

## IDES 212

# Technology Intensive II

Summer Term 2016 » 1 credit » No prerequisites » Instructor:

Course format: 20 hours of classroom instruction plus 10 hours of supervised studio work over 10 weeks

### Recommended Websites

[idearefinery.net](http://idearefinery.net)

### COURSE DESCRIPTION

This course introduces students to digital illustration for dynamic and interactive media. Students develop skills in image making, web building, and interactivity using motion graphics software, and develop a basic language of time-based media. Students need a working knowledge of the computer desktop environment and file management to take this course.

### COURSE STUDENT LEARNING OUTCOMES

On successful completion of this course, students will be able to:

- describe the capabilities of interactive and motion graphics software for digital publishing;
- identify industry specific terminology, UI, and navigation related to the software;
- construct web content using non-coding-based software;
- create and animate digital illustration;
- demonstrate requirements for digital publishing of images; and
- continue learning via self-directed methods.

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### Course Schedule

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#### WEEK 1

##### **Introduction to Adobe Muse**

Demo: Creating a simple website.

- Examine the structure of a typical website.
- Beyond Headers and Footers: Names - Styles - Behaviours.
- Explore principles of UI/UX.

Exercise 1. Create a mockup of a website using Adobe Muse. *Due week 2.*

Project 1. Create a website for an upcoming event. *Due week 5.*

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#### WEEK 2

##### **Introduction to Navigation and Interactivity**

Demo: Creating Menu Navigation.

- Introduction to States and Widgets. Using the State Button.

Exercise 1 due.

Exercise 2. Create a Dynamic Menu. *Due week 3.*

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#### WEEK 3

##### **Understanding Positioning**

Lecture/Demo: The Well Structured Website.

- Introduction to positioning web elements.
- Responsive Web Design.
- Understanding Scroll Effects.

Exercise 2 due.

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#### WEEK 4

##### **Extending Muse's Functionality**

Demo: Adding third party Muse library widgets and embedded HTML content.

- Finding, installing and using library widgets.
- Embedding HTML content.
- Importing and using dynamic media (video, audio, animation etc.)

Review Project 1.

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#### WEEK 5

##### **Dynamic Interactivity in Muse**

Lecture: Examine sites utilizing dynamic interactivity.

- Creating dynamic navigation.

Project 1 due. Critique.

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#### WEEK 6

##### **Introduction to Edge Animate**

Demo: Introduction to animation.

- What goes into an Edge Animate project?
- Exploring the interface. What is a timeline? A keyframe?

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*Weekly Schedule continued*

The “Principles of Animation.”

Exercise 3. Create a bouncing ball animation. *Due week 7.*

Project 2. Create a dynamic and interactive web banner in Edge Animate. *Due week 10.*

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### WEEK 7

#### Understanding Symbols and Timelines

Lecture/Demo: *Controlling a timeline with interactive buttons.*

- Examining Labels and Triggers.
- Adding “Actions” to buttons.

Exercise 3 due.

Exercise 4. Adding interactivity to an animation. *Due week 8.*

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### WEEK 8

#### Dynamic Animation

Lecture/Demo: *Creating dynamic animation.*

- Utilizing nested timelines.
- Introduction to sprites.

Exercise 4 due.

Review Project 2.

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### WEEK 9

#### Dynamic Media and Advanced Interactivity

Lecture/Demo: *Integrating video and audio into our interactive projects.*

Lecture/Demo: *A little javascript.*

- Understanding video and audio file types.
- Create drag and drop functionality.

Review Project 2.

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### WEEK 10

#### The Future of the Dynamic Web

Lecture: *Examine dynamic websites and possible future applications.*

Project 2 due. Critique.

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#### EVALUATION PROFILE

Exercises 1-4: 5% each	20%
Project 1:	35%
Project 2:	35%
Participation:	10%
Term total:	100%

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#### GRADING PROFILE

<i>Excellent</i> A+ 90-100 A 85-89 A- 80-84
<i>Good</i> B+ 77-79 B 73-76 B- 70-72
<i>Satisfactory</i> C+ 67-69 C 63-66 C- 60-62
<i>Minimal Pass</i> D 50-59
<i>Fail</i> F 0-49

# Learning Outcomes and Operational Details

## Mission Statement

The *Bachelor of Design in Visual Communication* prepares graduates for professional practice in the visual communication field through the development of creative, collaborative, conceptual and design thinking skills for print, social and dynamic media.

## Program Student Learning Outcomes

On successful completion of the *Bachelor of Design in Visual Communication*, graduates will be able to:

- Demonstrate in-depth knowledge of current visual communication practice.
- Identify and solve communication problems using a strategic process, with an emphasis on design thinking, creativity, original solutions, and clarity of communication.
- Describe and respond to the audiences and contexts which communication solutions must address, including recognition of the physical, cognitive, economic, cultural and social human factors that shape visual communication decisions.
- Demonstrate proficiency with the tools, techniques and technologies that support visual communication practice and apply concepts across a range of media platforms.
- Enter the field as visual communication professionals.
- Apply visual communication expertise for societal and environmental benefit.
- Work collaboratively with other disciplines in business, industry, and the broader community.
- Recognize the importance of life-long learning and responsiveness to change.

## ATTENDANCE /PENALTIES FOR MISSING CLASS

Attendance is essential. Students who are marked absent for more than three classes within a course will not receive credit for the course.

## PUNCTUALITY /PENALTIES FOR LATENESS

Punctuality is essential. Students more than 15 minutes late for class or who leave before the end of class without asking permission will be marked absent. Students must call or e-mail the Program Assistant and their instructor before class if they will be absent.

## PARTICIPATION

Students will be evaluated on the frequency and relevance of their comments, questions, observations and discussions of weekly course content; on their active engagement in assignments; on their group participation; and on their work-in-progress, at 1% per class or to a maximum of 15%.

## LATE ASSIGNMENTS

If a course contains assignments, 20% will be deducted for each period of 1 to 7 days that an assignment is late, unless prior arrangements are made with the instructor. If an instructor uses a different late assignment policy, this will be printed on the course outline.

## MISSED EXAMS AND QUIZZES

Missed exams and quizzes (if any) will be assigned a grade of zero. Students will be allowed to make up exams and quizzes only under the following conditions: if a doctor's certificate of illness is provided; if in the case of the death of a close family member, a death certificate is provided; if prior approval of the instructor has been obtained.

## CHEATING /PLAGIARISM

Cheating is an act of deceit to obtain an academic advantage. Plagiarism is the presentation of another person's work or ideas as if they were one's own. Cheating and plagiarism will be dealt with according to the University policy *Cheating and Plagiarism*, and can result in suspension from the University. See University Policies below.

## INCOMPLETE GRADES

If a student believes an exceptional circumstance prevents his/her completion of a course in the assigned timeframe, and wishes to obtain an "I" (Incomplete) grade, he/she must petition the instructor prior to the grading deadline. "I" grades are at the discretion of the instructor. Extent of work and submission deadline within 4 months of the end of term must be agreed upon by the student and the instructor in writing. If the work is not submitted by the agreed date, the grade will reflect the uncompleted work. Please see "Incomplete Grade I" in the online Capilano University Calendar.

## CONTINUATION IN THE PROGRAM

Students dropping below a 2.33 (C+) GPA at the end of any term, or students who fail an IDES/DSGN course will not be permitted to register for IDES/DSGN courses in the following term and may be required to withdraw from the program.

## ENGLISH USAGE

All written work submitted must use good academic English and follow the guidelines provided in the *The Capilano Guide to Writing Assignments* (available from the Capilano University Bookstore). If students anticipate difficulties, help is available through the Writing Centre (details available online or from the department).

## PROFESSIONAL BEHAVIOUR

Students should demonstrate a professional attitude and behaviour towards their work, their fellow students and their instructors. Each student should demonstrate reliability; respect for and cooperation with colleagues; a willingness to work calmly and courteously under difficult conditions; and a determination to achieve first-class work while meeting deadlines. Students should have respect for equipment and systems, and demonstrate a constructive response to criticism.

## COMPUTER COURSE REQUIREMENTS /POLICIES

Students are expected to abide by the University policies *Statement of Appropriate Use of Information Technology Facilities and Services* and *Misuse of Computer System* in any use of computers at the University.

## UNIVERSITY POLICIES

Students are expected to read and abide by all University policies and procedures. Capilano University has policies on Academic Appeals (including appeal of final grade), Student Conduct, Cheating and Plagiarism, Academic Probation and other educational issues. These and other policies are available on the University website.

## EMERGENCY PROCEDURES

In the event of an emergency, students must follow the emergency procedures posted in the classrooms.