

NOVA COLLEGE-WIDE COURSE CONTENT SUMMARY ART 264 – INTERACTIVE DESIGN II (3 CR.)

Course Description

Builds on the studies completed in Interactive Design I. Focuses on conceptualization and problem solving for interactive design. Instructs students in intermediate techniques specific to web, multimedia for the web and other interactive design projects using current technology and standards. Includes interactive documents and experiences. 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/Corequisites

Prerequisites: ART 116, ART 121, ART 131, ART 135, ART 140, ART 141, ART 263.

Corequisite: ART 142.

Course Objectives

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

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

Major Topics to be Included

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