

Course Syllabus :: Textbooks and Supplies

Course Title: Developing Rich-Media Applications
Course Code: IMD 330
Course Prerequisites: IMD 340: Video For Interactive Media

Course Description: This advanced course applies motion graphics as an integrated interactive solution. Students script interaction, sequencing, and motion for interactive projects. They develop projects for delivery on the Web as well as stand-alone computers.

Credit Value: 4.0
Course Length: 10 Weeks
Contact Hours: 60 hours

Course Competencies:

Upon completion of this course, you should be able to:

- Use advanced scripting to integrate and manipulate media elements.
- Use perspective and camera point of view to denote opinion
- Build a working vocabulary of both formal and conceptual terms for use in critiquing and analyzing narrative works.
- List online examples which successfully employ user-centered interaction in the telling of stories.
- Increase interactivity through applied principles and object-oriented programming techniques.
- Research programming

Technology Needed:

- Internet connection
- Server space (OLS account or other) with CGI, Perl, and ASP support
- Text editor (color-coding capability recommended)
- Web browsers (Internet Explorer, FireFox/Mozilla, Netscape, Safari)
 - Will need to test on both Mac and PC platforms
- Word processor
- Storage media (USB drive/disk recommended)

Materials and Supplies:

- CD-ROMs for archiving and turning work
- Notebook for storing class materials
- Pens, pencils, and paper for taking notes, sketching out ideas, storyboarding, problem solving, flow charting, etc.

Course Syllabus :: Class Policies

Estimated Homework Hours: 6-8 hours a week. Keep in mind that writing code is easy. Getting code to work is another matter entirely and can sometimes be pretty time consuming.

Student Evaluation: Final grade is based on:

Final Project:	60%
Assignments/Labs:	20%
Attendance/Participation:	20%

Project documentation includes notes, flowcharts, outlines, technical specifications, code comments, end-user technical analysis. You are also strongly encouraged to also have design and process documentation (it's good for you).

GRADING POLICY: *Please note that as per the department policy, in order to take the portfolio class and graduate, all students in the program need to have a grade of C or higher in all core courses. Less than 70% final score in these courses will result in a grade of F (fail).*

Attendance: You are required to attend all class meetings, to arrive in time, and to stay for the duration of the class. There are no excused absences. Upon your 4th absence, you will be dropped from the course and a grade of FS (Failed Suspended) will be recorded for the course. Students have the right to appeal in writing. Please see the Registrar for official appeal procedure. If you are not present after the first 15 minutes of class, you will be marked absent. Please refer to page 38 of the New Student Handbook for the complete Attendance policy.

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 fifteen (15) or more minutes late to class (tardy), you will lose one (1) percent from your grade. Each time you are absent from class, you will lose three (3) percent from your grade. For 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 86% (B/B+).

Each class attendance is worth 10 points. The total number of points for attendance for the quarter is 100 (10pts x 10 classes). Points from attendance are weighted to about 10% of the total grade.

Absent (missing more than 1 hour of the class): -10 points
Tardy (Fifteen minutes or more late to class): -5 points

Course Syllabus :: Class Policies

This policy affects WDIM classes only.

Academic Integrity and Plagiarism: 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
5. Submission of any work without clear acknowledgement (reference/credit) of the original author or creator of work

Students may appeal in writing to the Dean of Academic Affairs. Students are encouraged to use the website <http://www.smarthinking.com> for all written coursework. Please refer to page 39 of the New Student Handbook for the complete Academic Dishonesty policy.

Your work must be your own. *Plagiarism is not accepted and will result in a grade of F.*

Faculty Tardiness/Absenteeism: In the event that the instructor is late or absent, the students should wait 15 minutes. Students must then circulate an attendance sheet and designate one of their members to deliver the attendance sheet to the Academic Affairs office for placement in the faculty member's mailbox.

SUBMITTING ASSIGNMENTS:

All assignments need to be emailed to instructor email using your school email or handed in personally to the instructor in a CD/Pen drive by the stipulated time. Each assignment must have a cover sheet with the following information:

- Name
- Assignment number
- Assignment title
- Course number, name and section
- Instructor's name
- Due date (from the course outline)
- Date of submission
- Total number of pages (or components eg., disk, paper, online site)

Course Syllabus :: Class Policies

Late Work: Deadlines are important. Late work will be penalized a letter grade each calendar day it is late.

Resubmitting Work: Work submitted on deadline may be resubmitted for an improved grade.

Lab Policies: No eating, drinking, smoking, chat/IM, installing software, or any other activity outlawed by the Technology department. Please limit surfing to the activity at hand.

Class Participation: When in class, you are expected to participate in class. That means participating in the activity at hand, be it working on a project, participating in a critique, following the lesson, etc. 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.

Class Conduct: Professional conduct is expected. Respect for classmates, the instructor, and the classroom environment is expected.

Class Communication: Primary communication is through scheduled class time. If necessary, students will be contacted through their student email account.

Week 11: This course is 10 weeks. That is, we meet 6 hours a week 10 times over the course of the quarter. If a class period is missed due to school closing (holiday, inclement weather, school event, etc.) that class will be made up during week 11. The make-up class will meet at the regularly scheduled time and place. It is strongly recommended to not make plans for the scheduled class time during the 11th week.

Fine Print: The assignments and course outline may be altered as deemed necessary for the success of the class.

Course Syllabus :: Course Outline

Project Milestones

Milestones are concrete evidence of progress. They are primary checkpoints to see how well your project is doing. Every milestone is tied to a deliverable. Milestones should be met on time. If they aren't, your project probably won't finish when you said it would.

- Week 1:** Introduction to class and each other
ActionScript Packages + Classes
Lab 1
- Week 2:** Flash + Loading Variables – (review methods) External text file, HTML, XML file
Lab 1
Milestone 1: Project Topic + preliminary design due (25%)
- Week 3:** Flash + Working with External text files
Flash + Loading Variables – working with HTML files
Lab 2
- Week 4:** Flash + Loading Variables – working with XML files
Lab 3
- Week 5:** **Midterm**
Midterm Flash + Loading Variables – working with XML files - video
Lab 3
Milestone 2: Project (50%)
- Week 6:** Flash + Loading Variables – working with XML files - sound
Flash – Loading/unloading data
Lab 4
- Week 7:** Flash – Loading/unloading data
Lab 4
Milestone 3: Project (75%)
- Week 8:** Miscellaneous ActionScript Tips and Tricks
Lab work time
- Week 9:** Lab work time
- Week 10:** Lab work time
Oral presentations
Milestone 4: Final projects due (100%)
- Week 11:** TBD