



9094

INTRODUCTION TO  
INTERACTIVE DIGITAL MEDIA

20S/20E/20M

An Interactive Digital Media Course



# 9094 INTRODUCTION TO INTERACTIVE DIGITAL MEDIA 20S / 20E / 20M

## Course Description

This course is designed for students interested in interactive digital media. They will learn to conceptualize, plan, develop, and publish an interactive digital media project. Projects involve an introduction to asset development and 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 10.1.1.1 Describe and practice online safety.
- SLO 10.1.1.2 Demonstrate the ability to maintain a safe and organized workspace.
- SLO 10.1.1.3 Demonstrate the ability to keep cables safe and uncluttered.
- SLO 10.1.1.4 Describe ergonomically appropriate procedures to avoid injury.
- SLO 10.1.1.5 Demonstrate awareness of health and safety issues related to lighting and glare, including monitors.

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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 10.2.1.1 Evaluate and select the most appropriate software for a specific project.
- SLO 10.2.1.2 Demonstrate the use of software to complete stages of a project.

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

- SLO 10.2.2.1 Demonstrate the ability to organize files and folders.
- SLO 10.2.2.2 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 10.2.3.1 Identify, select, use, and maintain the supplies and equipment used for the project under development.

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

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

SLO 10.3.3.1 Demonstrate the use of supplies and equipment.

SLO 10.3.1.2 Demonstrate the ability to create an informal record of the progress of the project under development.

**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 10.3.4.1 Discuss the importance of quality control.

SLO 10.3.4.2 Perform quality control on a project.

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**Goal 4: Conceptualize** projects.

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

SLO 10.4.1.1 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 10.4.2.1 Demonstrate research skills.

SLO 10.4.2.2 Identify and describe the audience for the project under development.

SLO 10.4.2.3 Discuss different platforms.

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SLO 10.4.2.4 Brainstorm ideas related to the clients' needs.

SLO 10.4.2.5 Discuss and gather requirements.

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

SLO 10.4.3.1 Demonstrate awareness of project concepts.

SLO 10.4.3.2 Determine project concept.

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**Goal 5: Plan** projects.

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

SLO 10.5.1.1 Demonstrate the ability to determine scope, timeline, and milestones of the project under development.

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

SLO 10.5.2.1 Develop workflow.

SLO 10.5.2.2 Ensure that the stories and plans reflect characteristics of the audience.

SLO 10.5.2.3 Develop concept designs for assets (i.e., stage, character designs, storyboards, score compositions, wireframes) for the project under development.

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**Goal 6: Develop** projects.

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

SLO 10.6.1.1 Demonstrate awareness of the use of prototypes and early models in the development process.

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

SLO 10.6.2.1 Create vector and rasterized assets.

SLO 10.6.2.2 Demonstrate awareness of databases and their use in interactive digital media.

SLO 10.6.2.3 Create assets (i.e., sound effects, animated assets, graphics).

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

SLO 10.6.3.1 Identify the most appropriate code for the project under development (i.e., HTML, CSS, JavaScript).

SLO 10.6.3.2 Use code for the project under development (i.e., HTML, CSS, JavaScript).

SLO 10.6.3.3 Complete an entry-level project.

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

SLO 10.6.4.1 Demonstrate awareness of security features.

SLO 10.6.4.2 Demonstrate understanding of online identity, including usernames and passwords.

SLO 10.6.4.3 Discuss the need for strong passwords.

SLO 10.6.4.4 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 10.7.1.1 Publish project to one or more platforms (i.e., various browsers and/or various devices).

SLO 10.7.1.2 Demonstrate the ability to present projects.

SLO 10.7.1.3 Demonstrate the ability to assess completed project.

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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.

SLO 10.8.1.1 Demonstrate awareness of communication platforms commonly used in the interactive the digital media industry.

**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 10.9.1.1 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 10.9.2.1 Describe human sustainability.

SLO 10.9.2.2      Discuss the impact of interactive digital media on society.

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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 10.10.1.1      Demonstrate awareness of copyright and the ownership of intellectual material.

SLO 10.10.1.2      Discuss ethical considerations in the interactive digital media design industry.

SLO 10.10.1.3      Practice digital citizenship.

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

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

SLO 10.11.1.1      Demonstrate regular and punctual attendance.

SLO 10.11.1.2      Demonstrate the ability to communicate respectfully and effectively with teachers, supervisors, co-workers, and students.

SLO 10.11.1.3      Demonstrate accountability by taking responsibility for their actions.

SLO 10.11.1.4      Demonstrate adaptability, initiative, and effort.

SLO 10.11.1.5      Demonstrate teamwork skills.

SLO 10.11.1.6      Demonstrate the ability to stay on task and effectively use time in class and work environments.

SLO 10.11.1.7      Demonstrate the responsible use of technology.

SLO 10.11.1.8      Provide and accept constructive feedback.

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

SLO 10.11.2.1      Define and discuss the meaning of culture.

SLO 10.11.2.2      Discuss the importance of culture in the workplace.

SLO 10.11.2.3      Discuss the sensitive nature of certain images, names, and themes to various cultures around the planet.

**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**.

SLO 10.11.4.1 Discuss the need for critical thinking.

SLO 10.11.4.2 Discuss the need for problem solving skills.

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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.

SLO 10.12.1.1 Demonstrate understanding of the scope of the interactive digital media industry.

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

SLO 10.12.2.1 Develop an online portfolio.

SLO 10.12.2.2 Demonstrate understanding of the scope of careers in interactive digital media.

SLO 10.12.2.3 Demonstrate awareness of marketing (i.e., meta tags, SEO, pagination, micro-blogging, linking, branding).

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

SLO 10.12.3.1 Discuss the working conditions related to different occupations in interactive digital media.

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