art 4909 | interactive design 2
online + some Saturdays 9am – 12 noon

Description:
Interactive Design 2 is an advanced course of the graphic design program at umd. This course addresses graphic design knowledge and technique in conceiving, developing, and producing interactive media work. Specifically, this course addresses working knowledge of Dreamweaver and Flash, a multimedia authoring program that allows users to create dynamic and interactive works of communication.

Course Objectives
• By listening to the instructor in the presentation of tutorials related to the course software, completing the tutorials, and developing the homework and class assignments, and a major course project, you are expected to demonstrate the following at the end of the course:
  • strong technical skills
  • good understanding of graphic design principles applied to digital environments
  • good understanding of visual communication through solving creative and technical exercises

Online
http://moodle.umn.edu

This syllabi is in transition and changes may be made during the Semester.

Textbook(s)

Required:


Recommended:
Web Standards Solutions
The Web Designer’s Idea Book

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Grading Policy

Grades will be determined by a student’s performance on class assignments and participation in critiques and class activities. Grades will be based on the completion of the assignments and the learning criteria, the adherence to and execution of the design objectives, good craftsmanship and thorough process documentation. Projects will be given a letter grade based on the + or - system.

A. Excellent
This is usually work done by a highly motivated student meeting all or most of the performance criteria as set forth by the problem. Design process is excellent, and is well documented. In order to earn an “A” for the course students must earn “excellent” marks on every assignment and have superior craftsmanship.

B. Good
This work is above average but lacks the qualities that give it the stamp of excellence. It shows better than average design sensitivity.

C. Satisfactory
This work is merely average. Work is handed in on time and has fulfilled the requirements for the project, but it lacks strong visual interest and thoughtful and imaginative research.

D. Poor
Below Average. This work is handed in on time, but is lacking in many or most areas which show any understanding of assignment objectives.

F. Unacceptable
Work that is not handed in on time or is so despicable as to be an affront to design sensibilities.

Finally, a project may not be redone for a higher grade. Students are encouraged to try the assignment again if they did not do well to improve their portfolio. However, the project will not be re-graded. Therefore, take in-process critiques and final deadlines seriously.

Punctuality Policy
There will be no allowance for late presentations or assignments. A written explanation is required if a due date is missed due to illness or other issues. The instructor will accept late individual assignments, but the grades will be reduced by one letter grade for each class day they are late. Discuss concerns with the instructor in advance so the instructor can anticipate problems and act accordingly. Online Due dates will be adhered to. This means if something is due BY Friday, it is due before Friday starts (i.e. 11:59pm Thursday).

Attendance Policy
Students are expected to attend all class meetings as scheduled. Arriving to class late or leaving early on lab days will be considered as 1/3 absence. If you have a personal problem of any type that requires you miss class more than two times, you must discuss this with the instructor. Written explanations via email are encouraged. Online portion requires logging in and participating online at least 3 days a week.

Communication Policy
There are times when the instructor will need to reach the class for special announcements, due date changes, etc. You are required to maintain a University of Minnesota Duluth (UMD) email account, and check it daily, or as close to daily as is reasonable. If you prefer using a non-UMD email address, then set up your “U” account so that it forwards to the other one.

Accommodations
It is University policy to provide, on a flexible and individualized basis, reasonable accommodations to students with disabilities that may affect their ability to participate in course activities or to meet course requirements. Students with disabilities are encouraged to contact UMD Disability Services & Resources to discuss their individual needs for accommodations. In addition, please let me know as soon as possible if you have a disability for which accommodations will be requested.

Student Academic Integrity Policy
This course will adhere to UMD’s Student Academic Integrity Policy, which can be found at www.d.umn.edu/assl/conduct/integrity. This policy sanctions students engaging in academic dishonesty with penalties up to and including expulsion from the university for repeat offenders.

Student Conduct Code:
The instructor will enforce and students are expected to follow the University’s Student Conduct Code (http://www.d.umn.edu/assl/conduct/code).