

Interactive Digital Media Capstone -- Core

Course Description

The Interactive Digital Media Capstone course brings together the core courses in Media Design and Production with the concepts of User Interface Design (UID), User Experience Design (UX), and creative coding to develop team based projects. This course emulates the industry production process and synthesizes media and digital storytelling from other production courses into emergent media projects. Capstone Projects are teacher facilitated – student led teams creating a digital media artifact from conception to presentation. Example works might include a 2D or 3D video game; a student-developed social network web application; a movie or animation; interactive informational kiosk for a museum or library; or a concert of student-created digital media performances.

Course Objectives

- Demonstrate an understanding of integrity and ethics pertaining to the digital media professions.
- Demonstrate effective communication skills, through team work, oral presentations, and good written communication.
- Use the design process to envision, implement, test, and redesign discipline specific projects to gain better appreciation of the process of creating engaging media.
- Demonstrate the intersection of digital media and society by producing and exhibiting an emergent media artifact that becomes part of the student’s Digital Media Portfolio.

Assessing Performance

Students are assessed by obtaining weekly grades on the following: Work Ethic, Quizzes, Project Reports, Presentations, and Reflections as well as the final outcome and presentation of the design project.

Course Essentials

Equipment	Cost/Unit
Consumable material	\$1,000
Reusable material	\$1,500
Classroom set of computers	\$0 if you already have them, ≈\$1000 per computer if purchase is required

First Semester

Unit 1: Digital Media Professionalism, Communication, Teamwork, and Work Ethic	Professionalism, Job expectations, Oral, Written, Technological, and Visual communication, Value of Work Ethic, Digital Media publication rights and rights management, Resume & Portfolio Development
Unit 2: Project Management	Using Google Drive and other project management systems for team writing, coordination, and data collection, budgets, team roles.
Unit 3: Interactivity in Practice	Teacher managed project in interactive media. Example: an Arduino + Processing + Web based media kiosk to showcase student work.
Unit 4: Project Conception	Ideation, cost/benefit analysis, negotiating a team’s creative process
Unit 5: Group Project Proposals	Project Outline, Intended audience, Usability, Budget and Justification

Second Semester

Unit 1: Iterative Design Practices	Agile development practices including Scrum, Gantt charts, iterative goals, progress reports and team presentations.
Unit 2: Production Cycle	Production of the Group projects with iterations toward the final goal.
Unit 3: Project Documentation	Documenting the design process, project concept, and final outcomes of the project. This includes team and self-performance evaluation.
Unit 4: Project Exhibition	Final Project Exhibition presenting the completed project to the intended audience.
As time permits	Guest Media professionals