

COURSE IMPLEMENTATION DATE:	September 2004
COURSE REVISED IMPLEMENTATION DATE:	September 2007
COURSE TO BE REVIEWED:	May 2011
(Four years after UPAC final approval date)	(MONTH YEAR)

OFFICIAL COURSE OUTLINE INFORMATION

Students are advised to keep course outlines in personal files for future use.
Shaded headings are subject to change at the discretion of the department and the material will vary - see course syllabus available from instructor

FACULTY/DEPARTMENT:		
GD 204		3
COURSE NAME/NUMBER	FORMER COURSE NUMBER	UCFV CREDITS
	Interactive Page Design	
COURSE DESCRIPTIVE TITLE		

CALENDAR DESCRIPTION:

In this course students will be introduced to designing interactive pages for the Web. Emphasis will be placed on how to apply software tools with regard to originality, user interactivity, variables of the Internet, differing technologies, adaptation of HTML code by hand, and site organization. Diverse applications will be encouraged, from educational to commercial.

PREREQUISITES: Admission to the Graphic Design program or permission of the instructor.
Note: As of September 2009, the prerequisites will change to one of the following: GD 101, CIS 104 or above

COREQUISITES:

SYNONYMOUS COURSE(S)	SERVICE COURSE TO:
(a) Replaces: _____ (Course #)	(Department/Program)
(b) Cannot take: _____ for further credit. (Course #)	(Department/Program)

TOTAL HOURS PER TERM:	60	TRAINING DAY-BASED INSTRUCTION
STRUCTURE OF HOURS:		LENGTH OF COURSE: _____
Lectures: 35 Hrs		HOURS PER DAY: _____
Seminar: _____ Hrs		
Laboratory: 25 Hrs		
Field Experience: _____ Hrs		
Student Directed Learning: _____ Hrs		
Other (Specify): _____ Hrs		

MAXIMUM ENROLLMENT:	24
EXPECTED FREQUENCY OF COURSE OFFERINGS:	annual
WILL TRANSFER CREDIT BE REQUESTED? (lower-level courses only)	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No
WILL TRANSFER CREDIT BE REQUESTED? (upper-level requested by department)	<input type="checkbox"/> Yes <input type="checkbox"/> No
TRANSFER CREDIT EXISTS IN BCCAT TRANSFER GUIDE:	<input type="checkbox"/> Yes <input type="checkbox"/> No

AUTHORIZATION SIGNATURES:

Course Designer(s): _____ Graphic Design Faculty	Chairperson: _____ BFA Curriculum Committee
Department Head: _____ J. Nolte	Dean: _____ Eric Davis
UPAC Approval in Principle Date: _____	UPAC Final Approval Date: May 25, 2007

LEARNING OBJECTIVES / GOALS / OUTCOMES / LEARNING OUTCOMES:

Upon successful completion of the course students will be able to:

- Apply the principles and processes of interactive design
- Utilize software tools for the design of pages on the web
- Identify the interface of the software being used (e.g. Dreamweaver) and understand its advantages in relation to HTML
- Integrate forms within an HTML grammar
- Identify and use cascading style sheets
- Recognize design challenges in relation to typography on the web
- Utilize text tools
- Create and modify tables in a layout
- Create and modify frames

METHODS:

Demonstration using proxima projection
Laboratory instruction
Tutorials
Examination of source files
Project and independent study
Audiovisual materials

PRIOR LEARNING ASSESSMENT RECOGNITION (PLAR):

Credit can be awarded for this course through PLAR (Please check:) ☒ Yes ☐ No

METHODS OF OBTAINING PLAR:

Portfolio and interview.

TEXTBOOKS, REFERENCES, MATERIALS:

[Textbook selection varies by instructor. An example of texts for this course might be:]

Who's Afraid of Web Design? By Rebecca Tapley, Academic Press, 1999
Dreamweaver Mx: Design and Technology (with CD Rom) by Ethan Watrall, Sybex, 2002
How to Do Everything with Dreamweaver ® MX by Michael Meadhra, McGrawHill, 2002

SUPPLIES / MATERIALS:

Zip disks
Access to home computer and related software

STUDENT EVALUATION:

[An example of student evaluation for this course might be:]

Final project	20%
Short assignments	60%
Short tests	20%

COURSE CONTENT:

[Course content varies by instructor. An example of course content might be:]

1. Introduction to course content, introduction to design, composition, and construction of interactive page design and introduction to projects
2. Introduction to software capabilities and limitations
3. Software navigation and terminology. Introduction to HTML concepts and integration of forms within HTML page
4. and 5. Continuation of project work according to graduated outlines in preceding works; composition of simple images and consideration of sound components; implementation of site control; importing 3rd party files; building links within the page
6. Creating and modifying tools in layout.
7. and 8. Creating and modifying frames and utilizing parascript
9. and 10. Design challenges of typography on the web; utilizing text tools
11. and 12. Continuation of projects and ongoing individual critiques of work based on visual and sensory literacy
13. Presentations and group critique