



WEB INTERACTION & ANIMATIONS WIA COURSE SYLLABUS



HOME DEPARTMENT

WDDBS Web Design and Development – Bachelor of Science

COURSE NAME

Web Interaction & Animation (WIA)

CONTACT INFORMATION

Catalog Course Code:	WDD 333
Three-Letter Course Abbreviation:	WIA
Instructor:	Eric Silvey (online)
Telephone:	407.679.0100 ext. 7914
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Hours:	Tuesdays @ 9:00 pm EST (GotoMeeting.com) —or by Appointment

COURSE DESCRIPTION

The Web Interaction & Animation course trains students in the technologies used to create dynamic content for the web using client-side programming. This course builds upon the coding and logic concepts learned in the Programming for Web Applications II, continuing the use of JavaScript and jQuery. Students will also be shown more advanced concepts



WEB INTERACTION & ANIMATION

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COURSE MATERIALS

- ☐ Online Class Files & Downloads available Full Sail Portal under “References” tab
- ☐ Laptop with approved Code Editor software (See WebStorm License info online) + GitHub.com Repository

COURSE OBJECTIVES

Through the various components of study and application, students will realize these objectives by completing the following milestones. Upon successful completion of this course, students will be able to:

- ☐ Improve critical thinking skills to solve logic problems
- ☐ Create and apply the <canvas> tag
- ☐ Implement Modernizr for detection of HTML5 and CSS3 features in a users browser
- ☐ Create HTML5 canvas audio/video/sound
- ☐ Understand and implement animated charts and graphs
- ☐ Understand CreateJS Suite
- ☐ Create image galleries
- ☐ Test their presentation skills
- ☐ Create data visualization with the canvas API
- ☐ Understand SVG
- ☐ Work with animated gifs and sprite sheets



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GENERAL EDUCATION COMPONENT

Course is designed to teach students the necessary knowledge and skills to be successful in their lives, their education, and their work, additionally to teach them scripting language by creating a fast past interactive development environment. Students will be required to submit written assignments. Students will also be asked to answer questions in class and take part of the teaching process in-group assignments. Course also encourages students and awards those who attend educational events.

DEGREE CONNECTION

Web Interaction & Animation is a continuation of the Interactive Programming courses. This course is designed to teach students new techniques to better their client side programming and prepare them for the advanced client-side programming concepts.

INDUSTRY CONNECTION

JavaScript skills are a must for modern web development. Knowing JavaScript well is probably one of the most challenging and rewarding things student can do as a web programmer. It is an incredibly diverse language, much larger in application than what it was known for 10 years ago. There are a large number new APIs, and it is in constant development. When people talk about HTML5, they are talking mostly about JavaScript.

RESEARCH COMPONENT

In this course most of the work is graded on student's research for new ideas and their creativity to use these new JavaScript techniques. Students will research "advanced" topics of their choice using the Full Sail Media Library on

<http://Connect.FullSail.edu>.

ADDITIONAL RESOURCES

Students are encouraged to use mass media and social networking sites to further their research, including:

- Lynda Video Tutorials on JavaScript Essentials: <http://lynda.fullsail.edu>
- W3Schools: <http://www.w3schools.com/>



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LEARNING ACTIVITIES

Course Activities (Non-graded)

Throughout the course, students will have several in-class exercises relating to the topic or objective being discussed. These activities are not graded, however, they are graded & expected to be completed/turned-in by students. If not complete, you will lose GPS participation points. Most of the activities are short and direct and contain small amounts of actual code. However, some of the activities build on each other thus it is imperative that students understand the current activity before moving on to the next.

Course Homework

Students will be developing a wide variety of small-scale projects to validate the knowledge they gained through out this course. Most assignments will focus on the core learning objectives taught in the previous learning material or two and are usually due before start of the following class. This will allow students to have some time at home to complete the assignment if necessary. Although the grade weight of the course assignments is fairly light, understanding and completing them is a crucial part of preparing the students for the written and practical exams

FULL SAIL GRADING SCALE & WEIGHTS

The following grading scale will be used to determine your final grade:

A+	95 - 100	4.0
A	90 - 94	3.5
B+	85 - 89	3.0
B	80 - 84	2.5
C+	76 - 79	2.0
C	73 - 75	1.5
D	70 - 72	1.0
F	0 - 69	0



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Activities & Homework Assignments – (100% of total grade)

HTML5 Canvas & Mmodernizr Homework	10%
The Project	40%
The Presentation	40%
GPS Professionalism	10%
(—Attend Weekly Screen Casts, Complete Activities & HW, Be Respectful, etc..)	

PROFESSIONALISM GRADE (10% OF TOTAL GRADE)

Easy... During Weeks #1–4, just submit an iChat to your instructor and introduce yourself to classmates. During ALL weeks, just be sure complete your non-graded assignments, turn your homework assignments in on-time, stay in touch, be professional, and this should be an easy 10%. Also note that watching GoToTraining.com Archives is REQUIRED (see below) & posting a weekly summary is also tied to your Professionalism grade.

WEEKLY “LIVE” SCREEN CAST SESSIONS GO TO TRAINING

This course uses the GoToTraining.com platform as a chance to gather and have interactive discussion. Each live session will clarify and set expectations for future activities, provide context for the skills you're learning, and answer questions that might be easier to do interactively than over chat or email. **Live sessions in this course are optional.**



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HOMEWORK SUBMISSIONS:

You will need to read & follow the grading rubrics & directions given for each "graded" assignment, however, here are a few guidelines to get you start...

1. All homework and assignments will be submitted through FSO, unless the file exceeds 100mb then use dropbox
2. Make sure your name is INSIDE each of your JavaScript Files
3. **REMEMBER** to upload an archive (as a ZIP file) for all homework for FSO & include all necessary files.

LATE POLICY:

- ☐ Visit the "References" Section of FSO to read the official **WDDBS Late Policy**.
- ☐ Make-up assignment will be allowed in cases of well-documented student emergencies ONLY. For student emergencies, it is the student's responsibility to contact the instructor and provide documentation AHEAD OF TIME—or—within one week of each due date (unless special arrangements have been made previously).
- ☐ If you are going to miss a few days of class, you (or a family member) must notify the instructor either by email or phone prior to the absence—if at all possible. Failure to notify the instructor in advance may result in you not being allowed to make-up any missed assignments or exams.
- ☐ All LATE & UNEXCUSED work will automatically result in a **25% reduction of points** earned for each day that you are late. You may also lose GPS points;

ACADEMIC HONESTY:

Each student is required to follow Full Sail University policy regarding academic honesty. All work submitted by students is expected to be the result of the student's individual thoughts, research, and self-expression unless the assignment specifically states "group project." Any act of academic dishonesty will be handled in accordance with Full Sail University policy.



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STRATEGIES FOR SUCCESSFUL LEARNING

1. Learning through repetition and struggle is **normal**. Coding & trouble-shooting errors for some will not come easy, so perseverance is key. Don't give up!
2. Do not get frustrated when error messages or bugs occur in your program. They occur to everyone even the most experienced. Stay focused and code in a modular fashion. Complete one thing at a time!
3. Don't be afraid to ask questions. Send me an iChat or use the "ASK THE INSTRUCTOR" link within FSO.
4. Visit the "[References](#)" Tab on FSO to download these files so that you can [GET & STAY ORGANIZED...](#)
 - Review the **Course Syllabus** to start getting organized;
 - Review the **Weekly Calendar** to STAY ON TRACK;
 - Review all **Course-Specific Rubrics** to know what's expected of each assignment;

INSTRUCTOR INSIGHTS

- My greatest desire is that all of you succeed in this class, however, one thing to remember about homework is —ask questions & don't get behind. Again, the importance of doing your homework cannot be stressed enough.
- Logging into the Full Sail Portal is **NOT sufficient enough** to obtain a good grade. For each week of class, your grade will be determined by completion of your JavaScript assignments & exercises (submitted via FSO and/or GitHub.com when required) and participation in discussions for that week's class.
- You cannot understand the topics presented without making time for careful and timely study sessions. If you are having difficulty, by all means please contact me. But FIRST make sure you have taken the time to DO YOUR PART! The best way to contact me is via iChat or E-mail, as listed on this syllabus: esilvay@fullsail.com. You can also contact me via phone using the contact info listed at the beginning of this document.
- *Have fun & I look forward to programming with you over the next 4 weeks!*

DISCLAIMER: This syllabus may be altered, at the instructor's discretion, during the course of the term. It is the responsibility of the student to make any adjustments as announced.