



9093

EXPLORATION OF INTERACTIVE  
DIGITAL MEDIA

15S/15E/15M

10S/10E/10M

An Interactive Digital Media Course



9093: EXPLORATION OF INTERACTIVE DIGITAL  
MEDIA  
15S / 15E / 15M      10S / 10E / 10M

## Course Description

This optional course is designed for students to explore interactive digital media. Students will learn the basic steps in creating digital assets and in coding.

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

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

- SLO 9.1.1.1 Describe and practice online safety.
- SLO 9.1.1.2 Demonstrate the ability to maintain a safe and organized workspace.
- SLO 9.1.1.3 Demonstrate the ability to keep cables safe and uncluttered.
- SLO 9.1.1.4 Describe ergonomically appropriate procedures to avoid injury.

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**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 9.2.1.1 Demonstrate the identification, selection, and use of software.

**GLO 2.2:** Demonstrate the identification, selection, use, and maintenance of **hardware**.

- SLO 9.2.2.1 Demonstrate the ability to organize files and folders.
- SLO 9.2.2.2 Demonstrate the use of hardware for the project under development.

**GLO 2.3:** Demonstrate the identification, selection, use, and maintenance of **supplies and equipment**.

- SLO 9.2.3.1 Demonstrate the use of supplies and equipment.

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

**GLO 3.1: Document** the development process.

SLO 9.3.1.1 Demonstrate awareness of the documentation process.

SLO 9.3.1.2 Demonstrate the ability to create a record of the progress of the activity.

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

SLO. 10.3.2.1 Demonstrate the ability to collaborate with peers and teachers.

SLO 10.3.2.2 Use communication tools to collaborate with peers and teachers.

**GLO 3.3: Assess** the project development process.

SLO 10.3.3.1 Demonstrate awareness of the project development process.

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

SLO 9.3.4.1 Demonstrate awareness of quality assurance.

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**Goal 4: Conceptualize** projects.

**GLO 4.1:** Discuss and incorporate interactive digital media development **theory**.

SLO 9.4.1.1 Discuss the theory behind the project under development (i.e., colour theory, branding, game theory, programming concepts).

**GLO 4.2:** Explore and research **project ideas, audience, clients, and project requirements**.

SLO 9.4.2.1 Demonstrate research skills.

SLO 9.4.2.2 Brainstorm ideas related to the clients' needs.

**GLO 4.3:** Assess, analyze, and select project **concept**.

SLO 9.4.3.1 Demonstrate the ability to brainstorm project concept.

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**Goal 5: Plan projects.**

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

SLO 9.5.1.1 Demonstrate the ability to set and meet goals for the project under development.

SLO 9.5.1.2 Demonstrate the ability to determine steps for the project under development.

**GLO 5.2: Develop *linear and non-linear stories, plans, and flowcharts*.**

SLO 9.5.2.1 Develop an entry-level project plan.

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**Goal 6: Develop projects.**

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

No applicable SLOs.

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

SLO 9.6.2.1 Create vector and rasterized assets.

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

SLO 9.6.3.1 Demonstrate awareness of coding.

**GLO 6.4: Evaluate and incorporate *security features*.**

SLO 9.6.4.1 Demonstrate understanding of online identity, including usernames and passwords.

SLO 9.6.4.2 Discuss the need for strong passwords.

SLO 9.6.4.3 Use strong passwords and other security features.

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

**GLO 7.1: Publish, release or present, and assess projects.**

SLO 9.7.1.1 Demonstrate the ability to publish activities.

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

**GLO 8.1: Read, interpret, and communicate information.**

No applicable SLOs.

**GLO 8.2:** Apply the knowledge and skills from **other subject areas** (mathematics, science, art, business education) relevant to interactive digital media design.

No applicable SLOs.

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**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 9.9.1.1      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 9.9.2.1      Describe human sustainability.

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

**GLO 10.1:** Demonstrate awareness of the **ethical and legal standards** as they pertain to interactive digital media design.

SLO 9.10.1.1      Demonstrate awareness of copyright and the ownership of intellectual material.

SLO 9.10.1.2      Demonstrate awareness of the concept of digital citizenship.

SLO 9.10.1.3      Compare and contrast storing media on a local drive versus storing media on a cloud drive.

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**Goal 11:** Demonstrate **employability skills**.

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

SLO 9.11.1.1      Demonstrate regular and punctual attendance.

SLO 9.11.1.2      Demonstrate the ability to communicate respectfully and effectively with teachers, supervisors, co-workers, and students.

SLO 9.11.1.3      Demonstrate accountability by taking responsibility for their actions.

SLO 9.11.1.4      Demonstrate adaptability, initiative, and effort.

- SLO 9.11.1.5 Demonstrate teamwork skills.
- SLO 9.11.1.6 Demonstrate the ability to stay on task and effectively use time in class and work environments.
- SLO 9.11.1.7 Demonstrate the responsible use of technology.
- SLO 9.11.1.8 Provide and accept constructive feedback.

**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.

No applicable SLOs.

**GLO 11.4:** Demonstrate **critical thinking skills**.

No applicable SLOs.

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

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

No applicable SLOs.

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

SLO 9.12.2.1 Develop an online portfolio.

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

No applicable SLOs.

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**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 9.13.1.1 Discuss the history, technological progression, and emerging trends in interactive digital media.

