Minnesota State University Moorhead

GID 350: Intermediate Interactive Media

A. COURSE DESCRIPTION

Credits: 4

Lecture Hours/Week: 4

Lab Hours/Week: 0

OJT Hours/Week: *.*

Prerequisites:
This course requires the following prerequisite
    GID 250 - Introduction to Interactive Media

Corequisites: None

MnTC Goals: None

This course focuses on intermediate-level design and development of interactive media experiences through current front-end technologies. These technologies include web, mobile, handheld, and wearable and immersive devices. Subjects include planning and concept development, prototyping, user experience, design, content management, and social media. Applications and scripting languages include HTML5, CSS3, JavaScript, and streaming and embedded platforms.

B. COURSE EFFECTIVE DATES: 01/02/2021 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. Planning and design briefs
2. Site Strategy and User Experience
3. Elements and principles of design
4. Markup and Scripting languages ¿ HTML and CSSs
5. Behavior scripting ¿ JavaScript
6. Video and simple motion graphics
7. Responsive Design
8. Framework systems such as Bootstrap and jQuery
9. 360 immersive content
10. Forms and PHP

D. LEARNING OUTCOMES (General)

1. Strategize, plan, and prototype interactive experiences on a variety of mediums and devices.
2. Design and build responsive interactive experiences on a variety of mediums and devices.
3. Understand user experience principles and content anatomy as they pertain to interactive media.
4. Create compelling branded content with consideration of the elements and principles of good design.
5. Implement current frameworks and layout systems in their projects.
6. Collect user feedback via forms and introductory server scripting.
7. Integrate and embed external content such as 360 photos and video, YouTube video, and social media feeds.

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted