Course Description

Builds on the studies completed in Interactive Design I. Focuses on advanced creative concepts of design problem solving for interactive design. Instructs students in intermediate techniques specific to web, multimedia for the web, and other interactive design products using current technology. Includes animation, audio, and interactive publication instruction. Part II of II. Lecture 2 hours. Studio instruction 2 hours. Total 4 hours per week.

General Course Purpose

Interactive Design I focuses on the creative development of interactive products, specifically addressing the unique characteristics of design for interactive technology. Incorporates applied studio solutions to interactive products with an emphasis on web pages and web-based multimedia using current technology and software. Students will apply skill sets and design principles learned in the prerequisite foundation classes.

Course Prerequisites/Co-requisites

Prerequisites are ART 121 Drawing I, ART 131 Fundamentals of Design I, ART 135 Visual Communications, ART 140 Introduction to Graphic Skills, and ART 141 Typography AND art 263 Interactive Design I. Co-requisite is ART 142 Typography II.

Course Objectives

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

- Apply advanced design theories and principles of interactive design
- Apply skills for using animation as it relates to interactive design
- Incorporate sound and other multimedia techniques into interactive design
- Design and create interactive publications
- Exhibit the project management skills, strategies, and vocabulary needed for production of effective interactive projects.
- Utilize design and production techniques using current technologies to produce portfolio-ready interactive design projects
- Seek entry-level employment in the field upon completion of the interactive design curriculum

Major Topics to be Included

- Advanced graphic design concepts from the perspective of interactive functions
- Advanced problem solving using interactivity as the solution
- Production techniques for interactive products
- Development of an interactive portfolio
- Understanding the sequential nature of interactivity
- What information architecture and hierarchy are and how to design for them
- Developing a proficiency in functional navigational design
- Use of scripting and code to create front-end web and interactive design
- Professionalism as applied to critiques and work presentation
- Development of research and technical problem solving skills for trouble-shooting different file types related to interactive design.