Minnesota State University Moorhead

GID 250: Introduction to Interactive Media

A. COURSE DESCRIPTION

Credits: 4

Lecture Hours/Week: 4

Lab Hours/Week: 0

OJT Hours/Week: *.*

Prerequisites:
This course requires the following prerequisite
GID 230 - Introduction to Digital Design

Corequisites: None

MnTC Goals: None

This course provides students with a strong foundation in the many ways to create, render, optimize, organize, and share contemporary interactive media content. Students will learn how to build and host web-based content and populate their websites with production projects that combine elements of image, sound, video, animation and immersive 360 content. Classes will involve hands-on experiences as well as lectures, demonstrations, and reading assignments.

B. COURSE EFFECTIVE DATES: 01/02/2021 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. History of modern interactive media
2. Digital data and media creating and optimization
3. Web hosting, coding, and design
4. Working with sound
5. Video editing and creating compositions
6. Animation foundations and motion graphics
7. Immersive reality, 360 photos and video

D. LEARNING OUTCOMES (General)

1. Comprehend the history of modern media-based technology, and how advances in it shape our lives and continually change the interactive media industry.
2. Understand terminology and foundational technology used in the interactive media industry.
3. Attain knowledge regarding the importance of the various graphic applications and their relationship to the interactive media industry.
4. Develop basic competencies with computer applications related to web design & development, video editing & animation, and virtual reality experiences.
5. Create introductory level interactive media projects using various hardware and software relating to the industry.

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted