COURSE TITLE: Interactive Web Design I
COURSE NUMBER: DSN 325

I. MAJOR INSTRUCTIONAL GOALS:

GOAL A: The student will demonstrate educational and professional responsibility

Learning Outcomes: The student will:

A-1 Make every effort to submit original, personally-created project(s).
A-2 Meet deadlines by having all assignments completed by specified dates
A-3 Keep to task during class
A-4 Maintain proper attendance in this class: avoiding absences, tardiness or early dismissals
A-5 Follow directions by completing assignments
A-6 Use independent research and development to go beyond the class instruction
A-7 Provide proper documentation and permissions for all sources used within a project
A-8 Demonstrate a cooperative attitude with students and instructor

GOAL B: The student will demonstrate an understanding of multimedia elements and the steps needed to create an interactive project

Learning Outcomes: The student will:

B-1 Create a flowchart outlining the logic of an interactive project
B-2 Create storyboards depicting the design of an interactive project
B-3 Create a prototype of a self-created interactive multimedia project
B-4 Present a completed self-created interactive multimedia project emphasizing the software application taught at Wilmington University
B-5 Complete an examination demonstrating knowledge of interactive authoring terminology, interface and processes

GOAL C: Students will demonstrate an advanced working knowledge of the authoring program that is currently taught at WC (with specifics outlined in the supplemental objectives, the student will demonstrate his/her working knowledge of and/or ability to describe:

Learning Outcomes: The student will:

C-1 The basic drawing elements of the application software
C-2 The basic elements of creating and working with symbols
C-3 The selected, specific scripting codes used to create an interactive project as outlined in
the supplemental objectives
C-4. The basic elements of trouble-shooting errors in code within the interactive project
C-5. The elements that are addressed when publishing

GOAL D: Students will author an interactive project employing the appropriate authoring
program, specifically the version of Macromedia’s Flash currently taught at the University

Learning Outcomes: The student will:

D-1 Demonstrate proper utilization of multimedia elements as he/she plans, designs and
executes the interactive project
D-2. Integrate principles of graphic design
D-3. Integrate principles of user-interface design
D-4. Integrate the principles of audio production
D-5. Integrate the principles of image/video production
D-6. Integrate the principles related to other included element

II. CLASS PARTICIPATION:

Students are expected to attend class and participate actively and in a positive way. Questions and
relevant observations are encouraged and enrich the experience of the entire class.

Computers in the classrooms are intended to be used as tools to enhance the students' learning
experience. Instant messaging, gaming, emailing, and surfing the web are distractions to the
student, the surrounding students, and the instructor and constitute inappropriate behavior.
Students are ethically obliged to avoid these and similar practices.

External Storage Requirement:
Students are required to supply their own external storage (i.e., SD card, external hard drive, etc.)
See Course Blackboard for instructor’s directive for your course. Memory cards are NOT
supplied with cameras and video equipment.