9095
INTERACTIVE DIGITAL MEDIA DESIGN

30S/30E/30M

An Interactive Digital Media Course

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Course Description

In this course, students will learn about the design principles required to complete an interactive digital media project, integrating artistic and technical theory and skills.

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

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

SLO 11A.1.1.1	Describe and practice online safety.
SLO 11A.1.1.2	Demonstrate the ability to maintain a safe and organized workspace.
SLO 11A.1.1.3	Demonstrate the ability to keep cables safe and uncluttered.
SLO 11A.1.1.4	Describe ergonomically appropriate procedures to avoid injury.
SLO 11A.1.1.5	Demonstrate awareness of health and safety issues related to lighting and glare, including monitors.

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 11A.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).
SLO 11A.2.1.2	Demonstrate the use of graphics software for a specific project.

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

SLO 11A.2.2.1	Demonstrate the ability to organize files and folders.
SLO 11A.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 11A.2.3.1   Identify, select, use, and maintain the supplies and equipment used for the project under development.

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

GLO 3.1: Document the development process.

SLO 11A.3.1.1   Discuss the history, technological progression, and emerging trends in interactive digital media.

SLO 11A.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 11A.3.2.1   Provide, request, and incorporate feedback from peers, teachers, and/or clients.

GLO 3.3: Assess the project development process.

SLO 11A.3.3.1   Participate in the project development process.

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

SLO 11A.3.4.1   Demonstrate the ability to perform quality control on a project.

Goal 4: Conceptualize projects.

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

SLO 11A.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 11A.4.2.1   Demonstrate research skills.

SLO 11A.4.2.2   Collect and document the characteristics of the audience for the project under development.

SLO 11A.4.2.3   Develop concepts of the elements for the project under development.

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

SLO 11A.4.3.1 Select concept based on project criteria.

Goal 5: **Plan** projects.

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

SLO 11A.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 11A.5.2.1 Develop pre-production plan.

Goal 6: **Develop** projects.

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

SLO 11A.6.1.1 Develop draft prototype (i.e., level screens, wire frames, comps).

SLO 11A.6.1.2 Test the draft prototype of the project under development.

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

SLO 11A.6.2.1 Create vector and rasterized assets.

SLO 11A.6.2.2 Demonstrate understanding of how databases are used in projects under development.

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

SLO 11A.6.3.1 Use the most appropriate code for the project under development (i.e., HTML, CSS, JavaScript).

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

SLO 11A.6.4.1 Discuss potential security vulnerabilities and threats.

SLO 11A.6.4.2 Incorporate pre-existing security features.

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

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

SLO 11A.7.1.1 Publish project to one or more platforms (i.e., various browsers and/or various devices).

SLO 11A.7.1.2 Demonstrate the ability to present projects.

SLO 11A.7.1.3 Demonstrate the ability to assess completed project.

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 11A.8.1.1   Discuss the differences between writing for the web versus writing for text.

SLO 11A.8.1.2   Utilize communication platforms commonly used in the interactive 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.

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 11A.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 11A.9.2.1   Discuss concerns related to hyper-connectivity.

SLO 11A.9.2.2   Discuss the pros and cons of interactive digital media.

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 11A.10.1.1   Discuss the consequences of unethical behaviour.

SLO 11A.10.1.2   Discuss the importance of reading terms and user agreements.

Goal 11: Demonstrate **employability skills**.

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

SLO 11A.11.1.1   Demonstrate regular and punctual attendance.

SLO 11A.11.1.2   Demonstrate the ability to communicate respectfully and effectively with teachers, supervisors, co-workers, and students.

SLO 11A.11.1.3   Demonstrate accountability by taking responsibility for their actions.

SLO 11A.11.1.4   Demonstrate adaptability, initiative, and effort.

SLO 11A.11.1.5   Demonstrate teamwork skills.

SLO 11A.11.1.6   Demonstrate the ability to stay on task and effectively use time in class and work environments.

SLO 11A.11.1.7   Demonstrate the responsible use of technology.

SLO 11A.11.1.8   Provide and accept constructive feedback.

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

SLO 11A.11.2.1   Discuss potentially sensitive or offensive assets.

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

SLO 11A.11.3.1   Discuss the requirements for companies to generate profits in order to continue operating.

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

SLO 11A.11.4.1   Demonstrate critical thinking skills when designing the project under development.

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 11A.12.1.1   Discuss the place of interactive digital media in the Canadian economy.

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

SLO 11A.12.2.1   Develop an online portfolio.

SLO 11A.12.2.2   Discuss career opportunities in digital media design.

SLO 11A.12.2.3   Demonstrate understanding 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 11A.12.3.1　Discuss the working conditions related to different occupations in interactive digital media.

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 11A.13.1.1　Discuss the history, technological progression, and emerging trends in interactive digital media.