

SYLLABUS

☆ Digital Interactivity Design

Fall 2010

M 4 to 6:30 p.m.

☆ Catalog Description

Digital media design as the design of artifacts to support interactive experience. Explores the relationships between interactivity, interface design, and communication. Individual and collaborative projects geared to heighten student understanding of designing for interactivity.

☆ Course Goals

1. Understand the process of designing a targeted interactive product for a specific, defined audience.
2. Develop a working knowledge of the roles that metaphor, idiom and affordance play in the interactive process.
3. Develop a working knowledge of ways that traditional design concepts (such as color, theory, page layout, visual hierarchy, etc.) affect users interactive experience.
4. Integrate various media (such as graphics, photographs, video and audio) into an interactive application.
5. Develop collaborative and team-building skills.
6. Develop the critical and analytical knowledge needed to produce effective interactive products.
7. Explore ethical issues related to the production of interactive multimedia applications.

Software

The completion of some software tutorials is a graded component of this course and some class time will be spent learning about Flash and other software. ICOM 211, however, is not a software training course and you are ultimately responsible for acquiring the skills you need to complete the course assignments. Spending extra out-of-class lab time at the beginning of the semester is recommended.

Portable Storage

You are responsible for purchasing a portable storage device suitable for digital files produced in this class. You also need to back your files up in some manner. A computer crash or corrupted file is no excuse for not having an assignment.

STUDENT GAME BLOGS

Brandon's "Not-a-Gamer" Gaming Blog

Chelsea's Gaming Blog

Chris's Blog: The Interactive Experience

Christine's Gaming Blog

Jenna Jen-Jam James

Jon's Gaming Blog

Kaitlan Mitchell's Blog

Katie's Ramblings

Kaylee's Gamin' Blog

Keith's Game Blog (Not Law Blog)

Kenny Loves Games

Kyle's Gaming Blog

Matt's Gamer Blog

Rsfitzharris's Blog

StacyK Game Blog

POST CATEGORIES

Colloquiums

Notes from Instructor

Weekly Blog Assignments

Academic Dishonesty

Academic dishonesty (cheating) and/or plagiarism will not be tolerated. This includes the resubmission of assignments completed from another class. University rules and regulations apply.

Attendance

Attendance is required. Failure to attend class will result in a reduction of your final grade. After two absences, your grade will be lowered by a letter grade. Extraordinary circumstances will be addressed on an individual basis. Consistent participation in class discussion and activities is essential to your success in this class. You are expected to participate in prototype testing of your classmates' projects and to give useful feedback to your classmates during critiques. You should complete all readings and incorporate what you learn from those readings into your weekly blog assignments.

Colloquiums

You also are required to attend 12 digital media-related colloquiums to graduate with a digital media minor. You will attend three for this class.

Special Learning Needs

If you need course adaptations or accommodations because of a disability, have emergency medical information to share with the instructor, or if you need special arrangements in case the building must be evacuated, please notify the instructor as soon as possible.

Writing Statement

Writing performance and language proficiency are essential to the satisfactory completion of this and other Digital Media Minor courses. Student grades will reflect both criteria. This means you will be graded on your spelling, punctuation and sentence structure.

Diversity

The Digital Media Minor faculty is committed to creating an awareness of diversity issues as they relate to the society, to the workplace and to the classroom. In that spirit, you are strongly encouraged to produce projects that demonstrate the power of our community's diversity.

Grading System

Game Blog 100 points

Flash assignments 100 points

Tests 200 points

Final Project 220 points

Grading Scale

93+	A
90 – 92 %	A-
87 – 89 %	B+
83 – 86 %	B
80 – 82 %	B-
77 – 79 %	C+
73 – 76 %	C
70 – 72 %	C-
67 – 69 %	D+
63 – 66 %	D
60 – 62 %	D-
Below 60	F

DELICIOUS ACTIVITY

- [The Passively Multiplayer Online Game, PMOG](#)
- [Chore Wars :: Earning Experience Points for Housework](#)
- [Cultivated Play: Farmville I MediaCommons](#)
- [The 10th Annual Independent Games Festival](#)
- [Jay is Games - Flash and Casual Game reviews, walkthroughs, room escape games, point and click games, puzzle games and more!](#)
- [The Video Game Revolution: "Eight Myths About Video Games Debunked" by Henry Jenkins I PBS](#)
- [the DAEDALUS PROJECT: MMORPG Research, Cyberculture, MMORPG Psychology](#)
- [Today's cultish interactivity is a poor substitute for a proper public sphere I Joe Moran I Comment is free I The Guardian](#)
- [Home :: World Without Oil](#)
- [Secret Websites, Coded Messages: The New World of Immersive Games](#)
- [ARGNet: Alternate Reality Gaming Network](#)
- [Marble Hornets: A Creepy, Very Well Done ARG - The Something Awful Forums](#)
- [Geocaching - The Official Global GPS Cache Hunt Site](#)
- [Jesse Schell: When games invade real life I Video on TED.com](#)
- [Jane McGonigal: Gaming can make a better world I Video on TED.com](#)

LEAVE A REPLY

Name (Required)

E-mail (Required)

Website

Submit