

**I. CATALOG DESCRIPTION**

Department Information

Division: Humanities

Department: Art

Course ID: ART 188

Course Title: Portfolio Web and Multimedia Design

Units: 3

Lecture: 2

Laboratory: 3

Prerequisite: ART 187.

**A. CATALOG DESCRIPTION:** Focus on multimedia project planning and design production. This course emphasizes planning, research and client communications skills as preparation for designing and executing a multimedia project.

**B. SCHEDULE DESCRIPTION:** Focus on multimedia project planning and design production. This course emphasizes planning, research and client communications skills as preparation for designing and executing a multimedia project.

**II. NUMBER OF TIMES COURSE MAY BE TAKEN FOR CREDIT: one**

**III. EXPECTED OUTCOMES FOR STUDENTS:**

Upon successful completion of the course, the student will be able to:

- A. Evaluate and catalog potential material for a multimedia project such as data, text, still images, video and sound.
- B. Demonstrate the ability to optimize and edit, still images, video clips and sound for a multimedia project.
- C. Create graphics and animations to unify a multimedia project.
- D. Design a conceptual shell and an interface for a multimedia project.
- E. Design and control multiple linking choices for a multimedia project.
- F. Assemble linkage in Lingo script.
- G. Systemically check and debug a multimedia project.
- H. Analyze the relationship between still images, moving object and data in the interactive process.

**IV. CONTENT:**

- A. Function of multimedia
  1. Enhancing the way people learn
    - a. Education
    - b. Technical instruction
  2. Enhancing entertainment
    - a. Game development
    - b. Interactive entertainment
  3. Presentation of new ideas
- B. Concept and planning
  1. Methods of research and obtaining material for the project
  2. Methods of organizing material
    - a. Linear organization
    - b. Interrelated organization

- C. Execution of multimedia project
  - 1. Rules for panel construction
  - 2. Mapping panel interrelationships
- D. Developing an interface
- E. Interactively linking panels, text, graphics, videos and sounds.
- F. Testing and troubleshooting
  - 1. Testing and fine tuning project
  - 2. Debugging and finalizing the project

**V. METHODS OF INSTRUCTION**

- A. Computer demonstrations
- B. Small group and one-to-one lectures
- C. Computer exercises
- D. Textbook and workbook assignments
- E. Supervised projects

**VI. TYPICAL ASSIGNMENTS**

- A. Gather:  
Gather information of a historical person such Duke Ellington. Information is available in the library, on the Internet and in music libraries. Gather still images and music from CDs and records. Gather video clips from the Library of Congress.
- B. Catalog:  
List your information, by type and length with a short description.
- C. Map  
Draw, on paper, rough sketches for panels containing no more than one or two pieces of information.
  - 1. Refine you map into panels
  - 2. List the information for each panel from your catalog
- D. Decide on an interface appearance for the whole project
  - 1. Design a home page
  - 2. Design a background and navigation button appearance for the whole project
- E. On paper, or in Adobe illustrator, make a flow chart listing each panel.
- F. On the computer, assemble your panels in MacroMedia Director
  - 1. Link panels in Lingo to your navigation buttons
  - 2. Link panels and blocks of information in Lingo according to your flow chart
- G. Make a self-playing final compilation of the project and record it to a CD-R as a hybrid disk playable on Macintosh and Windows systems.
- H. Debug:  
Play CD fully on at least two different Macintosh and Windows systems.
  - 1. Note what parts do not work right.
  - 2. Fix the bugs in the project and record a new CD(s)

**VII. EVALUATION**

- A. Methods of evaluation
  - 1. Subjective evaluation:  
Completion of 1 interactive project for this semester  
Each of the aspects of the project will be consider
    - a. Planning
    - b. Adequacy and relevance of the material used
    - c. Execution and integration of:
      - i. Interface
      - ii. Images and graphics
      - iii. Sound
      - iv. Video
      - v. Adequacy of linkage

- B. Frequency of evaluation
  - 1. Completion of 1 interactive project for this semester.  
Project will be accompanied by a journal of steps and information used for its creation.  
Projects will be evaluated on the following criteria:
    - a. Originality of the concept
    - b. The clarity of organization
    - c. Steps executed to complete their projects.
    - d. Success in achieving the original idea
    - e. Complexity of the work attempt
  - 2. One final report paper

**VIII. TYPICAL TEXTS:**

- A. Jason Roberts Director 8 Demystified, CA: publisher PeachPit 2000
- B. Tab Julius . Director 8 and Lingo Authorized, CA: PeachPit 2000

**IX. OTHER SUPPLIES REQUIRED OF STUDENTS:**

Blank Zip disks, blank CD-R disks.