



COURSE IMPLEMENTATION DATE: September 2004
 COURSE REVISED IMPLEMENTATION DATE: September 2013
 COURSE TO BE REVIEWED: September 2019
(four years after UPAC approval) *(month, year)*

OFFICIAL UNDERGRADUATE 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 – see course syllabus available from instructor

GD 204	College of Arts – Graphic Design	3
COURSE NAME/NUMBER	FACULTY/DEPARTMENT	UFV CREDITS
Interactive Design II		
COURSE DESCRIPTIVE TITLE		

CALENDAR DESCRIPTION:

In this course students will be introduced to designing interactive pages for the Web. Emphasis will be on the role of the designer in the creation of websites using a professional web-authoring tool.

PREREQUISITES: GD 202
 COREQUISITES:
 PRE or COREQUIS

SYNONYMOUS COURSE(S):

- (a) Replaces: _____
- (b) Cross-listed with: _____
- (c) Cannot take: _____ for further credit.

SERVICE COURSE TO: *(department/program)*

TOTAL HOURS PER TERM: 60

STRUCTURE OF HOURS:

Lectures:	<u>30</u>	Hrs
Seminar:		Hrs
Laboratory:	<u>20</u>	Hrs
Field experience:		Hrs
Student directed learning:	<u>10</u>	Hrs
Other (specify):		Hrs

TRAINING DAY-BASED INSTRUCTION:

Length of course: _____
 Hours per day: _____

OTHER:

Maximum enrolment: 24
 Expected frequency of course offerings: annually
(every semester, annually, every other year, etc.)

WILL TRANSFER CREDIT BE REQUESTED? (lower-level courses only) Yes No
 WILL TRANSFER CREDIT BE REQUESTED? (upper-level requested by department) Yes No
 TRANSFER CREDIT EXISTS IN BCCAT TRANSFER GUIDE: Yes No

Course designer(s): <u>Graphic Design Faculty</u>	Date approved: <u>March 1, 2013</u>
Department Head: <u>Tetsuomi Anzai</u>	Date of meeting: _____
Campus Wide Consultation (CWC)	Date approved: _____
Curriculum Committee chair: <u>Tetsuomi Anzai</u>	Date approved: _____
Dean/Associate VP: <u>Jacqueline Nolte</u>	Date of meeting: <u>April 26, 2013</u>
Undergraduate Education Committee (UEC) approval	

LEARNING OUTCOMES:

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

- Apply the principles and processes of interactive design
- Use professional site authoring tools
- Identify the interface of the software being used
- Integrate forms and other interactive documents
- Identify and use cascading style sheets
- Recognize design challenges in relation to typography on the web
- Utilize text tools

Create, manage, and modify a website using current web standards

METHODS: (Guest lecturers, presentations, online instruction, field trips, etc.)

Laboratory instruction

Lecture

Tutorials

Examination of source files

Project and independent study

Audiovisual materials

METHODS OF OBTAINING PRIOR LEARNING ASSESSMENT RECOGNITION (PLAR):

Examination(s) Portfolio assessment Interview(s)

Other (specify):

PLAR cannot be awarded for this course for the following reason(s):

TEXTBOOKS, REFERENCES, MATERIALS: [Textbook selection varies by instructor. An example of texts might be:]

Mulaczyk, Marek. *Build websites that work with Adobe Dreamweaver CS5*, Sai Training, 2011.

Subscription to Lynda.com

SUPPLIES / MATERIALS:

Adobe CS current edition

Portable media storage,

Macintosh computer

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: design, composition, and construction of interactive page design. 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