COURSE OUTLINE
(SUBJECT TO REVISION)

WEEK 1   JANUARY 23

Lecture   Overview of class, syllabus and materials

Lab   In-class exercise: Dreamweaver skills test

LinkedIn   CSS: ANIMATION Val Head
*Learning**   *for week 2 Chapter 1 (vids 1, 3) – viewing time 8:30*

WEEK 2   JANUARY 30

Lecture | External Style Sheets
Demo   Reset.css
             CSS Transitions & Transformations

Lab   In-class assignment

Assigned   Project 1 CSS Dropdown Menus & Sprites

LinkedIn   CSS: STYLING NAVIGATION James Williamson
Learning   *for week 3 Chapter 1 (vids 1,3,4); Chapter 2 (vids 2-3); Chapter 3 (vids 1-7);*
             Chapter 4 (vids 1-7) – viewing time 1:41:08

WEEK 3   FEBRUARY 6

Lecture | CSS Horizontal Menu & Sprites
Demo

Lab   In-class assignment

Due   Domain & Web Hosting

LinkedIn   CSS: STYLING NAVIGATION James Williamson
Learning   *for week 4 Chapter 5 (vids 1-8) – viewing time 39:55*

WEEK 4   FEBRUARY 13

Lecture | Building CSS Dropdown Menu
Demo

Lab   Work session | Project 1

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*LinkedInLearning.com (formerly known as lynda.com) is available through your student portal.

WEEK 5	FEBRUARY 20
Due	Project 1
Lecture | Demo	Flexible + Responsive design @media queries
Lab	In-class assignment
Assigned	Project 2 Responsive Website

LinkedIn Learning	CREATING A RESPONSIVE WEB DESIGN Chris Converse *for week 6 Chapter 1 (vid 2); Chapter 2 (vids 1, 3-4, 6-8); Chapter 3 (vid 1) – viewing time 36:39*

WEEK 6	FEBRUARY 27
Due	Project 2 Roughs *(crit)*
Lecture | Demo	Creating wireframes for responsive web pages Making a web page responsive
Lab	In-class assignment

LinkedIn Learning	CREATING A RESPONSIVE WEB DESIGN Chris Converse *for week 7 Chapter 4 (vids 1-3); Chapter 5 (vids 1-3) – viewing time 28:21*

WEEK 7	MARCH 5
Due	Project 2 Wireframes & Comps
Lab	Work session | Project 2

WEEK 8	MARCH 12
Lab	Work session | Project 2

LinkedIn Learning	DESIGN THE WEB: HTML BACKGROUND VIDEO Chris Converse *for week 9 Entire course – viewing time 28:35*

WEEK 9	MARCH 19
Due	Project 2
Lecture | Demo	Responsive Video
Lab	In-class assignment
Assigned	Project 3 Responsive Museum Homepage

WEEK 10   MARCH 26

Due   Project 3 Roughs *(crit)*

Lab   Work session | Project 3

WEEK 11   APRIL 9

Due   Project 3 Comps + Wireframes *(crit)*

Lab   Work session | Project 3

WEEK 12   APRIL 16

Due   Project 3 *(crit)*

Lecture | Demo   Portfolio Websites

Lab   In-class assignment

Assigned   Project 4 Portfolio Site

WEEK 13   APRIL 23

Due   Project 4 Roughs *(crit)*

Lecture | Demo   Parallax jQuery

Lab   Work session | Project 4

WEEK 14   APRIL 30

Due   Project 4 Comp + Wireframe *(crit)*

Lab   In-class assignment

WEEK 15   MAY 7

Lab   Work session | Project 4

WEEK 16   MAY 14

Due   Project 4 *(crit)*

FINAL   1:00 – 2:50 pm

COURSE INFORMATION

WHO IS RON ROMAIN – AND HOW CAN I FIND HIM?

I have been teaching design and digital media for 35+ years – for the past 19 years in the CSUF Comm department. Outside of academia, I've been a Visual Communicator for almost 40 years (yikes!). I'm a big believer in good, professional communication. Here's how you can reach me:

e-mail ronromain@fullerton.edu | cell 714.673.9365 *(preferred)* | office 657-278-3587

Office Hours | CP460-22

Monday 1 – 3:30 pm | Tuesday 1 – 3:30 pm | Thursday 1 – 2 pm

COURSE DESCRIPTION & OBJECTIVE

Advanced Interactive Media Design explores interactive media design for various platforms and design topics such as interactive narratives, experience design, usability and accessibility, and productive interaction. Students will learn to use current interactive media protocols to develop projects for interactive audiences.

The objective of this course is to build upon the skills you developed in Comm 380. We will create websites with greater user interactivity, that are responsive to the user's viewport (screen size), and that utilize the latest tools available through Adobe Dreamweaver (such as Bootstrap and jQuery UI widgets). But let me be clear: *This is a visual communication class.* While we will be utilizing the latest in industry-standard web development tools, our primary goal will be to effectively solve communication problems in as unique and effective a manner as possible.

COURSE LEARNING OUTCOMES

1   Create interactive media projects using advanced programming languages and/or software (as technology changes rapidly, a few examples of what this could imply include: HTML, XML, CSS, javaScript, jQuery, etc.)

2   Create and distribute graphic media that takes into account the limitations of electronic viewing devices

3   Demonstrate an awareness of the cultural and technical implications of new technologies in the realm of interactive media design

4   Articulate the psychological, cultural, social, economic, and political relationships that have brought about the development of "cyber-society."

   (For Graduate Students) Describe the field of visual communications as it relates to interactive media design.

DEPARTMENT OF COMMUNICATIONS LEARNING OUTCOMES

Each of the five subject concentrations offers students a different type of preparation for a communications career. All concentrations are similar in that their ultimate goal is to allow the development of graduates who are articulate, intelligent citizens who can think critically and communicate effectively. Learning Outcomes have been established to verify that our graduates are prepared for the realities they will face as communicators in the 21st Century. To view those Learning Outcomes, click HERE

EXACTLY WHAT WILL YOU DO IN THIS CLASS?

- Become a more powerful user of Adobe Dreamweaver.
- Create dynamic transitions and transformations using CSS.
- Implement the latest features and standards of HTML and CSS.
- Create a dropdown menu using CSS and Sprite images.
- Create responsive web pages through use of @media queries.
- Learn how to create a simple parallax web page.
- Create a Web Portfolio just in time for graduation.

WHAT I EXPECT FROM YOU IN THIS CLASS

Most importantly, I expect you to care. To treat this class as what it is: A valuable resource that will serve you well in your future career. I also expect you to be professional. We will certainly have a lot of fun in this class, but what I bring into the classroom - as someone who uses these applications and technologies in my business - is a touch of real life. Treat this class as you would your job. Good communication is key. Finally, I expect what all teachers expect of their students: To want to learn. And to work hard in the process.

MATERIALS

- *Not required, but strongly Recommended*: CSUF student license for Adobe Creative Cloud (CC) Visit www.fullerton.edu/it/students/software/adobe/ It's FREE!
- Text: *None (but you have to watch some videos - it's for your own good)*
- Digital storage device (usb thumb drive or external hard drive)
- Second digital storage device or cloud-based storage (STRONGLY recommended)
- Purchase of Domain name and Web Hosting

PREREQUISITE Comm 380 Interactive Media Design

COURSE REQUIREMENTS + ATTENDANCE

ATTENDANCE: This course consists of both lecture and lab periods. Students are expected to attend both the lecture and lab portions of the class. I will pass around a sign-in sheet at the beginning of each lecture period.
TARDIES: I also keep track of tardies. Occasionally being late can happen to any of us (myself included), but chronic tardiness is not acceptable and will affect your grade.
COURSE REQUIREMENTS: In addition to the lectures, labs and reading assignments, considerable outside work (on average three to four, or more, hours per class meeting) is necessary to complete the class assignments. Also note that all images and designs must be your own original work unless stipulated otherwise. All work must be executed during the current semester.

LATE ASSIGNMENTS

Are *not accepted* without prior permission. You must receive permission prior to the class in which the assignment is due. Much as you would need to explain to the client why you would be missing a meeting or a deadline prior to that meeting or deadline. Your client would expect a good, verifiable reason. As will I.

EXTRA CREDIT There is no extra credit.

GRADING

- Each project, project step and in-class assignment will have a point value. You will be notified of the point value when assigned.
- I do not utilize plus/minus grading. At semester's end, I will determine your grade based on the percentage of points you've earned relative to the total points possible. Grades to be determined as follows: A= 90%+ B= 80%+ C= 70%+ D= 60%+ F= less than 60%

SOME CLASSROOM RULES

- Computers must be turned off or in 'sleep' mode during critiques and lectures; students caught messaging, browsing, typing, or otherwise being distracted by the computer during critiques and lectures will be given one warning and then asked to leave.
- Critiques include yielding constructive feedback to your peers based on aesthetic, conceptual and technical aspects of their work. Students are required to participate in this process, but should be sensitive to the ego and understanding of their peers.
- Students will turn off their cell phones before entering the classroom.
- There is no food allowed in the lab. Drinks: Only bottled water (with cap) set on the floor.
- During demos and labs, remember that students learn at varying rates. Please be patient.

IMPORTANT UNIVERSITY INFORMATION AND STUDENT POLICIES

Click here to read about the following policies Students with Special Needs; Academic Dishonesty Policy; Emergency Preparedness; Library Support; Final Exams Schedule; University Learning Goals (Undergraduate, Graduate, and General Education); Degree Program Learning Outcomes.