



9101

FUTURES IN INTERACTIVE
DIGITAL MEDIA

40S/40E/40M

An Interactive Digital Media Course

9101: FUTURES IN INTERACTIVE DIGITAL MEDIA 40S / 40E / 40M

Course Description

In this course, students will synthesize and apply skills and knowledge learned in previous courses to create their own portfolio site to prepare them for either self-employment, entry-level employment, or post-secondary opportunities in interactive digital media.

Goal 1: Describe and apply appropriate health and safety practices.

GLO 1.1: Describe and apply appropriate **health and safety** practices.

- SLO 12D.1.1.1 Describe and practice online safety.
- SLO 12D.1.1.2 Maintain a safe and organized workspace.
- SLO 12D.1.1.3 Demonstrate the ability to keep cables safe and uncluttered.
- SLO 12D.1.1.4 Demonstrate awareness of health and safety issues related to lighting and glare, including monitors.
- SLO 12D.1.1.5 Discuss risk factors and treatments related to carpal tunnel syndrome.

Goal 2: Demonstrate the identification, selection, use, and maintenance of **software, hardware, supplies, and equipment.**

GLO 2.1: Demonstrate the identification, selection, and use of **software.**

- SLO 12D.2.1.1 Evaluate and select the most appropriate software for a specific project (i.e., WYSIWYG editor, CMS, game engine, code editor, graphic software, DBMS).
- SLO 12D.2.1.2 Select and use software to develop a career portfolio.

Goal 3: Incorporate **project management** processes throughout the development cycle.

GLO 3.1: Document the development process.

No applicable SLOs.

GLO 3.2: Collaborate with peers, teachers, and clients.

SLO 12D.3.2.1 Provide, request, and incorporate feedback from peers, teachers, and clients (i.e., student groups, sports teams, local business or industry).

SLO 12D.3.2.2 Collaborate with peers, teachers, and clients at a level required in a workplace.

GLO 3.3: Assess the project development process.

SLO 12D.3.3.1 Review and evaluate the project development process.

SLO 12D.3.3.2 Reflect and perform self-assessment.

GLO 3.4: Incorporate **quality assurance** processes.

No applicable SLOs.

GLO 3.5: Manage projects.

SLO 12D.3.5.1 Manage the development of a career portfolio.

Goal 4: Conceptualize projects.

No applicable SLOs.

Goal 5: Plan projects.

GLO 5.1: Determine **scope, timeline, and milestones**.

SLO 12D.5.1.1 Plan the development of their career portfolio project.

Goal 6: Develop projects.

GLO 6.1: Develop and test **prototypes**.

SLO 12D.6.1.1 Develop and test their career portfolio.

GLO 6.2: Create and incorporate **assets**.

SLO 12D.6.2.1 Create a library of assets (i.e., databases, animated 2D assets, animated 3D assets, rigged objects, animated characters, videos, motion graphics, foley art, scores, special effects, digital paintings) to be used in a career portfolio.

GLO 6.3: Use **code** to solve problems.

SLO 12D.6.3.1 Use code for the project under development (i.e., client website, app, game).

Goal 7: Publish, release or present, and assess projects.

No applicable SLOs.

Goal 8: Describe and demonstrate the transferable **cross-curricular** knowledge and skills relevant to the interactive digital media industry.

No applicable SLOs.

Goal 9: Demonstrate awareness of **sustainability** as it pertains to interactive digital media development.

GLO 9.1: Describe the interactive digital media design industry's **sustainability** practices and impact on the environment.

SLO 12D.9.1.1 Discuss the lifespan of electronic devices, and its impact on electronic waste.

GLO 9.2: Describe the impact of **human sustainability** on the well-being of those employed in interactive digital media design and the users of their services.

SLO 12D.9.2.1 Demonstrate awareness of the stresses related to staying current with new technologies.

GLO 9.3: Describe **sustainable business practices** within the interactive digital media design industry.

SLO 12D.9.3.1 Discuss the types of business practices that promote the long-term viability of businesses such as those found in interactive digital media design.

SLO 12D.9.3.2 Demonstrate how entrepreneurs can use their portfolios in order to develop a customer base.

Goal 10: Demonstrate awareness of the **ethical and legal standards** as they pertain to interactive digital media design.

No applicable SLOs.

Goal 11: Demonstrate employability skills.**GLO 11.1: Demonstrate fundamental employability skills.**

- SLO 12D.11.1.1 Demonstrate regular and punctual attendance.
- SLO 12D.11.1.2 Demonstrate the ability to communicate respectfully and effectively with teachers, supervisors, co-workers, and students.
- SLO 12D.11.1.3 Demonstrate accountability by taking responsibility for their actions.
- SLO 12D.11.1.4 Demonstrate adaptability, initiative, and effort.
- SLO 12D.11.1.5 Demonstrate teamwork skills.
- SLO 12D.11.1.6 Demonstrate the ability to stay on task and effectively use time in class and work environments.
- SLO 12D.11.1.7 Demonstrate the responsible use of technology.

GLO 11.2: Demonstrate awareness of cultural proficiency, and its importance in the workplace.

No applicable SLOs.

GLO 11.3: Demonstrate understanding of the business operation of an interactive digital media design organization.

- SLO 12D.11.3.1 Demonstrate the knowledge and skills required to start, organize, and maintain a business.

GLO 11.4: Demonstrate critical thinking skills.

- SLO 12D.11.4.1 Demonstrate the critical thinking skills required to start, organize, and maintain a business.

Goal 12: Demonstrate understanding of the interactive digital media industry.**GLO 12.1: Demonstrate understanding of the scope of the interactive digital media industry.**

- SLO 12D.12.1.1 Demonstrate the ability to research the scope of the local industry.

GLO 12.2: Demonstrate understanding of the educational and career opportunities, as well as industry and professional associations.

- SLO 12D.12.2.1 Collect and organize evidence of skills to create a portfolio to be used for gaining employment in the IT industry.

- SLO 12D.12.2.2 Develop a resume to be used for gaining employment in the IT industry.
- SLO 12D.12.2.3 Demonstrate how to use portfolios in order to develop a customer base.
- SLO 12D.12.2.4 Demonstrate the use of online marketing strategies (i.e., social media, SEO, viral marketing, crowd sourcing) to promote self-employment opportunities.

GLO 12.3: Demonstrate understanding of **working conditions** in interactive digital media.

No applicable SLOs.

Goal 13: Demonstrate awareness of the **evolution, technological progression, and emerging trends** in interactive digital media.

GLO 13.1: Describe the **history, technological progression, and emerging trends** in interactive digital media.

- SLO 12D.13.1.1 Demonstrate understanding of emerging trends in social media, and how these can be used to generate income from interactive digital media.

