

TCOM 450
ADVANCED MULTIMEDIA PRODUCTION
Spring 2005 Course Information

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Office Hours: TWR 3:30 - 5:30, and by appointment

Home Phone: 765.286.5776, please leave a message between 9am - 9pm

Classroom/Class time:
BC 209, TR, 2:00 – 3:15 pm

COURSE OBJECTIVES

This class is designed to cultivate the skills necessary to create and communicate through interactive multimedia. Interactivity (i.e., the inclusion of a multimedia "user" within a created experience) will be investigated on many levels: from the choosing of metaphors to the writing of storylines. This course will give the student an opportunity to participate in the development of a truly interactive multimedia environment. Individuals in this class will apply a firm foundation of human-computer interaction techniques towards the creation of an enriched interactive experience.

Through readings and production experiences, students are expected to acquire an advanced knowledge human-computer interaction principles and their application to multimedia interface design. The following areas will be addressed:

- ... Theoretical principles of human-computer interface design:
 - Accessibility (accommodation for different users: skill levels, element sizing, etc.)
 - Aesthetic Integrity (visual/aural completeness, seamlessness)
 - Audience Knowledge (awareness of the target audience)
 - Consistency (zero surprises or omissions)
 - Direct Manipulation (on-screen control of interactive parameters)
 - Feedback and Dialog (reinforcement/guidance)
 - Forgiveness (recoverability from any situation)
 - Metaphors (drawing from parallel examples in life)
 - Modelessness (eliminating compartments within interfaces)
 - Perceived Stability (maintaining a resilient environment)
 - See-and-Point (visual controls)
 - User Control (protecting the user while giving them power)
 - WYSIWYG (What You See Is What You Get)

Required Texts:

- Cooper, A., Reimann, R. M. (2003). About Face 2.0: The Essentials of Interaction Design
Wiley. ISBN: 0764526413
- Mennenoh, D. (2004). Director MX 2004: Training from the Source.
Macromedia Press. ISBN: 0321223659

*The ultimate goal for this course is
to have each student acquire an appreciation
of human-computer interaction theory as it applies
to the design of interactive multimedia.*

Academic Dishonesty:

Academic dishonesty includes but is not necessarily limited to the following:

- A. Cheating or knowingly assisting another student in committing an act of cheating or other academic dishonesty.
- B. Plagiarism which includes but is not necessarily limited to, submitting examinations, or other material as one's own work when such work has been substantially copied from another or prepared as the product of a group experience.

Any student who commits an act of academic dishonesty will be dismissed from the course with a failing grade.

Class Attendance:

Absences are highly discouraged in this class. If you are absent because of a very serious illness or major family emergency on the day when an assignment is due, you must notify the instructor as soon as possible.

Disability Accommodation:

If you need adaptations or accommodations because of a disability, if you have emergency medical information to share with me, or if you need special arrangements in case the building must be evacuated, please make an appointment with me as soon as possible.

TCOM Outside Class Presentations:

You are required to attend at least three presentations, concerts, or exhibits by persons you have never seen, heard, or viewed before. A 500 word paper is due on the last class day of each month (i.e., 1/27, 2/24, & 3/31) describing your impressions of these occasions. A web-based photo essay may be substituted for ONE of these papers. Papers may be shared across other TCOM classes that you are taking this semester. Poorly written or late papers will result in a 5% overall course grade reduction. **Papers are to be submitted electronically to the class Digital Drop Box on Blackboard. Please use the following naming convention: YOURLASTNAME_Paper1.doc , YOURLASTNAME_Paper2.doc, etc.**

QUALITATIVE EVALUATION CRITERIA

Note: Your final grade in this course is determined by overall performance, **not** through the simple result of adding points together.

Construction:	Percent	Due Date
Collaborative Training	15	Lessons to Digital Drop Box
Interactive Group Project	55	May 4 th
Discussion:		
Class Blog	20	
In-Class	10	
	+	
TOTAL:	<u>100</u>	
A = 90-100%	D = 60-69%	
B = 80-89%	F = Below 60%	
C = 70-79%		

REVISED COURSE SCHEDULE (may be revised to meet the needs of the class...)

Date	About Face Book	Director MX	Activities / Mini-Tutorials
Week 1		Outside of Class	
January 11	Introduction		Introduction to Projects / Blog Sign-ups
January 13			
Week 2			
January 18	Chapters 1-4	Lessons 1-2	Design Discussion - <i>Every Tuesday</i>
January 20			Director MX 2004 Basics / Interface
Week 3			
January 25	Chapters 5-7	Lesson 3	Sprites, Buttons, Casts and Cursors
January 27			
Week 4			
February 01	Chapters 8-10	Lesson 4	Using Video, Introducing Lingo
February 03			
Week 5			
February 08	REBOOT Chapter 11		Director Docs are your friend...
February 10			Sound, Video, Behaviors & Navigation
Week 6			
February 15	Chapters 14-15	Lesson 5	Introducing Lingo
February 17			
Week 7			
February 22	Chapters 19-20	Lesson 15	Introducing Director 3D
February 24			
Week 8			
March 01	Chapters 23 & 32	Lesson 16	Controlling the Game
March 03			
Week 9			
March 6 - 12	Spring Break		
Week 10			
March 15	Project Planning		DVDSP MENU DESIGN
March 17	Project Planning		DVDSP MENU DESIGN
Week 11			
March 22	Project Planning		DVDSP MENU DESIGN
March 24	Project Planning		DIRECTOR PROJECT DESIGN
Week 12			
March 29	Project Planning		DIRECTOR PROJECT DESIGN
March 31	Project Planning		DIRECTOR PROJECT DESIGN
Week 13			
April 05			PROJECT CONSTRUCTION
April 07			PROJECT CONSTRUCTION
Week 14			
April 12			PROJECT CONSTRUCTION
April 14			PROJECT CONSTRUCTION
Week 15			
April 19			PROJECT CONSTRUCTION
April 21			PROJECT CONSTRUCTION
Week 16			
April 26			PROJECT CONSTRUCTION
April 28			Beta Project DUE
Finals Week	WED. 5/4 @ 2:15		PROJECT SHOWCASE

FINAL PROJECT / COURSE GRADE CRITERIA

A ... Unique Design: Excellent - Content Placement, Color Selection, Graphics, Layout, Navigation, Typography, AND Usability.

In addition to... Outstanding work in all areas of the course (exams, papers, etc.).

A- ... Creative Design: Very Good - Content Placement, Color Selection, Graphics, Layout, Navigation, Typography, AND Usability.

In addition to at least... Outstanding work in most areas of the course (exams, papers, etc.).

B+... Fine Design: Good - Content Placement, Color Selection, Graphics, Layout, Navigation, Typography, AND Usability.

In addition to at least... Accomplished work in all areas of the course (exams, papers, etc.).

B ... Useful Design: Clear - Content Placement, Color Selection, Graphics, Layout, Navigation, Typography, AND Usability.

In addition to at least... Accomplished work in most areas of the course (exams, papers, etc.).

B- ... Fair Design: Mixed Quality - Content Placement, Color Selection, Graphics, Layout, Navigation, Typography, AND / OR Usability.

In addition to at least... Accomplished work in one area of the course (an exam, a paper, etc.).

C+... Underdeveloped Design: Some Future Promise - Content Placement, Color Selection, Graphics, Layout, Navigation, Typography, AND / OR Usability

In addition to at least... Average work in all areas of the course (exams, papers, etc.).

C ... OK Design: Minimally Effective - Content Placement, Color Selection, Graphics, Layout, Navigation, Typography, AND Usability.

In addition to at least... Average work in most areas of the course (exams, papers, etc.).

C- ... Unfinished Design: Unconsidered/Missing - Content Placement, Color Selection, Graphics, Layout, Navigation, Typography, OR Usability.

In addition to... Below Average work in most areas of the course (exams, papers, etc.).

D+ and below ... Unsatisfactory Design: Unconsidered/Missing - Content Placement, Color Selection, Graphics, Layout, Navigation, Typography, AND Usability.

In addition to... Below Average work in all areas of the course (exams, papers, etc.).

HAVE A GREAT SEMESTER!

- Dr. J