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## SYLLABUS

VCD-3650 **SCRIPTING FOR INTERACTIVITY**

3 Credit Hours

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**ART, DESIGN, & THEATRE MISSION:** The Cedarville University Department of Art, Design, and Theatre is an essential part of a unique, creative, and academic Christ-centered learning community that values a broad study of disciplines in the liberal arts. As Christian artists, we are given the gift of creativity to imitate and honor God as Creator.

The Department of Art, Design, and Theatre believes that God has called us to excellence and whatever we do is to the glory and honor of the Creator. We believe that art is a gift and a calling, and that educational success in art, design, or theatre is not measured in income or job placement alone but in how lives are enabled, enriched, enlightened, and transformed.

**VISUAL COMMUNICATION DESIGN PROGRAM OBJECTIVES:** Upon completion of your Graphic Design major, you will be able to:

1. Demonstrate effective communication skills related to the evaluation and critique of visual design;
2. Apply technical knowledge and skills in creating design solutions;
3. Integrate awareness of historical and cultural context to create effective visual design solutions;
4. Demonstrate professional-level skills, knowledge, and creativity to successfully pursue, and excel in an entry-level position in a related field;
5. Demonstrate the integrity and ethics of a Biblical worldview through the practice and completion of creative and professional work.

**CATALOGUE DESCRIPTION:** Students are introduced to the disciplines of interaction design and front-end development and learn how to use current technologies and best practices to apply principles of interaction to achieve simple, user-centered, interactive effects on real-world projects.

**PREREQUISITES:** VCD-3600 Web Design II

**STUDENT LEARNING OUTCOMES:** By the end of the course students will be able to:

1. Explain fundamental programming concepts such as variables, control logic, loops, functions, objects, and document object model manipulation, and apply them in simple, real-world scenarios. (Met by Exercises and Exams)
2. Explain principles of usable interactivity and apply these principles to develop, critique, and execute effective interactions. (Met by Exams and Projects)
3. Plan interactions—using contemporary modeling methods and critical thinking—that account for the variable complexity of real-world scenarios. (Met by Projects)
4. Integrate current front-end technologies and techniques with fluency in HTML and CSS to add robust, interactive components to a website, web application, mobile application or other interactive project. (Met by Projects)

### REQUIRED MATERIALS:

- » John Duckett. *JavaScript and jQuery: Interactive Front-end Development*.
- » **CODIO:** You must purchase access to the online platform Codio for the duration of this course. Code for projects must

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be submitted online using the Codio platform. Instructions will be provided.

- » **SKETCH:** This course makes use of the design software called Sketch. While it is available on the labs in the Tyler building it can also be obtained with an educational discount for your own computer if desired.
- » **INVISION:** InVision is a dynamic prototyping tool we will use for sharing design comps, receiving feedback, and making changes. It can also be used while building out a site. Instructions to be provided.

## **ACTIVITIES:** The course activities will include the following:

- » **LESSONS:** Each lesson will contain a study guide that will coach you through the assigned readings and give you space for notes during class. While these are not collected for class credit, diligently completing them will give you the knowledge you need to excel in the course assignments and to help prepare for the exams.
- » **EXERCISES (40%):** Typically, each lesson leads to one or more exercises that challenge students to apply what they've learned, first in small scenarios and then on to larger, comprehensive scenarios. Exercises are due by class time on the day listed in the course schedule. Work will typically be submitted through Codio and will be graded as follows:
  - **0%:** No submission or unauthorized submission after class.
  - **50%:** While some effort is shown, submission is incomplete with no clear mastery of necessary skills.
  - **70%:** Clear effort is shown while not demonstrating mastery of all necessary skills; or work submitted is incomplete.
  - **80%:** Good work overall but some components incomplete, unrefined, or room to show full mastery of the necessary skills.
  - **90%:** Good work overall with only minor errors while still demonstrating sufficient mastery of necessary skills.
  - **100%:** Excellent work showing complete mastery of necessary skills.
- » **PROJECTS (60%):** There will be two major projects in this course. Each will have specific deliverables that will be spelled out in advance. They will challenge you to integrate what you've learned in this class with your skills from pre-requisite classes in order to create effective solutions to common interactive design challenges. The deliverable instructions will indicate where and how it should be submitted between Moodle or Codio.

## **GRADING:** Letter grades in this course are assigned as follows:

	<b>A</b> 100–94%	<b>A-</b> 93–90%
<b>B+</b> 89–87%	<b>B</b> 86–84%	<b>B-</b> 83–80%
<b>C+</b> 79–77%	<b>C</b> 76–74%	<b>C-</b> 73–70%
	<b>D</b> 69–63%	
	<b>F</b> 62–0%	

## **ESSENTIAL COURSE POLICIES:**

- » **ACADEMIC INTEGRITY STATEMENT:** The Academic Integrity Pledge is a commitment to live with integrity in all areas of life including the classroom. All forms of academic dishonesty violate this pledge and could result in dismissal from this community.
- » **ONLINE FORMAT:** This course will be offered as an online course that requires all coursework to be submitted online in Moodle or other course technologies as specified in the corresponding assignment instructions. While there will be no required class meetings there are hard deadlines for each assignment and you should carve out regular time to work on this course each week. Be sure to keep an active watch on your email for any updates from your professor and the Announcements area in Moodle.
- » **ATTENDANCE:** Attendance is not tracked as a main component in this course. Nonetheless, you should be sure to keep up with coursework and feel free to connect with your professor or peers.

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- » **LATE WORK:** Typically, assignments are not allowed to be submitted late without prior written permission from the instructor. Unexcused late submissions will be given a grade of 0. Exceptions may be made in the case of personal illness, campus-wide technology failure, catastrophic personal technology failure that could not have been foreseen, or death in the immediate family. Extensions, exceptions, and partial credit may be allowed at the professor's discretion based on broader University standards, wisdom, and fairness to other students.
- » **EXTRA CREDIT/RESUBMISSIONS:** Extra credit and resubmissions may occasionally be offered beyond the standard policies at the professor's discretion.
- » **ACADEMIC ASSISTANCE:** Reasonable accommodations for equal online program access are available for students with documented disabilities. Students who believe they may need accommodations based on the impact of their disability should contact the Disabilities Compliance Coordinator at 937-766-7457, or e-mail [disabilityservices@cedarville.edu](mailto:disabilityservices@cedarville.edu).
- » **DESIGN LABS:** The Design Labs are used for classroom teaching and after-hours work by students. You may use the Design Labs for course-related work anytime there is not a regular class occurring in the lab. In the labs we seek to build a creative community dedicated to the arts and based on mutual respect for all the members of the community. Be considerate of others who may be waiting to use a computer in the lab. Do not use Design Lab computers for instant messaging, downloading files, or other activities not directly related to coursework. And please keep the labs clean!

*See the course schedule, topics, and due dates in the course website in Moodle.*