



ANTELOPEVALLEY COLLEGE

**Academic Affairs
Course Outline of Record**

Academic Affairs Only

- New Course
- COR Revision 12/11/2008
- COR Update
- Pre Req/Advisories 12/11/08
- Other Changes 12/11/08
- Effective Date

COURSE SUBJECT & NUMBER: DM 105L

COURSE NAME: Interactive Media Lab (formerly MM 105L)

COURSE UNITS: .5 **COURSE HOURS:** 24 hours total

COURSE REQUISITES: *(Follow format of similar courses found in the college catalog.)*

Corequisite: Concurrent enrollment in DM 105

COURSE DESCRIPTION: *(Write a short paragraph providing an overview of topics covered. Be sure to identify target audience--transfer, major, GE, degree/certificate, etc. If repeatable, state the number of times at end of description.)*

A laboratory in support of DM 105 to provide students with the opportunity and resources to complete interactive digital media projects and practice associated software skills. (CSU, AVC) (R2) (This is a P/NP only course.)

COURSE OBJECTIVES: *(Use Bloom's taxonomy to formulate concise, performance-based measurable objectives common to all students. Objectives must be closely aligned with course content, assignments, and methods of evaluation.)*

Upon completion of course, the successful student will be able to:

1. Use industry standard software for the production of interactive digital media projects.
2. Design interactive digital media projects.
3. Search the internet and evaluate information found.

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COURSE CONTENT: *(Enter course content in terms of specific topics or a specific body of knowledge that each instructor must cover. Put topics in outline form with major and minor headings. Title 5 requires that each instructor must cover all material listed below.)*

1. Introduction to Human/Machine Interface Design
2. Adding Interactivity to the Interface
3. What works — What doesn't. - Examples of good and bad Interactive Design
4. Evaluating current trends and developments in Interactive Media
5. Pre-Production:
 - A. Storyboarding Interactive Media Projects
 - B. Generating effective navigational flowcharts for Interactive Media Projects
 - C. Managing Interactive Media Project assets
 - D. Determining appropriate delivery/distribution format
6. Production:
 - A. Using authoring software to design intuitive navigation systems
 - B. Incorporating storyboard and digital assets into Interactive Media Projects
 - C. Produce Interactive Media Projects in specific distribution formats
7. Demonstrate completed Interactive Media Project

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TYPICAL HOMEWORK ASSIGNMENTS: (Do not include in-class work, quizzes, or tests)

This information is necessary for all credit courses. Assignments should be closely related to course objectives, content, and methods of evaluation. (See sample of a “Model Outline” in the AP&P Standards & Practices handbook.) Include a range of assignments (minimum of three) from which faculty may choose when designing their syllabus.

1. Describe nature and frequency of typical reading assignments if applicable; note if any are required:

Web research and tutorials.

2. Describe nature and frequency of typical writing assignments if applicable; note if any are required:

Outlines, flowcharts and storyboards of proposed interactive menu and navigation systems.

3. Describe nature and frequency of typical computational assignments if applicable; note if any are required:

NA

4. Describe other types of homework assignments that students may be asked to complete (oral presentations; special projects; visual/performing arts; etc); note if any are required:

Complete assignments based on lecture course.

5. Describe those critical thinking skills that are derived from assignments listed above; be sure that they reflect course objectives.

6. For categories 1-4 above, describe the estimated time per week it would take a student to complete homework assignments. Title 5 uses the Carnegie formula for establishing units using a 2:1 ratio as follows: 1 hr. lecture = 2 hrs. homework; 2 hrs. lecture = 4 hrs .homework; etc. For example: reading textbook—2 hours; writing reports—3 hours.

Reading Assignments:

Writing Assignments:

Computational Assignments: NA

Other Assignments:

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METHODS OF INSTRUCTION: *(Methods must be consistent with content and appropriate to objectives; state in terms of what instructor will be doing in order to present course content to students: for example, lecture, demonstration, present audio/visual materials; facilitate group work, etc. Do not list specific instructional equipment.)*

Instructor demonstration, follow-along hands-on demonstration, audio/visual materials,
instructor class project critiques.

METHODS OF EVALUATION: *(These must be clearly related to course objectives and reflect course content and assignments in order to comply with Title 5 requirements. Describe what instructor will be looking for when evaluating various assignments and tests in order to determine whether students have met course objectives. Grades must be based on demonstrated proficiency in subject matter and determined, where appropriate, by essays, objective and essay tests, research papers or projects, problem solving exercises, or skills' demonstrations.)*

- Completion of instructor-supervised lab assignments that supplement DM 105 coursework.
- Participation in the DM lab.

Suggested Texts or other Instructional Materials *(list several when possible; include title, author, publisher, date, and latest edition.)*