

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		Number of Credits: 3 Course credit policy (105)													
Course Full Title: Interactive Design for Portfolio Course Short Title: Interactive Design: Portfolio															
Faculty: Faculty of Humanities		Department (or program if no department): Graphic and Digital Design													
Calendar Description: Examines current web, interactive, and experience design trends for screen-based media. Students design a portfolio website or expand on portfolio project(s) and create a case study for a design project intended for an online portfolio.															
Prerequisites (or NONE):		GD 202 and one of GD 204 or CIS 145.													
Corequisites (if applicable, or NONE):		None.													
Pre/corequisites (if applicable, or NONE):		None.													
Antirequisite Courses <i>(Cannot be taken for additional credit.)</i> Former course code/number: GD 258 Cross-listed with: Equivalent course(s): <i>(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.)</i>		Course Details Special Topics course: No <i>(If yes, the course will be offered under different letter designations representing different topics.)</i> Directed Study course: No <i>(See policy 207 for more information.)</i> Grading System: Letter grades Delivery Mode: May be offered in multiple delivery modes Expected frequency: Twice per year Maximum enrolment (for information only): 24													
Typical Structure of Instructional Hours <table border="1"> <tr> <td>Lecture/seminar</td> <td>30</td> </tr> <tr> <td>Tutorials/workshops</td> <td>15</td> </tr> <tr> <td>Supervised laboratory hours (computer lab)</td> <td>15</td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td>Total hours</td> <td>60</td> </tr> </table>		Lecture/seminar	30	Tutorials/workshops	15	Supervised laboratory hours (computer lab)	15					Total hours	60	Prior Learning Assessment and Recognition (PLAR) PLAR is available for this course.	
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Tutorials/workshops	15														
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Total hours	60														
Scheduled Laboratory Hours Labs to be scheduled independent of lecture hours: <input checked="" type="checkbox"/> No <input type="checkbox"/> Yes		Transfer Credit <i>(See bctransferguide.ca.)</i> Transfer credit already exists: Yes Submit outline for (re)articulation: No <i>(If yes, fill in transfer credit form.)</i>													
Department approval		Date of meeting: March 2023													
Faculty Council approval		Date of meeting: September 15, 2023													
Undergraduate Education Committee (UEC) approval		Date of meeting: November 24, 2023													

Learning Outcomes *(These should contribute to students' ability to meet program outcomes and thus Institutional Learning Outcomes.)*

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

1. Implement visual design principles for a screen-based experience.
2. Refine a personal existing design project or create new interactive design projects to a portfolio-level standard.
3. Create visual and written content using industry practices.
4. Construct a professional mock-up site using prototype tools.
5. Assess a variety of content management systems (CMS).
6. Communicate reasoning behind web design solutions through a written and oral case study.
7. Design a visual experience for mobile platforms.

Recommended Evaluation Methods and Weighting *(Evaluation should align to learning outcomes.)*

Project:	100%	%	%
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Details:

Two major projects and weekly in-class projects and presentations.

50% Project 1 – Interactive project

30% Project 2 – Case study

20% Weekly in-class project work

NOTE: The following sections may vary by instructor. Please see course syllabus available from the instructor.

Texts and Resource Materials *(Include online resources and Indigenous knowledge sources. [Open Educational Resources](#) (OER) should be included whenever possible. If more space is required, use the [Supplemental Texts and Resource Materials form](#).)*

Type	Author or description	Title and publication/access details	Year
1. Textbook	Pratt, Andy	Interactive Design: An Introduction to the Theory and Application of User-Centered Design	2012
2. Online resource	Burns, Ben	The complete Case Study, The Future	2018
3. Online resource		LinkedIn Learning	
4. Online resource	Hassall, Raylene	Centre for Inclusive Design: User Testing with First Nations – A Design Guide	N/D

Required Additional Supplies and Materials *(Software, hardware, tools, specialized clothing, etc.)*

Macintosh computer, Adobe CS

Course Content and Topics

Current and emerging trends in both web and experience design:

- An analysis of digital portfolios and portfolio-level interactive projects.
- Define the purpose of an interactive project and establish user goals.
- Discuss accessibility, equity, and inclusion with interactive projects.
- Develop a creative brief for a major interactive project or portfolio website.
- Develop user personas and consider diverse representation.
- Project 1 – Portfolio site or major interactive project

Research applications and tools for development:

- Create site map, wireframes, and style guide.
- Do a competitive analysis of similar apps or websites.
- Source and create content employing appropriate writing techniques for web content.
- Gather information for a case study.

Project 2 – Case Study

Research methods to create a functioning prototype:

- Explore industry-standard prototyping tools.
- Create a functioning prototype.
- Read: Users, developers, and accessibility article. Develop a usability test with accessibility and inclusion as driving factors in your goals.
- Design the case study for the appropriate platform.

Evaluate various content management systems and uses:

- Assessing the pros and cons of different web applications and CMS tools.
- Integrating and testing interactive elements.
- Conduct testing on multiple screens with appropriate users.
- Present final work through oral presentation.