



9100

PROJECT MANAGEMENT FOR  
INTERACTIVE DIGITAL MEDIA

40S/40E/40M

An Interactive Digital Media Course



# 9100: PROJECT MANAGEMENT FOR INTERACTIVE DIGITAL MEDIA 40S / 40E / 40M

## Course Description

In this course, students will collaborate with others as they apply the knowledge and skills learned in previous courses in order to create, manage, and release an authentic interactive digital media project.

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

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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 12C.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 12C.2.1.2 Select and use software to develop a project.

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

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

SLO 12C.3.1.1 Initiate and implement a formal documentation process for the project under development.

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

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

SLO 12C.3.2.2 Collaborate with others on the project under development.

SLO 12C.3.2.3 Participate in kick-off meetings, client meetings, and regular status meetings for the project under development.

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

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

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

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

SLO 12C.3.4.1 Determine and manage the quality assurance process.

**GLO 3.5: Manage** projects.

SLO 12C.3.5.1 Develop and implement procedures to manage the project under development.

SLO 12C.3.5.2 Determine and assign the various roles and tasks for the project under development.

SLO 12C.3.5.3 Clarify roles and responsibilities of team members throughout the project.

SLO 12C.3.5.4 Review project milestones.

SLO 12C.3.5.5 Promote communication among team members, teachers, clients, etc.

SLO 12C.3.5.6 Organize, schedule, and host kick-off meetings, client meetings, and regular status meetings for the project under development.

SLO 12C.3.5.7 Manage relationships with stakeholders.

SLO 12C.3.5.8 Demonstrate the ability to manage and address change.

SLO 12C.3.5.9 Identify and manage risks for the project under development.

- SLO 12C.3.5.10 Track and report on the progress of the project under development.
  - SLO 12C.3.5.11 Ensure project completion to specifications and quality standards.
  - SLO 12C.3.5.12 Demonstrate the ability to manage project release.
  - SLO 12C.3.5.13 Demonstrate the ability to conduct a project review.
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#### **Goal 4: Conceptualize** projects.

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

- SLO 12C.4.1.1 Discuss the theory behind the project under development (i.e., colour theory, branding, game theory, programming concepts, business rules, data modelling, indexing, ERDs, normalization).

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

- SLO 12C.4.2.1 Demonstrate research skills.
- SLO 12C.4.2.2 Demonstrate the ability to develop strategies to collect data.
- SLO 12C.4.2.3 Demonstrate the ability to gather project requirements.

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

- SLO 12C.4.3.1 Demonstrate the ability to establish project goals.
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#### **Goal 5: Plan** projects.

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

- SLO 12C.5.1.1 Determine scope, timeline, and milestones of the project under development.
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#### **Goal 6: Develop** projects.

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

- SLO 12C.6.1.1 Develop draft prototype (i.e., level screens, wire frames, comps).
- SLO 12C.6.1.2 Test the draft prototype of the project under development.

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

SLO 12C.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 project under development.

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

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

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

SLO 12C.6.4.1 Create security features for the project under development.

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

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

SLO 12C.7.1.1 Publish project to file format suitable for project under development.

SLO 12C.7.1.2 Demonstrate the ability to present project.

SLO 12C.7.1.3 Demonstrate the ability to implement project turnover to client.

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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 12C.8.1.1 Demonstrate the ability to develop project training resources for client.

SLO 12C.8.1.2 Demonstrate the ability to read, interpret, and communicate information to stakeholders.

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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 12C.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.

No applicable SLOs.

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

SLO 12C.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 12C.9.3.2 Demonstrate awareness of the ways that entrepreneurs can promote their business.

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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 12C.10.1.1 Ensure compliance with legal and professional obligations for the project under development.

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

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

SLO 12C.11.1.1 Demonstrate regular and punctual attendance.

SLO 12C.11.1.2 Demonstrate the ability to communicate respectfully and effectively with teachers, supervisors, co-workers, and students.

SLO 12C.11.1.3 Demonstrate accountability by taking responsibility for their actions.

SLO 12C.11.1.4 Demonstrate adaptability, initiative, and effort.

SLO 12C.11.1.5 Demonstrate teamwork skills.

SLO 12C.11.1.6 Demonstrate the ability to stay on task and effectively use time in class and work environments.

SLO 12C.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.

No applicable SLOs.

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

SLO 12C.11.4.1 Demonstrate critical thinking skills when solving problems.

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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 12C.12.2.1 Demonstrate the use of online marketing strategies (i.e., social media, SEO, viral marketing, crowd sourcing) to promote project under development.

**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.

No applicable SLOs.