



Courses

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Our program

This two-year Ontario College Diploma program is designed to prepare students for a variety of careers in the digital media industry. Students explore the primary elements of media project planning and development with equal importance given to the creative and the technical aspects. Strong emphasis is placed on hands-on media production through courses in web development, digital imaging, authoring, animation, photography and video. Students plan and execute individual and team-based projects and gain practical experience working with live clients. The curriculum is delivered on a variety of platforms including Apple OS X, Windows and a variety of mobile operating systems.

Bring Your Own Device (BYOD): Students are expected to have and use a laptop or mobile computing device when registered in this on-campus program. Hardware and software specifications required by your program are outlined at <http://algonquincollege.com/byod>. Mobile devices/laptops and supplies can be purchased directly from Algonquin`s New Technology Store at educational rates.

Learning Outcomes

The graduate has reliably demonstrated the ability to:

1. Complete both individual and collaborative interactive media projects effectively.
2. Use best practices and tools to design and develop dynamic, rich-media content.
3. Contribute to the assessment of the requirements of an interactive media project.
4. Contribute to the development, budgeting, planning and professional presentation of an interactive media project.
5. Design a media project (interface, navigation, graphics, text treatment) using current best practice design and development principles, and applying conceptual and theoretical frameworks.
6. Build effective and dynamic Web sites and/or mobile applications.
7. Identify and analyze ethical and professional issues arising in an online environment.
8. Apply research and conceptual skills to propose possible solutions for mobile/multimedia/Web development problems.
9. Use creative and critical thinking techniques in the effective design, development and implementation of an interactive media project.
10. Contribute to the assessment of the financial, technical and artistic success of an interactive media project.
11. Identify and apply discipline-specific practices that contribute to the local and global community through social responsibility, economic commitment and environmental stewardship.

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< Interactive Media Design >

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