

ORIGINAL COURSE IMPLEMENTATION DATE: May 2006
REVISED COURSE IMPLEMENTATION DATE: January 2019
COURSE TO BE REVIEWED (six years after UEC approval): September 2024

Course outline form version: 10/27/2017

OFFICIAL UNDERGRADUATE COURSE OUTLINE FORM

Note: The University reserves the right to amend course outlines as needed without notice.

Course Code and Number: GD 358	N	Number of Credits: 3 Course credit policy (105)				
Course Full Title: Interactive Design for Port Course Short Title: Interactive Design: Portf (Transcripts only display 30 characters. Depart	olio	recommend a	short title	if one is needed. If left b	ank, one will be assigned.)	
Faculty: Faculty of Humanities	С	Department (or program if no department): Graphic + Digital Design				
Calendar Description:		Doparament (e. program in no apparament) enapime : Digital Design				
An introduction to current trends in web visua management systems (CMS) through the des					d open-source content	
Prerequisites (or NONE):	GD 204 or C	GD 204 or CIS 145.				
Corequisites (if applicable, or NONE):	None					
Pre/corequisites (if applicable, or NONE): None						
Antirequisite Courses (Cannot be taken for additional credit.) Former course code/number: Cross-listed with: Dual-listed with: Equivalent course(s): (If offered in the previous five years, antirequisite course(s) will be included in the calendar description as a note that students with credit for the antirequisite course(s) cannot take this course for further credit.) Typical Structure of Instructional Hours Lecture/seminar hours 15 Supervised laboratory hours Experiential (field experience, practicum, internship, etc.) Supervised online activities			Special Topics This course is offered with different topics: No Yes (Double-click on box to select it as checked.) If yes, different lettered courses may be taken for credit: No Yes, repeat(s) Yes, no limit (The specific topic will be recorded when offered.) Transfer Credit Transfer credit already exists: (See bctransferguide.ca.) No Yes Submit revised outline for rearticulation: No Yes (If yes, fill in transfer credit form.) Grading System Letter Grades ☐ Credit/No Credit			
Other contact hours:	T.4.11		Expect	ed Frequency of Cours	e Offerings:	
Labs to be scheduled independent of lecture hours: No Yes			Annually (Every semester, Fall only, annually, every other Fall, etc.)			
Department / Program Head or Director: Karin Jager				Date approved:	February 2018	
Faculty Council approval				Date approved:	March 2018	
Dean/Associate VP: Jacqueline Nolte				Date approved:	March 2018	
Campus-Wide Consultation (CWC)				Date of posting:		
Undergraduate Education Committee (UEC) approval				Date of meeting:	September 28, 2018	

Learning Outcomes:

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

- Create a portfolio website that focusses on personal strengths and accomplishments
- Design a digital experience that reflects a personal brand narrative
- Refine existing interactive design projects to a portfolio level standard
- Create visual and written content using industry best practices
- Install, customize, and deploy multiple open-source content management system (CMS)
- Assess a variety of content management systems (CMS) and describe the pros and cons of each.
- Integrate and research appropriate CMS plugins to increase website functionality
- Implement the different requirements for mobile platforms (smartphones/tablets)
- Customize a CMS child theme with basic concept in server-side scripting technology
- Integrate forms, video, Google maps, image carousel and other interactive documents
- Strategize the skill-sets needed to plan, design, and produce a variety of web sites
- Optimize the brand narrative experience in multi-screen platforms for effective visual communication

Prior Learning Assessment and Recognition (PLAR) ☑ Yes ☐ No, PLAR cannot be awarded for this course because						
Typical Instructional Methods (Guest lecturers, presentations, online instruction, field trips, etc.; may vary at department's discretion.) Lecturing, demonstrations, production workshops, self-directed content development, out-of-class production, on-line instruction, and digital presentations.						
NOTE: The following sections may vary by instructor. Please see course syllabus available from the instructor.						
Typical Taytic) and Decayee Materials //fr may appeal is required, download Symplemental Tayte and Decayee Materials form						

Typical Text(s) and Resource materials (if more space is required, download Supplemental Texts and Resource materials form.)							
	Author (surname, initials)	Title (article, book, journal, etc.)	Current ed. Publisher	Year			
1.	Subscription to Lynda.com						
2.		https://wordpress.org/					
3.		https://www.squarespace.com/					
4.		https://www.wix.com/					
Re	Required Additional Supplies and Materials (Software, hardware, tools, specialized clothing, etc.)						
Δn	onle computer flash drive Adob	ne CS - current edition					

Apple computer, hash drive, Adobe C3 - current edition								
Typical Evaluation Methods and Weighting								
Final exam:	%	Assignments:	60%	Portfolio:	40%	Total:	100%	

Details (if necessary): Some graphic and digital design program capstone requirements will be met with a successful industry and academic assessment of the online portfolio project.

Typical Course Content and Topics

Weeks 1 to 2

Current and emerging trends in both web and experience design

An analysis of digital portfolios. Defining your brand narrative and planning a portfolio site. Revisiting interactive design projects and discussing portfolio level standards.

Project 1: Project audit

Weeks 3 to 5

Evaluating various content management systems and uses. Install WordPress and review dashboard settings, edit/delete/add pages, menus, images and content.

Customizing WordPress using themes, widgets and plugins. Integrating contact forms, video, google maps. Review WordPress Codex. Project 2: Building a WordPress Website

Weeks 6 to 7

Exploring additional CMS systems such as Adobe Portfolio, WIX, and Square Space. Assessing the pros and cons of different CMS system. Integrating interactive elements such as image gallery, videos, social media, forms in various CMS. Exercises: Deploy web applications in Adobe Portfolio, WIX and Square Space.

Weeks 8 to 13

Building a portfolio website using a CMS system. Testing and debugging on multiple digital screens such as tablet/smart phones. Integrating web typography standards in CMS.

Project 3: Portfolio Site