Syllabus

Course: ART 326: **Interactive Multimedia Design** (5 units)
Tuesdays and Thursdays 12:00 PM – 3:50PM Fall quarter 2014
Room VA 224
Instructor: Dane Picard
dpicard@csusb.edu
323-586-0564

Office Hours: Tuesdays and Thursdays 5:00PM – 6:00PM

Course Description in CSUSB Catalogue:
An introduction to designing computer-based interactivity. Students combine two-dimensional and three-dimensional graphic imaging and audio and video technology for achieving interactivity from multiple source media. Interface and user design are covered, as well as portfolio and professional presentations online, and/or in CD/DVD/ video formats. Two hours lecture and six hours laboratory. Materials fee required. (5 units)

Prerequisites:
none ?

Course Description: This class is an project based learning class in conjunction with CSE 440 Game Design. In this class we will be focusing on the concepts, narrative, interaction, and media content for the creation of a game. Students will partner with each other and students from CSE 440 to create a completed game during this course. Focus will be on the structor of the game, visual style cohesion, playablity, and creativity.
Each week both classes will meet together. On Tuesdays from 12-1 a combined class will meet for Game Design with Arturo Concepcion in Room JB 360. On Thursdays from 12-1 a combined class will meet for interactive multimedia design with Dane Picard in Room VA 224. The Final Projects will be presented as a combined demo (location TBD).

Partner Class:
CSE 440. Game Design. 4 Units.
Instructor: Arturo Concepcion
Concep@csusb.edu

Study of game design concepts and game design specification. Topics include principles of user interface layout, game design techniques, game design methodologies, artificial intelligence in gaming, and game design tools. Prerequisites: CSE 330

Learning Objectives:
Develop understanding of assets for digital games, through designing, storyboarding, scripting, and research.
Increase ability to work in a team and collaborate as an active member.
Enhance ability to manage and structor objectives, time, and expectations of larger projects.

Required Text and Readings:
Handouts.

Support for Student with Disabilities:
If you are in need of an accommodation for a disability in order to participate in this class, please contact Services to Students with Disabilities at UH-183, (909)537-5238.

Course Policies:
All students are required to be present and participate. Students are expected to arrive on time and participate in class, both on campus and off, including being part of class discussions. Please inform me in a timely manner if you must miss class. 15 minutes late to class will be considered tardy. 2 tardy days will equal 1 absent day. Leaving class early will be considered an absence. Missing two class sessions will result in one letter grade deduction.
Students will be responsible to get notes from a classmate for any missed information before the next class, including written, digital, or verbal content.
Students must have a CSUSB email address for class correspondence as well as access to blackboard. Students will be responsible for checking both frequently and the content of their correspondences.
Assignments will be completed by the student and expected to exhibit the instructor their working methods of how they arrived at their result.

Students will complete each assignment by its due date. Late work up to one class will result in a full letter grade deduction. Late work two classes or more will not be accepted.
Cell phones and all other electronic devices must be turned off during class.
Please inform the instructor in a timely manner of nay questions, concerns, or challenges that you have about the course.
Please refer to the "Academic Regulations and Procedures" in the CSUSB Bulletin of Courses for the university's policies on course withdrawal, cheating, and plagiarism.

Grading:

A	94-100	C	73-77
A-	90-93	C-	70-72
B+	88-89	D+	68-69
B	83-87	D	63-67
B-	80-82	D-	60-62
C+	78-79	F	59 and Below

The grade will be divided into two parts. Fifty percent will be based on the assignments/projects and fifty percent on class participation.
Projects will be evaluated based on execution and the concept (i.e.: Does the work accomplish what the student set out to do artistically and did that artist's design challenge both the artist and viewers?)
Students who come to class on time, read the assigned texts, regularly participate in discussions, and complete the assignments and projects will generally successfully complete this course.

Some dates to remember:
Tuesday Nov 11 Veterans' day (campus closed)
Thursday/Friday Nov 27-28 Thanksgiving (campus closed)
Thursday Dec 4 Last day of classes
Monday-Thursday Dec 8-11 Finals

September 25
Week 1 introductions

September 30 - October 2
Week 2 Brainstorming
look for player goals, the idea (system), test ideas and evaluate

October 7-9
Week 3 Brainstorming and physical prototype
look for player goals, the idea (system), test ideas and evaluate
create a prototype with paper and pencil

October 14-16
Week 4 Presentation of game concept to the class with step by step play through of pencil/paper prototype

October 21-23
Week 5 software prototype, translate game concept to software

October 28-30
Week 6 design documentation identify digital assets and assign tasks
detailed notes about the game that can grow over the development

November 4-6
Week 7 production of assets, create the digital backgrounds, characters, and animation required.

November 13
Week 8 production of assets, create the digital backgrounds, characters, and animation required.

November 18-20
Week 9 production of assets, create the digital backgrounds, characters, and animation required.

November 25
Week 10 production of assets, create the digital backgrounds, characters, and animation required.

December 2-4
Week 11 polish and finish production of assets

December 8-11
Finals
TR 12:00 P.M. Tuesday, Dec 9 12:00 P.M. 1:50 P.M.
Final Presentation of final projects.
Presentation of final Projects
Evaluation of class and wrap up.

Some suggested reading:
The Animator's Survival Kit by Richard Williams
Cartoon Animation by Preston Blair
Animation by Preston Blair
Advanced Animation by Preston Blair
Game Design Workshop by Tracy Fullerton

Syllabus and Assignments may be adjusted during the quarter at the instructor's discretion. Students will be informed of any changes in a timely manner.