

NORTHERN VIRGINIA COMMUNITY COLLEGE

COURSE SYLLABUS

COURSE TITLE	Interactive Design 1
COURSE NUMBER	ART263-001A
COURSE DESCRIPTION	Focuses on creative concepts of design problem solving for interactive design. Instructs students in techniques specific to Web, multimedia for the Web, and other interactive design projects using current technology and standards. Interactive functionality and usability are covered.
COURSE PREREQUISITES	ART 121, ART 131, ART 135, ART 140 and ART 141.
CREDIT VALUE	3.0
COURSE OBJECTIVES	<p>Upon successful completion of this course, students will be able to:</p> <ul style="list-style-type: none"> • Apply design theories and principles to the interactive medium using current technologies. • Visually communicate through interactivity. • Use design problem solving techniques to accomplish professional level projects. • Progress toward professional standing in the field. • Discuss current issues and developments in the field using the vocabulary of Interactive Design <p>Major Topics to be Included:</p> <ul style="list-style-type: none"> • Graphic design concepts from the perspective of interactive functions. • Applied problem solving in the interactive medium and related areas of graphic design. • Produce interactive projects using current technologies and software. • Typography, color, and imagery specific to interactive design. • Ethical issues concerning design for the interactive medium. • How to research, conceptualize and produce optimized graphics. • Understanding the importance of visual cohesiveness and usability design. • Creating a storyboard for basic animation techniques. • How to define interactive and multimedia. • Working in teams and experiencing team dynamics. • Professionalism as applied to critiques and work presentation. • Understanding how interactive design development is different from, yet interrelated to other graphic design mediums such as print. • Basic code to create interactive projects. • File structure for basic to intermediate level Web sites
MATERIALS	Removable media for storage and archiving work flash drive, portable hard drive; paper and pens/pencils for notes and sketching; SKETCHBOOK ; (other materials to be determined throughout the semester for specific assignments).
RECOMMENDED TEXT	Duckett, Jon. <i>HTML & CSS, design and build websites</i> John Wiley & Sons, INC. (ISBN 978-1-118-00818-8)
COURSE HOURS	Wednesdays 7:30 - 10:20 pm
LAB HOURS	Wednesdays 6:30 - 7:30 pm
CONTACT INFO	geckler@nvcc.edu
ROOM	Alexandria Campus, Tyler Building, Room AT-0140
CONTACT INFO	geckler@nvcc.edu

OFFICE HOURS	<p>The best way to contact the instructor is via email at geckler@nvcc.edu. Please use your student VCCS for all correspondence to the instructor. Failure to do so may result in an undelivered message.</p>
ASSESSMENT CRITERIA	<p>Please give the instructor 24 hours to respond to emails and voice mail Mondays–Thursdays. Emails and voice mails sent out on Fridays–Sundays, may not be answered until Monday.</p> <p>The instructor will be available during Office Hours (onsite) and Virtual Office Hours. Please check Faculty Information in Bb for office hours schedule and more information on Virtual Office hours.</p> <p>Students will receive a handout for each assigned project, and must hold onto this as it will explain the expectations and specs for each assignment. All work that is incomplete or does not follow specs will be counted as late and treated as such.</p> <p>Each project will be judged on the following criteria:</p> <ul style="list-style-type: none"> • Deadlines (10%): Has the student met all deadlines for each stage of the project? Were projects complete, on their due date and time? • Process/Sketches (10%): Is there evidence of strong research and development? • Participation (10%): Has the student contributed positively to class discussions and critiques on a regular basis? Was their feedback constructive and respectful of other classmates? Did the student pay attention during class lectures and discussions? • Specs (10%): Did the student follow the specified instructions for each project? Were the specified materials and sizes used? • Concept (10%): Is the concept well thought out and developed? • Execution (50%): Is the technique strong? Do the aesthetics support the concept? Is the craftsmanship flawless? <p><i>NOTE:</i></p> <p>1. <i>This class requires extensive critique and problem solving. You will be required to defend your work and be critical of your classmates' work to ensure you understand the responsibilities of an Art Director.</i></p> <p>2. <i>Rough sketches are to be presented with EVERY assignment. If sketches are done in drawing books, they must be photocopied or cleanly cut out from books (no jagged/ripped sketch paper!).</i></p>
GRADING SCALE	<p>A 100 to 91 B 90 to 81 C 80 to 71 D 70 to 61 F 60 and below</p>
DEADLINES	<p>Each project and assignment will have specific guidelines stated for their deadlines. Work due must be ready prior to date and time specified. If the work is presented outside of class time or at a later date, it will result in a 1-letter grade reduction for the corresponding project. All work must be handed in person by the student it belongs to, unless in case of emergency, when previous notification is given to the instructor (in person, by phone, or email).</p> <p>Computer crashes, failure of backing up work, forgetting work at home, not finishing on time, files erased from lab computers, and other excuses will not be accepted. Students must take full responsibility for their work and deadlines.</p>

- COMPUTER ACCESS** In order to be successful in this class students need to have access to the following:
- Computer (Mac or PC)
 - Adobe Creative Cloud (CC)*
 - InDesign
 - Illustrator
 - Photoshop
 - Acrobat
 - Reliable high-speed Internet connection
 - Scanner or digital camera
 - Color or Black+White Printer

The Communication Design labs are available to all communication design students, currently enrolled in a course. Each lab is equipped with Macintosh computers, flatbed scanners, and printers.

Open lab times are available throughout the semester, and normally start after the first week of classes. For a schedule of the open lab times please check under Open Lab Hours in Bb or for postings outside of the labs or in Communication Design Department areas.

**Please note that the Alexandria Campus Communication Design Labs are currently running Creative Cloud (CC) applications. Student who have an older version of application must take the necessary steps to make sure their files are compatible with the labs. Instructor will be more than happy to demonstrate how to prepare files in these cases.*

- BLACKBOARD (Bb)** Blackboard will serve as the primary means of exchanging files in this course. Please be sure to follow the instructor's directions for how and where to post files. Submitting files incorrectly may result in the assignment being marked as late or the instructor not accepting your work.

In an event of consistent college/campus closings, class may continue through Bb, in an effort to stay on the semester's schedule. It is the student's responsibility in an event of a college/campus closing to check Bb and/or their student email account for class updates, announcements and assignments.

Students are responsible for logging on to the class Bb, at least once a week to download weekly course materials and assignments.

It is advised and the student's responsibility to check their student email and the announcement section of Bb on a daily basis for class updates.

ATTENDANCE POLICY

Students are expected to attend class regularly and on time with preparation completed. If it is necessary to be absent for any reason, the student is responsible for emailing the instructor prior to class at geckler@nvcc.edu.

Regardless of the reason for being absent there are no excused absences. Students are responsible for all content missed during any absence.

2 absences in a class that meets once a week is grounds for a drop in final letter grade.

3 absences or more will be grounds for an "F" (fail) for the final letter grade.

Cumulative chronic lateness or leaving before class is dismissed is the same as being absent. The instructor will announce breaks and students will be expected to return to the classroom at the specified time.

Information from classes missed is to be obtained from the class Bb site and/or a fellow student.

Any student failing to turn in multiple projects or having accumulated multiple absences can receive a grade of "F" for the course. If a student decides to stop attending class, it does not entitle them to a grade of "W"— such action will result in entry of an "F" grade. You must meet with me (instructor) if you are having problems.

Absences and tardiness...as noted before, and... If you know you will be late or absent, please contact the instructor, preferably prior to class, to avoid being penalized on your work. Absence in and of itself does not postpone a deadline requirement in your case unless arrangements for an extension are made in advance of the deadline.

Late submission of work and make up work—Late homework, will be downgraded and will not receive credit if it is more than one class period late; late projects are unacceptable unless arrangements for an extension are made in advance of the deadline.

No makeup work will be assigned.

Meeting deadlines is your responsibility, therefore it is important that you keep multiple backups of all your files; make at least two copies of your work and save it on two separate forms of storage. Do not rely on keeping your files on the computers in the labs; any work left on the school computers cannot be considered safe. Losing your work is not an excuse for missing deadlines. 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.