

Bergen Community College
Division of Arts, Humanities & Wellness
Department of Visual Art

Course Designation, Number, and Title:
ART-298 Interactive Multimedia

Date of Most Recent Syllabus Revision: _____
Course Typically Offered: Fall X Spring X Summer _____ Every Semester _____ Other _____
Syllabus last reviewed by: BCC General Education Committee _____ Date: _____
(Most courses need review Ad Hoc Committee on Learning Assessment _____ Date: _____
by only one of the following) Curriculum Committee: _____ Date: _____

Basic Information About Course and Instructor

Semester and Year: **Spring 2011**
Course and Section Number: [e.g., ANT-101-001] **ART-298**
Meeting Times and Locations: **W-325; Thursday, 9:10-1:30**

Instructor: **Asst. Prof. Claire McConaughy**
Office Location: **W-314**
Phone: **201-447-7621**
Departmental Secretary: **Barbara Bliss 201-447-7143**
Office Hours: **(Office located in room W-314) Tu 1:30-3:30, W 8:30-9am, Th 8:30-9am and by appointment.**
Email Address: **cmcconaughy@bergen.edu**

Course Description

Official Catalog Course Description: **ART-298 Interactive Multimedia** teaches the basics of creating interactive projects for the web using select software packages. Students will create projects such as websites, animations and simple games.

List lecture hours, laboratory hours, and credits as applicable, e.g.,
 2 lectures, 2 labs, 3 credits

Prerequisites: **ART-189 or ART-197**

Student Learning Objectives: As a result of meeting the requirements in this course, students will be able to

- use the tools, interface and capabilities of Adobe Flash including ActionScript 3.0.
- critically evaluate (aesthetically and technically) your own work and the work of others.
- design and create Flash projects including websites, animations, and simple games.

Assignments are evaluated based on achievement of technical concepts, attention to detail, and originality of approach.
Class participation is evaluated based on contributions to discussions, presentation of work and group interaction.
The major assessment types utilized in this course are class discussions, graded homework assignments, and a final project.

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Means of Assessment

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Course Content

The course is intended to introduce students to creating interactive web-based projects. Therefore, the course includes the following (mandatory) components:

1. Basics of Adobe Flash.
2. Using Adobe Flash to create animation, interactive web experiences, and simple games.
3. Basics of Action Script 3.0
4. Image creation for the web using Adobe Photoshop and Adobe Illustrator.
5. Sound and video used in interactive web projects.
6. Basic design skills for the web.

Special Features of the Course (if any)

Interactive Multimedia will use Adobe Flash, Dreamweaver, Illustrator, and Photoshop CS5.

Course Texts and/or Other Study Materials

The textbook is an excellent resource and will support your learning outside of the classroom.

“Visual Quickstart Guide Flash CS5 Professional” by Katherine Ulrich; Peachpit Press

ISBN-13: 978-0321704467

ISBN-10: 0321704460

Retail price: \$34.99

A portable USB Drive with at least 2.0 GB of memory. You must back up all of your work. Approximate price \$18.00

Research, Writing, and/or Examination Requirement(s)

Students will be expected to create a minimum of six flash projects during the course of the semester. Five of them will be homework assignments and the final project will be a larger, more expanded project that includes animation and interactivity. Emphasis will also be placed on a demonstration of the student's originality and design skills.

Grading Policy

A student's final grade for the course is based primarily on his or her performance on the required work for the course (graded homework assignments and final project) and on his or her overall mastery of the material covered in the course. A student's class participation will also be evaluated, and the grade thereon will be used as a factor in determining the student's final grade for the course; but a class participation grade will count for no more than thirty percent (30%) of the final grade.

Grades follow these criteria:

A = Student whose work and work ethics display exceptional effort and care

B = Student displays good work ethic, completes assignments with thought and care

C = Average work and average effort

D = Student presents below average work and displays little effort in completing assignments

F = Student does not complete assignments and/or attend class

For final grading purposes:

- Homework and class projects 35%
- Class participation 30%
- Final project 35%

Attendance Policy

BCC Attendance Policy:

All students are expected to attend punctually every scheduled meeting of each course in which they are registered. Attendance and lateness policies and sanctions are to be determined by the instructor for each section of each course. These will be established in writing on the individual course outline. Attendance will be kept by the instructor for administrative and counseling purposes.

Append a statement on the departmental/discipline attendance policy (if any).

Append a statement on the attendance policy for the course.

Attendance will be taken during each class period. Success in a studio art class is dependent upon the student's participation in the studio activities and interaction with other students. Skill and knowledge is acquired as much by doing and participating as it is by reading and responding. This cannot occur if a student is not in class. Therefore, three unexcused absences will result in the lowering of a full letter grade at the end of the semester. Late arrivals and early departures will be noted and count as a half of an absence. Frequent absence and/or tardiness will result in the failure of the course.

Other College, Divisional, and/or Departmental Policy Statements [optional but recommended]

Student and Faculty Support Services [optional but recommended]

Student and Faculty Support Services

The Distance Learning Office – for any problems you may have accessing your online courses	Room C-334	201-612-5581 psimms@bergen.edu
Smarthinking Tutorial Service	On Line at:	www.bergen.edu/library/learning/tutor/smart/index.asp
The Tutoring Center	Room L-125	201-447-7908
The Writing Center	Room L-125	201-447-7908
The Online Writing Lab (OWL)	On Line at:	www.bergen.edu/owl
The Office of Specialized Services (for Students with Disabilities)	Room S-131	201-612-5270 www.bergen.edu/oss
The Sidney Silverman Library – Reference Desk	Room L-226	201-447-7436

Include a Course Outline and Calendar Weekly Schedule

NOTE: Weekly schedule may occasionally change. It is your responsibility to check with me or other students to get information you may have missed and to be prepared for the next class.

Week	Date	Topics Covered
WEEK 1	Jan 27	Introducing FLASH: Becoming familiar with the application: Main Timeline, Drawing tools Create an animation using shape tweens
WEEK 2	Feb 3	Animation 1: Motion Tweening, Motion Guides, Shape Tweening Multiple shape tweens, Create a banner animation Buttons
WEEK 3	Feb 10	Animation 2: Motion Tweening, Motion Guides, Shape Tweening Masking, Motion Guides and Advanced Techniques Create a insert animation 350x250 Movie Clips and adding Filters
WEEK 4	Feb 17	Library Importing image assets and file management Symbols: Graphic, Movie Clip, Button and Rollovers
WEEK 5	Feb 24	Symbols Sound
WEEK 6	Mar 3	Action Script 2.0 and 3.0 Intro Create a Slideshow Portfolio Begin Mid-term Project
WEEK 7	Mar 10	Work time for Mid Term Project
WEEK 8	Mar 17	Mid-Term Project DUE
	Mar 24	Spring Break No Class
WEEK 9	Mar 31	Action Script 3.0 Dynamic Text Intro to Game Action Scripting
WEEK 10	Apr 7	Action Script 3.0 Interactivity 1: actions on the main timeline Drawing with Action Script
WEEK 11	Apr 14	Game Action Scripting Building a Website with Flash Scenes, Layers and Sound
WEEK 12	Apr 21	TBD
WEEK 13	Apr 28	Work time for Final Interactivity Project
WEEK 14	May 5	Work time for Final Interactivity Project
WEEK 15	May 12	Final Project DUE
