



9096

INTERACTIVE DIGITAL ASSET
CREATION

30S/30E/30M

An Interactive Digital Media Course

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Course Description

This course focuses on the creation of original assets to support interactive digital media projects by using a variety of software. Examples of assets include vector images, rasterized images, 2-D animations, 3-D models, sound effects, and rigging.

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

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

- SLO 11B.1.1.1 Describe and practice online safety.
- SLO 11B.1.1.2 Demonstrate the ability to maintain a safe and organized workspace.
- SLO 11B.1.1.3 Demonstrate the ability to keep cables safe and uncluttered.
- SLO 11B.1.1.4 Describe ergonomically appropriate procedures to avoid injury.
- SLO 11B.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 11B.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 11B.2.1.2 Demonstrate the use of software to develop digital assets.

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

- SLO 11B.2.2.1 Demonstrate the ability to organize files and folders.
- SLO 11B.2.2.2 Demonstrate the ability to maintain backups of files.

SLO 11B.2.2.3 Identify, select, use, and maintain hardware to develop digital assets.

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

SLO 11B.2.3.1 Identify, select, use, and maintain the equipment to develop digital assets.

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

GLO 3.1: Document the development process.

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

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

GLO 3.3: Assess the project development process.

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

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

SLO 11B.3.4.1 Demonstrate the ability to perform quality control on the asset.

Goal 4: Conceptualize projects.

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

SLO 11B.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 11B.4.2.1 Demonstrate research skills.

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

SLO 11B.4.3.1 Assess and select assets based on project criteria.

Goal 5: Plan projects.**GLO 5.1: Determine **scope, timeline, and milestones.****

SLO 11B.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 11B.5.2.1 Develop storyboards and mock-ups.

SLO 11B.5.2.2 Develop concept designs for assets (i.e., stage, character designs, storyboards, score compositions, etc).

Goal 6: Develop projects.**GLO 6.1: Develop and test **prototypes.****

No applicable SLOs.

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

SLO 11B.6.2.1 Create vector and rasterized assets.

SLO 11B.6.2.2 Create a library of assets (i.e., databases, animated 2D assets, animated 3D assets, rigged objects, animated characters, videos, motion graphics).

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

SLO 11B.6.3.1 Discuss the use of code in asset development (i.e., actionscript, expressions, HTML5).

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

SLO 11B.6.4.1 Discuss potential security threats related to the theft and unauthorized use of assets.

Goal 7: Publish, release or present, and assess projects.**GLO 7.1: Publish, release or present, and assess projects.**

SLO 11B.7.1.1 Publish asset to more than one file format, suitable to the project under development.

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

SLO 11B.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 11B.8.1.1 Incorporate story, plot, and character development into asset development.

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

SLO 11B.8.2.1 Utilize ratios, fractions, percentages, and scale.

SLO 11B.8.2.2 Incorporate design theory and colour theory into asset development.

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 11B.9.1.1 Discuss the lifespan of electronic devices, and its impact on electronic waste.

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 11B.10.1.1 Demonstrate understanding of, and comply with copyright legislation as it pertains to digital assets.

SLO 11B.10.1.2 Demonstrate understanding of, and comply with, licensing agreements.

Goal 11: Demonstrate **employability skills**.

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

SLO 11B.11.1.1 Demonstrate regular and punctual attendance.

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

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

- SLO 11B.11.1.4 Demonstrate adaptability, initiative, and effort.
- SLO 11B.11.1.5 Demonstrate teamwork skills.
- SLO 11B.11.1.6 Demonstrate the ability to stay on task and effectively use time in class and work environments.
- SLO 11B.11.1.7 Demonstrate the responsible use of technology.
- SLO 11B.11.1.8 Provide and accept constructive feedback.

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

- SLO 11B.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.

No applicable SLOs.

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

- SLO 11B.11.4.1 Demonstrate critical thinking skills when solving problems.

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 11B.12.1.1 Discuss the place of asset creation in the Canadian economy.

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

- SLO 11B.12.2.1 Develop an online portfolio.
- SLO 11B.12.2.2 Discuss career opportunities in asset development.
- SLO 11B.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 11B.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 11B.13.1.1 Discuss the history, technological progression, and emerging trends in interactive digital media.