Minnesota State University Moorhead

GID 450: Advanced Interactive Media

A. COURSE DESCRIPTION

Credits: 4

Lecture Hours/Week: 4

Lab Hours/Week: 0

OJT Hours/Week: *.*

Prerequisites:
This course requires both of these prerequisite categories
1. GID 330 - Intermediate Digital Design
   And
2. GID 350 - Intermediate Interactive Media

Corequisites: None

MnTC Goals: None

This course focuses on advanced interactive design and development of media experiences through current front-end technologies. Building on the foundation and responsive skills you learned in GID350, we will focus more deeply on developing your project with a higher level of attention to the aesthetics of your original designs, project management, and user experience concerns. You will work with contemporary prototyping tools, frameworks, and content management systems (CMS) to produce high quality, client-focused projects for your portfolio. You will learn the latest CMS tools for content, SEO, Analytics, commerce, and other commonly used technologies. We will explore emerging CMS tools that enable immersive experiences.

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

C. OUTLINE OF MAJOR CONTENT AREAS

1. Elements of design in the context of an interactive
2. Principles of design in the context of an interactive medium
3. Project management principles and design briefs
4. Contemporary collaborative prototyping tools
5. Contemporary Content Management Systems design and production practices
6. Content Management System functionality and plugins for interactive and client needs

D. LEARNING OUTCOMES (General)

1. Create interactive projects adhering to the core elements and principles of design.
2. Implement project management principles throughout the development of client-focused design briefs.
3. Effectively use prototyping tools to plan and collaborate in a team environment for client projects.
4. Skillfully create and design interactive projects leveraging contemporary framework systems.
5. Operate, install, administer, and design within CMS applications at an advanced level.
6. Implement CMS functionality and tools that serve client needs including SEO, analytics, commerce, and immersive technology.

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

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted