

## OFFICIAL UNDERGRADUATE COURSE OUTLINE FORM

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

<b>Course Code and Number:</b> GD 204		<b>Number of Credits:</b> 3 <a href="#">Course credit policy (105)</a>																	
<b>Course Full Title:</b> Interactive Design II																			
<b>Course Short Title (if title exceeds 30 characters):</b>																			
<b>Faculty:</b> Faculty of Humanities		<b>Department (or program if no department):</b> Graphic Design																	
<b>Calendar Description:</b> Introduction to designing interactive and responsive pages for the web. Emphasis is on current industry standards and the role of the designer in the creation of websites using a professional web-authoring tool. Note: This course uses tools and technology that vary according to current industry practice.																			
<b>Prerequisites (or NONE):</b>		GD 202.																	
<b>Corequisites (if applicable, or NONE):</b>																			
<b>Pre/corequisites (if applicable, or NONE):</b>																			
<b>Equivalent Courses (cannot be taken for additional credit)</b> Former course code/number: Cross-listed with: Equivalent course(s): <i>Note: Equivalent course(s) should be included in the calendar description by way of a note that students with credit for the equivalent course(s) cannot take this course for further credit.</i>		<b>Transfer Credit</b> Transfer credit already exists: <input checked="" type="checkbox"/> Yes <input type="checkbox"/> No Transfer credit requested (OREg to submit to BCCAT): <input checked="" type="checkbox"/> Yes <input type="checkbox"/> No (if yes, fill in transfer credit form) Resubmit revised outline for articulation: X Yes <input type="checkbox"/> No To find out how this course transfers, see <a href="http://bctransferguide.ca">bctransferguide.ca</a> .																	
<b>Total Hours: 60</b> <b>Typical structure of instructional hours:</b>		<b>Special Topics</b> Will the course be offered with different topics? <input type="checkbox"/> Yes <input checked="" type="checkbox"/> No If yes, different lettered courses may be taken for credit: <input type="checkbox"/> No <input type="checkbox"/> Yes, repeat(s) <input type="checkbox"/> Yes, no limit <i>Note: The specific topic will be recorded when offered.</i>																	
<table border="1"> <tr> <td>Lecture hours</td> <td>30</td> </tr> <tr> <td>Seminars/tutorials/workshops</td> <td>10</td> </tr> <tr> <td>Laboratory hours</td> <td>20</td> </tr> <tr> <td>Field experience hours</td> <td></td> </tr> <tr> <td>Experiential (practicum, internship, etc.)</td> <td></td> </tr> <tr> <td>Online learning activities</td> <td></td> </tr> <tr> <td>Other contact hours:</td> <td></td> </tr> <tr> <td><b>Total</b></td> <td><b>60</b></td> </tr> </table>		Lecture hours	30	Seminars/tutorials/workshops	10	Laboratory hours	20	Field experience hours		Experiential (practicum, internship, etc.)		Online learning activities		Other contact hours:		<b>Total</b>	<b>60</b>	<b>Maximum enrolment (for information only):</b> 24 <b>Expected frequency of course offerings (every semester, annually, every other year, etc.):</b> Annually	
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<b>Department / Program Head or Director:</b> Karin Jager		<b>Date approved:</b> October 1, 2015																	
<b>Faculty Council approval</b>		<b>Date approved:</b> November 2015																	
<b>Campus-Wide Consultation (CWC)</b>		<b>Date of posting:</b> n/a																	
<b>Dean/Associate VP:</b> Jacqueline Nolte		<b>Date approved:</b> November 2015																	
<b>Undergraduate Education Committee (UEC) approval</b>		<b>Date of meeting:</b> January 29, 2016																	

**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
- Apply HTML5, CSS3, and JavaScript in front-end development
- Develop basic responsive web design (RWD) with the appropriate interface software
- Describe the different layouts and constraints to consider when building an interactive document for various online platforms
- Identify practices of responsive web design using advanced cascading style sheets
- Implement appropriate testing strategies for online platforms and develop web design solutions based on the results
- Utilize text tools
- Create, manage, and modify a website using current web standards

**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)**

Laboratory instruction, Lecture, Tutorials, Examination of source files, Project and independent study, Audiovisual materials

**Grading system:** Letter Grades:  Credit/No Credit:  Labs to be scheduled independent of lecture hours: Yes  No

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

**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.	Mulaczyk, Marek	<i>Build websites that work with Adobe Dreamweaver CS5</i>	<input type="checkbox"/>	Sai Training	2011
2.		Subscription to Lynda.com	<input type="checkbox"/>		
3.			<input type="checkbox"/>		
4.			<input type="checkbox"/>		
5.			<input type="checkbox"/>		

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

Macintosh computer, Flash drive, Adobe CC current edition

**Typical Evaluation Methods and Weighting**

Final exam:	%	Assignments:	80%	Midterm exam:	%	Practicum:	%
Quizzes/tests:	20%	Lab work:	%	Field experience:	%	Shop work:	%
Other:	%	Other:	%	Other:	%	Total:	100%

**Details (if necessary):**

**Typical Course Content and Topics**

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. & 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. & 8. Creating and modifying frames and utilizing parascript
9. & 10. Design challenges of typography on the web; utilizing text tools
11. & 12. Continuation of projects and ongoing individual critiques of work based on visual and sensory literacy
13. Presentations and group critique