ART 263-20H (18244) Interactive Design II
FALL 2017

PROFESSOR JANICE HATHAWAY

Class Meets: Tuesday & Thursday 3:00 – 5:20
Templin 838
Office: Templin 846
Phone: 825-3448 office
Office Hours: please refer to my online home page for updates
Monday & Wednesday: 9:00 – 9:30 & 2:20 - 3:10
Tuesday & Thursday: 12:00 – 3:00
& by appointment
Email: hathawayj@tncc.edu

Class site:
http://faculty.tncc.edu/hathaway/pages/id_schedule.html

Student email: Students must use their Thomas Nelson/VCCS email account when communicating with the instructor or for other class activities. Students are responsible for checking their Thomas Nelson/VCCS email account regularly, at a minimum before each class meeting.

Instructor email response policy: The instructor will respond to student email within one business day.

ART 263 Interactive Design I
(3 credits) Prerequisite(s): ART 131, ART 141, ART 208, and ART 283.

Focuses on creative concepts of design problem solving for interactive design: techniques specific to web, multimedia for the web, and other interactive design products. Advanced interactive design functions such as animation, rollovers, and audio are covered in ART 264. Part I of II.

Lecture 2 hours +Laboratory 3 hours = Total 5 hours per week.

Course Purpose
ART 263 Interactive Media Design I is a required course for the Graphic and Media Design program at Thomas Nelson and may be used to fulfill a studio elective requirement in other art programs. ART 263 is a prerequisite for ART 264 Interactive Media Design II. ART 263 cannot be used to fulfill a general education or transfer requirement at Thomas
Nelson. Students intending to transfer should meet with advisors at Thomas Nelson and the transfer school and should check the transfer school’s transfer guide to see how this course will fit into their curricula.

COURSE OBJECTIVES

Upon successful completion of Art 263, the student should be able to:

- Analyze the scope of interactive design in the contemporary world.
- Review and analyze the site development process.
- Review and analyze the team development process.
- Create structure in interactive design through the use of HTML and CSS techniques.
- Explain cross-platform issues.
- Identify site elements and demonstrate an understanding of their purpose.
- Analyze and compare interactive page design versus convention document design.
- Analyze basic typographic characteristics in interactive based design.
- Demonstrate user-centered design.
- Analyze basic information structures and demonstrate the ability to research topics and organize ideas into comprehensive information hierarchies.
- Analyze and apply the visual elements of line, shape, value, color, texture, time, and the design principles of balance, rhythm, emphasis, contrast, variation, repetition, and unity to interface design assignments.
- Demonstrate an awareness of page and site design unity in interactive design.
- Use a basic vocabulary in interactive design.
- Use critical thinking skills to complete the creative problem-solving process from the preliminary planning stage and exploration through revisions to the final product.
- Experiment by taking risks through the process of exploration during the creative problem solving process.
- Demonstrate strong group communication skills and the ability to speak clearly during critiques.

REQUIRED COURSE ASSIGNMENTS AND PROJECTS

There are four hands-on digital art and design projects planned for the course. These will become more challenging technically as the semester progresses and student knowledge increases.
The assignments are:

PROJECT 1: Home (index) page studies & final design
PROJECT 2: Base HTML+CSS Tests
PROJECT 3: CompanyName
PROJECT 4: Site design - using semester techniques
PROJECT 5: Site construction - using semester techniques

METHOD OF INSTRUCTION
The method of instruction will include lectures, studio demonstrations, project development and research, individual instruction, group discussions, and critiques. Examples are presented when important to describe course content. Class projects, software demonstrations and procedures are the focus of many course discussions.

IMPORTANT DATE 16-Week Session (August 21 – December 19) [Includes Exams]
Classes Begin: August 21
Last Day to Add/Change Classes: August 25
Labor Day: September 4
Last Day to Drop for a Refund: September 7
Thanksgiving Break: November 22 - 24
Last Day to Drop with a Grade of “W”: October 27
Classes End: December 9
Exams: December 10 - 16
Grades Due: December 19

Note: It is up to you, the student to withdraw from the course by this date: October 27 in order to receive a “W” grade. Forms may be picked up and filled out at the Admissions office. After this date the instructor may drop the student with an “F” grade.

SAILS EARLY ALERT SYSTEM
As evidence of our commitment to student success, Thomas Nelson has adopted an early alert referral system (SAILS) to support students in their educational pursuits. Faculty and staff use the system to alert and refer students to appropriate campus services for assistance. Students may receive a follow-up call from various campus services as a result of being referred through SAILS. Participation is optional, but students are strongly encouraged to take advantage of the services offered. Additional SAILS information can be located at: http://tncc.edu/services/sails
RECOMMENDED TEXT
Adobe Dreamweaver CC: Classroom in a Book

Course materials will change to accommodate the availability of new course references on the field of multimedia. Required readings will include online Help for each software package. Books and online tutorials will be discussed in class.

REQUIRED MATERIALS
A large format transfer device such as a 1TB or larger external drive is required. You may not use a flash thumb drive for this course.

In addition you will use drawing pencils and erasers and other optional art supplies for creating thumbnails studies.

STUDENT SUPPORT SERVICES
Students are encouraged to take advantage of the many support services available to them at the College, including, but not limited to, free tutoring, computer lab access, library and other learning resources, counseling, academic advising, career advising, and scholarships. Please contact the instructor or the above named services for more information.

DISABILITY ACCOMMODATIONS
Thomas Nelson Community College complies with the requirements of the Americans with Disabilities Act (ADA) and provides reasonable accommodations to students who are entitled to such accommodations by law. Students receiving services from the College who have disabilities that require accommodations are responsible for informing the Office of Disabled Student Services (Hastings 323D; phone: 757-825-2833 or 757-825-2867 and TDD 757-825-2853; and www.tncc.edu/oss/index.htm.) Students must present instructors with their letters of accommodation as soon as possible. The accommodations become effective on the date when the student presents the letter to the instructor; accommodations shall not be applied retroactively.

REPEATING THE COURSE
Students may attempt to complete a course with a passing grade twice (withdrawing from the course with a grade of ‘W’ counts as an attempt). In order to receive permission for a subsequent attempt, the student must make an appointment to meet with the Dean of Student Services. Call 825 2827.
INSTRUCTOR LATENESS/ABSENCE POLICY

The instructor will notify students by email if a class must be cancelled. The division office will post a sign outside the classroom door. If students have not been notified of a class cancellation and the instructor is not present at the start time for the class, students should wait 15 additional minutes in case the instructor was slightly delayed. If after that time the instructor has not arrived, a sign-in sheet should be passed among the students, listing the class name, meeting day and time, room number, and instructor name. One student shall be responsible for delivering the sign-in sheet to Campus Police. Campus Police will forward that sheet to the appropriate division office. Students should check their Thomas Nelson/VCCS email within 24 hours for instructions on how to prepare for the next class meeting.

INCLEMENT WEATHER

In the event of inclement weather, the College provides delay and cancellation information to local radio and television stations and the e2Campus notification system. Inclement weather, particularly ice storms and hurricanes, can affect power, cable, and phone lines making it difficult to submit assignments in Blackboard. If the College is closed due to inclement weather, any assignments due during the closing will be expected on the first day the College reopens. Check Blackboard for details. If students are still experiencing difficulties in transmission of Blackboard assignments due to power or other outages, they should utilize another source of internet service to contact the instructor via email to resolve questions and concerns in a timely manner.

NEVER ATTENDED/COURSE WITHDRAWAL POLICY

A student who does not attend one of the first two class meetings (or the equivalent in online courses) may be reported as “Never Attended” and may be dropped from the course.

A student who violates the course attendance policy or who is not making satisfactory progress before the completion of 60% of the session, also referred to as the “Last Day to Drop with a Grade of W,” may be dropped from the course and may receive a grade of “W.”

However, while the College or instructor may withdraw students, as noted in the Student Handbook, “students have the obligation to initiate their own withdrawals from classes” using the Student Information System (SIS).
ATTENDANCE POLICY
Per the TNCC Student Handbook, “Regular attendance is required in all classes. When absence from a class becomes necessary, it is the responsibility of the student to inform the instructor prior to the absence whenever possible. The student is responsible for the subsequent completion of all course work missed during an absence. Any instructional material missed and not subsequently obtained will affect the grade of the student, regardless of the reason for the absence.”

- If a student misses 6 classes, the student will be dropped from the course.
- If a student misses 2 consecutive weeks of classes, the student will be dropped from the course.
- A minimum of one full letter grade will be removed from the semester average if a student misses more than 6 classes and chooses to remain in the class after the withdrawal date.
- Three tardies to class will count as one absence.
- Students missing the lecture/demonstration will be counted as absent.
- All absences including an excused absence count toward the total.
- Students leaving class early without permission will be counted absent.

EXCUSED ABSENCE POLICY

- A written excuse must be submitted for an absence to be counted as an excused absence.
- The written excuse must be submitted upon return to class.
- Work due during the excused absence will be accepted.
- Work must be submitted no more than two class periods after returning to class.
- Course materials missed during the excused absence will be reviewed.

TECHNOLOGY ISSUES POLICY

Computer or internet connection problems are not an acceptable excuse for not completing work. The Graphic and Media Design program provides an open lab in Templin 907 and college libraries as well as public libraries provide free computer and internet access. Assignments are due by published deadlines regardless of any technology issues experienced by the student.
CLASSROOM CONTAGIOUS DISEASE PROCEDURE
Students should remain at home if they have symptoms of a contagious disease that may endanger the health of others at Thomas Nelson Community College. Please contact your instructor by phone or email if you suspect you have contracted a contagious disease that causes you to miss more than a day of class. When you are ready to return to class, submit a doctor’s statement or medical clearance that authorizes your return. While away from class, you will be expected to maintain progress in all course requirements.

ACADEMIC HONESTY, PLAGIARISM AND CLASSROOM CONDUCT
All students are bound by the conditions in the Student Code of Conduct. Disruptive or argumentative behavior will result in dismissal from class.

See the Thomas Nelson Community College Student Handbook for the complete college statement on Scholastic Dishonesty. The following excerpt is taken from the 2005-2006 Student Handbook, page 57:

‘Generally, scholastic dishonesty is interpreted as cheating on an examination or quiz, which includes giving or receiving information; copying, using unauthorized materials in tests; collaboration during examinations; substituting for another person or allowing substitutions during examination; plagiarism, submission of work other than one’s own; and collusion with another person or persons in submitting work for credit unless such collaboration is approved in advance by the instructor. Webster’s Third International Dictionary defines plagiarism as follows:

*Plagiarism-to steal and pass off, as one’s own the ideas or words of another; to use without crediting the source; to present as new and official an idea or product derived from an existing source; to commit literary theft.*

CELL CALLS, TEXT MESSAGING, FOOD & MUSIC POLICY
Failure to adhere to this policy will result in the reduction of your grade for the semester or expulsion from class.

• Students may not answer their cell phone or text message during class. All portable devices must be turned off and put away during class. Calls and text messages may be made during class breaks.
• Students may not leave the class during a presentation unless it is a personal emergency.
• Students are not allowed to listen to music with over the ear headphones during the class.
• Students may only listen to music at a very low volume during open lab time. If your music can be hear by someone sitting next to you it is too loud.
• Students will receive two warnings about cell calls, text messages or music that is audible to others. At the second warning the device will be taken from the student and held at the teacher workstation until the end of the class period. After this the device will not be allowed in the classroom.
• You may not eat or chew gum in the classroom. You may eat during a break outside the classroom.
• You may have an enclosed bottle or cup that does not sweat.
• All conversations must be at a minimum. Only two warnings will be given over disruptive conversations. After the second warning the student will be asked to leave the class and counted absent.

USE OF COMPUTERS AND PRINTER
The printer is only available for printing class projects and in this class the projects are not printed. Do not print the syllabus, assignments or other printed materials. You may use the printer in the library for this purpose if you wish. Only paper that is supplied by department may be used in the printer.

Please do not touch your computer screens. Do not change the default desktop picture. All documents left on the desktop at the end of class will be thrown away. Use a folder in the Student folder for your work.

CHILDREN ON-CAMPUS POLICY
Children are not permitted to attend any class meeting. Children may not be left unsupervised in the hallway outside of the classroom. Children under 15 are only permitted to visit other areas of the campus when supervised by an adult at all times.

INSTRUCTORS'S EXPECTATION
Lectures, demonstrations and general class participation is an important aspect of this course. Lectures and related information will be given once. For unexcused absences, students need to make arrangements with other class members regarding information. Note taking during lectures and demonstrations is necessary. Since this is a college course, time outside of
class will need to be consistently spent on projects to meet the requirements of the class.

**GRADING POLICY**

Grading is based on assignments and projects. It is the responsibility of the student to review handouts, take notes, complete and turn in assignments on due dates.

- **Projects are due at the critique deadline.** If a project is not presented at the critique it is considered late and will result in a full letter grade reduction for that project unless there is a valid written medical reason or a family emergency.

- **Projects may be revised after the critique and must be submitted one week after the deadline.** For example if a critique is on a Tuesday the final day to submit work is the end of the class on the following Tuesday. No work will be accepted after the one-week revision period unless there is a valid written medical reason or a family emergency. Please review the excused absence policy.

- **Projects will only be graded once.** Grading sheets are used for each assignment so that you can easily determine how your work will be assessed. Please review posted grading sheets carefully.

- **Class participation for 25% of your grade will be considered in the evaluation of the final grade.** This includes being in class on time and throughout the class period, participation in class activities, completed tutorials, working consistently during class and regular verbal participation in critiques.

- To receive full points for class participation all students need to complete the online class evaluation and submit the confirmation email as proof.

- **Disruptive, disrespectful or argumentative behavior** will result in a lower grade during final grade evaluation or dismissal from class.

- **A full letter grade taken off the final semester grade for any student missing the final semester critique or not turning in a final project without prior permission in addition to receiving a zero on the final assignment.**

**Grading System: All projects are worth 100 points each.**

Project grades are weighted by the following percentages:

<table>
<thead>
<tr>
<th>PROJECT</th>
<th>PERCENTAGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>PROJECT 1: Home (index) page studies &amp; final design</td>
<td>10%</td>
</tr>
<tr>
<td>PROJECT 2: Base HTML+CSS Tests</td>
<td>10%</td>
</tr>
<tr>
<td>PROJECT 3: CompanyName</td>
<td>20%</td>
</tr>
<tr>
<td>PROJECT 3: Site Design</td>
<td>30%</td>
</tr>
</tbody>
</table>
PROJECT 4: Site Construction 30%

Letter grades for this class are awarded according to the following point distribution:

A: 90-100  Excellent - outstanding work.
B: 80-89   Good - above average work.
C: 70-79   Average - satisfactory work.
D: 60-69   Poor - passing work.
F: 0-59    Failure.

In general, excellent design/artwork (approaching professional, portfolio quality) is an "A". Projects that display above average, better design/artwork receive a "B". Projects that meet the minimum requirements for a project assignment get a "C". Missing, incomplete, or sloppy work that is lacking in basic artistic merit, shows inadequate effort, or does not meet minimum project requirements receives a D or F.

Overall Grade Breakdown:
75%   All assignments averaged.
25%   Class Participation

DISCLAIMER
The instructor has attempted to provide a syllabus that is complete and that provides an accurate overview of the course; however, the instructor will modify course policies and the calendar of activities as may be necessary during the semester. All such changes will be announced on Blackboard. It is the student’s responsibility to note and attend to all announced changes.