

## **NOVA COLLEGE-WIDE COURSE CONTENT SUMMARY**

### **ART 263 – INTERACTIVE DESIGN I (3 CR.)**

#### **Course Description**

Focuses on creative concepts of design problem solving for interactive design. Instructs students in techniques specific to web, multimedia for the web, and other interactive design products using current technology. Interactive functionality, audio, and usability are covered. Part I of II. Lecture 2 hours. Studio instruction 2 hours. Total 4 hours per week.

#### **General Course Purpose**

Interactive Design I focuses on the creative development of interactive products, specifically addressing the unique characteristics of design for interactive technology. Incorporates applied studio solutions to interactive products with an emphasis on web pages and web-based multimedia using current technology and software. Students will apply skill sets and design principles learned in the prerequisite foundation classes.

#### **Course Prerequisites/Corequisites**

Prerequisites: ART, 116, ART 121, ART 131, ART 135, ART 140, and ART 141.

#### **Course Objectives**

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

- a) Apply design theories and principles to the interactive medium using current technologies
- b) Visually communicate through interactivity
- c) Use design problem solving techniques to accomplish professional level projects
- d) Progress toward professional standing in the field
- e) Discuss current issues and developments in the field using the vocabulary of Interactive Design

#### **Major Topics to be Included**

- a) Graphic design concepts from the perspective of interactive functions
- b) Applied problem solving in the interactive medium and related areas of graphic design
- c) Produce interactive projects using current technologies and software
- d) Typography, color, and imagery specific to interactive design
- e) Ethical issues concerning design for the interactive medium
- f) How to research, conceptualize and produce optimized graphics
- g) Understanding the importance of visual cohesiveness and usability design
- h) Creating a storyboard for basic animation techniques
- i) How to define interactive and multimedia
- j) Working in teams and experiencing team dynamics
- k) Professionalism as applied to critiques and work presentation
- l) Understanding how interactive design development is different from, yet interrelated to other graphic design mediums such as print
- m) Basic code to create interactive projects
- n) File structure for basic to intermediate level Web sites