listed in order of expected readings Document Prop p26 Stage Size p27 Rulers Guides p 31	Research Project Landscape Proposal		
	LECTURE	Dimensions and Sizes						
	DEMONSTRATION	Drawing, Tweening Flash on the Web Stage, Timeline, Layers, Frames						
	DEMONSTRATION	Set-up Server						
	LECTURE	Principles of Design						
	LAB	Landscape					one	1:Forms fill and sign
TWO	LECTURE	Symbols, Instances, Library		Actions	GRAPHICS Fill pp. 49, 71, 119 Stroke pp.51, 71, 119 Merge shapes p. 54 Rec.Oval p58 Pen tool p. 63, 126 Converting p. 142 Size p. 109 Flip, Rotate, Skew p.112 Groups p. 148 Prevent Interactions p. 149 Combine p. 155 Layers and Folders p. 163 Mask p. 183	Interactive	one	2.:Landscape on server
	LECTURE	Principles of Interactive Design		Project Packet			two	3. Proposal
				Interactive				
	DEMONSTRATION	Interactivity, Actions						
	LAB	Interactive						
THREE	LECTURE/ACTIVITY			Print - pp	TEXT Text Tool p. 78 Attributes p. 80 Font p. 82 Space pp.86 & 93 Font rendering p. 88 Vertical p 89 Paragraph p. 90	Story Boards .Interactive	one	Landscape
	REVIEW	Landscape						
	LECTURE	Print						
	LAB	Interactive						
FOUR	DEMONSTRATION	Animation on a Guide		Guide	TEXT Text Tool p. 78 Attributes p. 80 Font p. 82 Space pp.86 & 93 Font rendering p. 88 Vertical p 89 Paragraph p. 90	Interactive Guide Step	one	Story Boards
	DEMONSTRATION	Publish Flash/html						
	REVIEW	Story Boards Interactive					two	6: Interactive
	LAB	Guide						
FIVE	DEMONSTRATION	Mask			TEXT Text Tool p. 78 Attributes p. 80 Font p. 82 Space pp.86 & 93 Font rendering p. 88 Vertical p 89 Paragraph p. 90	8 Step	one	7:Animation on a Guide
	CRITIQUE	Animation on a Guide						
	CRITIQUE	Static Step Interface					two	Project 1 :Process Book
	LAB	Main Project					two	8:Static Step on Server
SIX	CRITIQUE	Animated Intro and Step			TIMELINE Layer Features p. 162	Main Project	two	9: Animated Intro and Step on server
	LAB	Main Project						

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WEEK	TYPE	TOPIC / TECHNOLOGY	NOTES	HANDOUTS	READINGS	HOMEWORK	DUE Day	Required: all work on the server before class of due date.
SEVEN	CRITIQUE	First three animated interfaces			SYMBOLS Library p. 186 Convert graphic p.193 From Scratch p. 197 Instances p. 199 Swapping p. 204 Break Apart p. 209 Types p. 195 Buttons p. 400	Main Project	two	10: Reworked first Interface and Reworked interfaces Plus one additional Interface
	LAB	Main Project						
EIGHT	CRITIQUE	Three Additional Interfaces			ANIMATION Frame by Frame p. 211 Keyframes p. 215 Preview p. 234 Onion Skinning p. 234 Classic Tweening p. 243 On a Guide p. 253 Shape Tween p. 263	Main Project	two	11: At least three additional Interfaces (5 steps and introduction)
	LAB	Main Project						
NINE	DISCUSSION	Presentation		Presentation in-Project Packet	INTERACTIVE Buttons p. 400 Up and Over p 401 Down and Hit p. 402 Animated Buttons p. 406 Action Panel p. 420 See Separate handout	Main Project	two	Completed Final animated interactive Project
	LAB	Main Project						
TEN	TEST LAB	Final Comprehensive Notes for Presentation			ACTIONS Action Panel p. 420 Frame p.425 Button p. 433		one	test
		PRESENTATIONS GROUP FEEDBACK					two	Turn in on disc all files Site, FLA an SWF Turn-in Notes after presentation Process Book pdf
ELEVEN	<p>TO BE ANNOUNCED STUDENTS ARE EXPECTED TO BE AVAILABLE FOR BOTH CLASSES DURING THE ELEVENTH WEEK. STUDENTS THAT DO NOT ATTEND SCHEDULED 11TH WEEK CLASSE & PRESENTATIONS WILL NOT PASS THE COURSE. Students that do not turn-in and have uploaded online on time their final project will not pass the course. Incomplete projects that do not meet the requirements will not be accepted for a grade.</p>							
<p>Work should not be emailed to the instructor. All work must be turned-in on time in order for you to receive a grade . All web work must be on the server (before the class due date) and you must be in class for the review in order for you to receive a grade All work submitted for a grade must be created by the student in its entirety. NO RASTER IMAGES NO DRAWINGS FROM ANOTHER SOURCE, NO GRADIENTS In order to receive the final grade you must show progress on a weekly basis. You must show work during all critiques and evaluations. If completed work is handed-in without meeting these criteria, the student will receive an F for the work.Final Project. All completed work must be on the school server before the beginning of class on the day of the presentation. All presentation notes must be turned-in at the end of your presentation. Work will not be accepted after all presentations are complete.</p> <p>Attendance 3% will be deducted from the final grade for each absence. 1% will be deducted from the final grade each time you are late. (late: arriving after the start time) Students that leave class early will be marked absent.</p>								

