HUMBER

Faculty: Greg Goralski

Email: greg.goralski @humber.ca

Faculty Availability: By email appointment

Program Coordinator: Greg Goralski

COURSE OUTLINE ACADEMIC YEAR 2014/2015

Course Title:	Introduction to Interaction Design			
Course Code: WEBD 110	**Schedule Type Code:** LLB	**Credit Value:** 3	**Class Hours:** 3	
Pre-requisite (s):	**Co-requisite(s):**	**Pre-requisite for:**		
Program:	1151 Web Design and Interactive Media			
Restrictions:	Full Time Students Registered in the Program			

Program outcomes emphasized in this course:

- N/A

Approved By: Dean/Associate Dean

Signature and Date:

5 July 2014

Course Description:

This course covers the fundamentals of programming that form the technical basis for interactive media. The programming techniques, specifically object oriented programming, allow for the creation of immersive and engaging interfaces and applications. The course does not assume previous programming experience. Topics include scripted movement, interactions, and external data. These concepts are built upon in Rich internet Application 1 in the second semester to provide a solid basis on coding fundamentals that are used in a variety of programming languages and courses within the program.

Course Rationale:

This course forms the basis for the coding fundamentals that are used throughout the program. The object oriented programming principles learned in this course are used with multiple programming languages within interactive media.

Learning Outcomes:

Upon successful completion of this course, students will be able to:

- Identify the different elements of code.
- Create interaction using Event Listeners.
- Use scripted movement to respond to user interaction.
- Use a problem solving methodology to dissect an existing site.
- Load an external data file that controls a gallery.
- Create functions for repetitive tasks.
- Apply data to an interface using loops.
- Integrate Coding into a larger project.

Essential Employability Skills:

Essential Employability skills are transferable skills that provide the foundation for a student's academic, vocational, and personal success.

☒ Communications	☒ Critical Thinking & Problem Solving	☐ Interpersonal
☐ Numeracy	☐ Information management	☐ Personal

Learning Resources:

Required Resources: As provided by faculty

- Students are required to have a membership to the online resource site TeamTreeHouse http://teamtreehouse.com.
- The resources from this site are used across multiple courses and Humber Students get a special rate.

Supplemental Resources: Faculty will identify additional references during course of study. If student are to be tested on this material it will be noted in class.

- Online resources, including articles from smashingmag.com and tutsplus.com are provided by instructor throughout the course.

Copyright:

Copyright is the exclusive legal right given to a creator to reproduce, publish, sell or distribute his/her work. All members of the Humber community are required to comply with Canadian copyright law which governs the reproduction, use and distribution of copyrighted protected materials, regardless of format, is subject to certain limits and restrictions. For example, photocopying or scanning an entire textbook is not allowed, nor is distributing a scanned book.

See the Humber Libraries website (http://library.humber.ca) for additional information regarding copyright and for details on allowable limits.

Learning Delivery Format

Presentations and Demonstrations 10%, hands-on practical lab 50%, Independent Study 0%, and Lectures 40%.

Course Content:

UNIT	TOPIC	ASSESSMENTS	RESOURCES
Introduction	**Assignments, grading, class policy, review course objective, topics, assignments, policies**	**Details related to assignments, exercises, tests/exams to be provided in-class**	**Program Handbook Course Outline**
Review	**Midterm**		**As provided by Faculty**
Review	**Final**		**As provided by Faculty**

Course Content: WEBD 110 Introduction to Interaction Design			
UNIT	**TOPIC(S)**	**ASSESSMENTS**	**RESOURCES**
Introduction to Code	Variables & CamelCase naming conventions Using Functions	Introductory Coding Assignment given	As provided by faculty
Object Oriented Code	Data Structures: Objects and Arrays Working with Loops Conditional Object Methods	Introductory Coding Assignment due Using Functions and Arrays assignment Due	As provided by faculty
Motion and the Browser	Working with..the DOM Setinterval & Animation Work Session Debugging Recursion Encapsulation Future Tech	Practical Test Final Assignment given Final Assignment	As provided by faculty

Course Content: WEBD 110 Introduction to Interaction Design			
UNIT	**TOPIC(S)**	**ASSESSMENTS**	**RESOURCES**
		Presentation Final Assignment Due	

Please note this course schedule may change as resources and circumstances require.

Good to Know	Fall 2014 Semesters 1, 3, 5	Winter 2015 Semesters 2, 4, 6
Classes Begin	Tuesday, September 2, 2014	Wednesday, January 7, 2015
Last Day to Add/Drop	Monday, September 8, 2014	Tuesday, January 13, 2015
Survey KPIs (February 2015)	½ hour Key Performance Indicator Survey	
College Closed	Thanksgiving Monday, October 13, 2014	Family Day Monday, February 16, 2015 Good Friday Friday, April 3, 2015
Reading Week	College Open - No Classes	Monday, February, 17 – Friday, 20, 2015
Midterm Week Normal class/lab times and rooms	Tuesday, October 14 – Monday, 20, 2014	Monday, February 23 – Friday, 27, 2015
Midterm Grades Due by Faculty	Friday, October 24, 2014	Tuesday, March 10, 2015
Survey SFQs (every Semester)	½ hour Student Faculty Questionnaire Survey – Administered Week 12	
Final Exam Week No Normal Classes	Monday, December 8 – Friday, 12, 2014	Monday, April 24 – Friday, 28, 2015
Last Day of Classes	Friday, December 12, 2014	Tuesday, April 28, 2015
Final Grades Due at Noon by Faculty	Wednesday, December 17, 2014	Monday, May 4, 2015

Student Evaluations: The passing mark in this course is 50%

- 30 Practice Test
- 30 Final Assignment
- 25 Using Functions and Arrays
- 15 Introductory Coding Assignment

Total = 100%

School specific Field:

See the Program Handbook for the latest information on assignment late marks, and other program policies.

Students should check their emails on the morning of their scheduled class. The faculty will make every effort to notify students of cancellations.

Diploma Students:

In addition to meeting all program specific course and credit requirements, students must have Cumulative Program Grade Point Average (CPGPA) ≥ 60 in order to be eligible for graduation.

Policies and Procedures:

It is the student's responsibility to be aware of the College Academic Regulation which can be found on the following website: http://www.humber.ca/academic-requations.

The Program handbook is available on Blackboard. If you cannot find it please contact the program coordinator. It is your responsibility to read, understand, and follow the program handbook.

Academic Integrity:

Academic integrity is essentially honesty in all academic endeavors. Academic integrity requires that students avoid all forms of academic misconduct or dishonesty, including plagiarism, cheating on tests or exams or any misrepresentation of academic accomplishment.

Research Activity:

This course does not include any research activities that involve human participants. Students will gather data ONLY from publicly available sources.

Academic Concern/Appeals:

If a student has questions or concerns regarding a grade on an assignment or test, the student should discuss the matter with the faculty member. The Program coordinator and/or the Associate Dean may be asked to assist if the faculty member and student are unable to resolve issues. For additional information please refer to Section 13 of College's Academic Complaint and Appeal Policy at the web site identified above.

Prior Learning Assessment Recognition (PLAR):

Course credits may be granted in recognition of prior learning, and that Application for Consideration is made through the Office of the Registrar at http://www.humber.ca/plar/docs/pla.pdf. Each course outline must indicate method(s) of assessment.

☐ Challenge Exam	☐ Portfolio	☐ Skills Test
☐ Interview	☒ Not Available	☐ Other (specify)

Disability Services

Humber seeks to create a welcoming environment where equity, diversity and safety of all groups are fundamental. Humber is dedicated to providing equal access to students with disabilities. The Disability Services staff are available by appointment to assess specific needs, provide referrals and arrange appropriate accommodations. If you require academic accommodations, contact: Disability Services: http://www.humber.ca/disabilityservices/

North Campus: (416) 675 6622 X 5180 Lakeshore Campus: (416) 675-6622 X3265

Disclaimer

While every effort is made by the professor/faculty to cover all material listed in the outline, the order, content, and/or evaluation may change in the event of special circumstances (e.g. time constraints due to inclement weather, sickness, college closure, technology/equipment problems or changes, etc.). In any such case, students will be given appropriate notification in writing, with approval from the Dean (or designate) of the School.

Appendix

Essential Employability Skills (MTCU Requirements)	Graduates of the program reliably demonstrate the ability to:
Communication	
Reading	1. Communicate clearly, concisely and correctly in the written, spoken and visual form that fulfills the purpose and meets the needs of the audience 2. Respond to written, spoken, or visual messages in a manner that ensures effective communication
Writing	
Speaking	
Listening	
Presenting	
Numeracy	
Understanding and Applying Mathematical Concepts and Reasoning	3. Execute mathematical operations accurately
Analyzing and using Numerical Data	
Conceptualizing	
Critical Thinking & Problem Solving	
Analyzing	4. Apply a systematic approach to solve problems 5. Use a variety of thinking skills to anticipate and solve problems
Synthesizing	
Evaluating	
Decision-Making	
Creative and Innovative Thinking	
Information Management	
Gathering and managing information	6. Locate, select, organize and document information using appropriate technology and information systems 7. Analyze, evaluate and apply relevant information for a variety of sources
Selecting and using appropriate tools and technology for a task or project	
Computer literacy	
Internet skills	
Interpersonal	
Teamwork	8. Show respect for the diverse opinions, values, belief systems and contributions of others 9. Interact with others in groups or teams in ways that contribute to the effect working relationships and the achievement of goals
Relationship management	
Conflict resolution	
Leadership	
Networking	
Personal	
Managing self	10. Manage the use of time and other resources to complete projects 11.Take responsibility for one's actions, decisions, and consequences
Managing change and being flexible and adaptable	
Engaging in reflective practice	
Demonstrating personal responsibility	