

IM4490 Special Topics in Interactive Media Design

Meeting Times and Location: Mondays & Wednesdays 8–11am
Room 227

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Office Hours and Location: Mon. 11am–12pm; Wed. 12–1pm, and by appointment.
Room 329

Course Description: Topics are based upon important trends and developments in Interactive Media Design. Lectures, demonstrations, or research reports pertaining to areas of interest in Interactive Media Design presented by resident faculty, expert visitors, and working professionals. Group projects may also be assigned. Topics selected are based upon important trends and developments in the industry. Study and discussion of computer hardware, operating systems, networking, programming languages, interactive digital media, streaming media, entrepreneurship, marketing, workgroup organization, and the interactive industry are but a few possible topics that might be covered. (*Course prerequisites: IM3470 Interactive Motion Scripting, IM3420 Advanced Scripting Languages, IM2460 Introduction to Authoring*)

Course Length: 11 Weeks

Contact Hours: 60 (20 lecture, 40 lab)

Credit Value: 4 Credits

Course Competencies:

- Develop an affinity to the idea of lifelong learning and training.
- Establish a lifelong learning plan for keeping up with industry and technological change.
- Take responsibility for their education and goals.
- Set and reach achievable goals.
- Evaluate and outline the importance of networking and making industry contacts.
- Function effectively in collaborative efforts.
- Conduct effective Library and Internet research.

Textbooks: Analog In, Digital Out, Brendan Dawes (ISBN 0-321-42916-8)

Dawes, Brendan, *Analog In, Digital Out: Brendan Dawes on Interaction Design*. Berkeley, CA: New Riders, 2007

Materials and Supplies: Sketchbook & folder. Personal storage media. Old-school ball mouse (USB preferred). Arduino microcontroller. USB cable. Miscellaneous electronic components. You will need additional supplies depending on the direction of your individual assignments. *See attached sheet for suggested supplies and sources.*

Estimated Homework Hours: 8–12 hours per week, or whatever it takes.

Technology Needed:**Hardware:** Computer lab access, USB ball mouse, Arduino microcontroller.**Software:** Flash CS3. Processing 0125. Arduino 0009.**Student Evaluation & Grading:****You are responsible for completion of all course requirements,** including regular class attendance, in-class assignments, and consistent demonstration of competencies and professionalism.

There are two components of your grade:

Homework = 80%

Participation = 20%

Homework: 3 Assignments (each 100pts) = 300pts

1 Major Project:

individual work = 400pts

collaborative work = 100pts

1 Research Report = 200pts

The Homework component of your grade is based on timely completion and quality of the given assignments. *All assignments must be completed in order to achieve a grade higher than C in the class.***Participation:** 3pts per day = 60pts total Participation grades are a function of attendance, preparedness and work ethic. This course requires active involvement in critiques, discussions, in-class collaboration, and other classroom activities that usually cannot be made-up if class is missed. You are required to participate in all in-class critiques (final presentations *and* work-in-progress critiques for each assignment).

Participation points will be based on the following criteria:

Standard point deductions:

Tardies, each 15min (-0.25pts)

each 60min (-1pt)

Absent (-3pts)

Failure to participate in critique or group discussion (-1pt)

Failure to bring supplies to class (-3pts)

Missing a field trip (-3pts)

Learning is a dynamic activity that results from action and interaction. Your classmates are your first audience; engage in each other's work. Give your opinion and listen to the opinion of others. Devote your in-class time to asking questions, revising your work, and discussing ideas.

A = 100 – 94%**A- = 93 – 90%****B+ = 89 – 87%****B = 86 – 84%****B- = 83 – 80%****C+ = 79 – 77%****C = 76 – 74%****C- = 73 – 70%****D+ = 69 – 67%****D = 66 – 60%****F = Below 60%**All assignments and tests have point values. Your letter grade is calculated by dividing the *achieved* points by the total *possible* points. Some evaluations are essentially right or wrong. In these cases, you will be awarded either all or none of the points. In many cases, partial credit points are awarded based on how well you achieve specific goals or express particular ideas and concepts. In these situations, the following structure is used as a guide in awarding points:**F = Failure.** Falls well below expected standards in solving the minimum requirements of the project.**D = Below Average.** Does not satisfy the minimum requirements of the project. Problems with quality and/or knowledge of concepts.**C = Average.** Satisfies the minimum requirements of the project.**B = Above Average.** Satisfies the minimum requirements of the project *and* demonstrates thorough understanding of concepts and principles.**A = Excellent.** Achieves and goes well beyond the requirements. Work demonstrates an outstanding, innovative approach to the problem.

Project exhibits impeccable craftsmanship.

Class Policies:

Attendance: Regular attendance is an important component of academic and professional success. Arriving late and leaving early are recorded and will affect your participation grade. If you arrive after I have taken attendance, it is your responsibility to make your presence known to me at an appropriate time.

Absence: If you must be absent from class, it is your responsibility to find out what information you missed. You can get this either from your classmates or from the instructor in-person; I will not discuss missed class materials via email. Assignment sheets and other handouts will be available on the [class website](#). I will excuse absences only with a doctor's note, or in the case of a family emergency. Students missing 12 consecutive hours of class will be withdrawn from the class. Generally, students missing more than 15 hours *over-all* will be at serious risk of failing the class. It is the student's responsibility to keep track of their attendance.

Behavior: Behavior problems will not be tolerated. Disruptive students will be asked to leave class and will be marked absent.

All phones must be turned off before class begins. It's that simple.

Deadlines: It is expected that your assignments will be completed on time. Submitting work after the due date is not an acceptable practice. There will be no late work accepted within IMD classes. Work is due at the beginning of the class period unless otherwise noted.

Late work will only be accepted with the following documented exceptions, but not limited to; medical emergency, death in the family or a documented learning disability which requires a time extension. If a student has submitted work by the original deadline, revisions may be considered for further evaluation within one week of the original deadline.

All assignments must be completed in order to achieve a grade higher than C in the class.

Plagiarism: Plagiarism will not be tolerated. Anyone found to be using work that is not wholly their own and not appropriately documented will automatically fail the class and face additional consequences as defined in the Student Handbook.

Food & Drink: Beverages & food are not allowed in the computer labs.

Backup and Storage: *"If it's not in 3 places, it doesn't exist!"* You are responsible for keeping current copies of all work, both in-progress and completed. Lost or damaged work will not result in any special treatment. The best policy is to back up your work early and often on CD-Rs or other reliable media. Do not rely on the network drives as your only backup or for permanent storage; they are only for temporary use. For additional information, see handout on storage and backups available from The Cage.

Never work directly on the network drives! Copy your files to the local hard drive (Student Drive) before opening them.

It is Ai Minnesota policy not to discriminate against qualified students with documented disabilities in its educational programs, activities or services. If you have a disability-related need for adjustments or other accommodations in this class, contact Rebecca J. Lothe (Student Counselor) by E-mail rlothe@aii.edu, by phone at 612-656-6866.