

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 (if title exceeds 30 characters):																			
Faculty: Faculty of Humanities		Department (or program if no department): Graphic Design																	
Calendar Description: Design and development of an interactive portfolio for digital screens. Students will be introduced to current trends in web visual and experience design, front- and back-end development, and open-source content management systems (CMS). Note: This course uses tools and technology that adapt according to current industry practice.																			
Prerequisites (or NONE):		CIS 145 or GD 204.																	
Corequisites (if applicable, or NONE):																			
Pre/corequisites (if applicable, or NONE):																			
Equivalent Courses (cannot be taken for additional credit) 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>		Transfer Credit Transfer credit already exists: <input type="checkbox"/> Yes <input checked="" type="checkbox"/> No Transfer credit requested (OREg to submit to BCCAT): <input type="checkbox"/> Yes <input checked="" type="checkbox"/> No (if yes, fill in transfer credit form) Resubmit revised outline for articulation: <input type="checkbox"/> Yes <input type="checkbox"/> No To find out how this course transfers, see bctransferguide.ca .																	
Total Hours: 60 Typical structure of instructional hours:		Special Topics Will the course be offered with different topics? <input type="checkbox"/> Yes <input 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>15</td></tr> <tr><td>Laboratory hours</td><td>15</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>Total</td><td>60</td></tr> </table>		Lecture hours	30	Seminars/tutorials/workshops	15	Laboratory hours	15	Field experience hours		Experiential (practicum, internship, etc.)		Online learning activities		Other contact hours:		Total	60	Maximum enrolment (for information only): 24 Expected frequency of course offerings (every semester, annually, every other year, etc.): Annually	
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Department / Program Head or Director: Karin Jager		Date approved: October 1, 2015																	
Faculty Council approval		Date approved: June 3, 2016																	
Campus-Wide Consultation (CWC)		Date of posting: July 29, 2016																	
Dean/Associate VP: Jacqueline Nolte		Date approved: June 3, 2016																	
Undergraduate Education Committee (UEC) approval		Date of meeting: September 30, 2016																	

Learning Outcomes

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

- Integrate and research appropriate CMS plugins for increase website functionality
- Implement the different requirements for mobile platforms (smartphones/tablets)
- Customize a CMS child theme with basic concepts in server-side scripting technology
- Integrate forms, video, image carousel and other interactive documents
- Define the role of server-side scripting and databases in back-end development
- Strategize the skill-sets needed to plan, design, and produce a variety of web sites
- Plan, design, and produce a portfolio web site
- Install, customize, and deploy an open-source content management system (CMS)

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.

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.	Subscription to Lynda.com	<input type="checkbox"/>		
2.		<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 CS current edition

Typical Evaluation Methods and Weighting

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

Details (if necessary):

Typical Course Content and Topics**Weeks 1 to 2**

Current and emerging trends in both web and experience design
Designer versus developer
An analysis of digital portfolios

Weeks 3 to 5

Designing a digital portfolio

Weeks 6 to 7

Front-end technologies: Spry library of widgets and effects; JQuery library and jQuery UI plugins
Back-end technologies: Development platforms

Weeks 8 to 13

Content Management Systems (CMS)
Customizing CMS