

MMA136 Interactive Multimedia Syllabus

Course Information

Organization	Pittsburgh Technical Institute
Course Number	MMA136
Credits	4
Contact Hours	44
Instructor	name
E-mail Address	email
Office	412
Office Phone	412-809-5101
Office Fax	412-809-5249
Number of Weeks	11

Description

This course introduces students to the aspects of motion graphics, image creation, digital composition, timelines, movement, and motion paths as they pertain to interactive development. Students expand their skills through projects which combine interactivity with animation.

Prerequisites

None

Competencies

1. Operate the latest web animation software.
2. Manipulate vector and bitmap shapes.
3. Compose an appealing screen layout.
4. Integrate principles of animation into a project.
5. Arrange a user-friendly layout for an interactive.
6. Write code for interactivity.
7. Enhance projects with rich media.

Grading Information

Grading Rationale

In this course you will complete a series of learning activities and performance assessments in the form of assignments, tests, quizzes or projects. A point system will be used to grade learning activities and performance assessments. By the end of the term a student must achieve an overall grade above an F in order to pass the course.

Grading Scale

A	90% to 100%
B	80% to 89%
C	70% to 79%
D	60% to 69%
F	Below 60%

Guidelines for Success

Quarter 1 - Quarter 4 / Absence Policy: Submitting Coursework and Assignments

EXCUSED ABSENCE

An excused absence is one in which the student has experienced extenuating circumstances that result in missed classes. Excused absences must have the approval of the Department Chair and must be accompanied by appropriate documentation for the student file. Faculty will then receive notification from the Department Chair or Student Advisor that an absence is excused.

The instructor will then consider a deadline to be "extended" for that student for work due during that period. The new deadline should not exceed the time missed. For example, a student who has missed 2 days will have their deadline "extended" 2 days.

UNEXCUSED ABSENCE

An unexcused absence is one that does not have any extenuating circumstance resulting in missed class(es). Unexcused absences are not sanctioned by the Department Chair and normally will not have supporting documentation for the student's file. Faculty may receive notification from the Department Chair or Student Advisor that an absence is unexcused.

Consequence for submitting after a deadline:

1 to 5 business days late: 10% grade reduction

After 5 business days late: 20% grade reduction

Final Deadlines:

- o All work whose deadlines occur BEFORE midterm must be submitted by the Midterm Final Deadline
- o All work whose deadlines occur AFTER midterm must be submitted by the End of Term Final Deadline
- o "Final Deadline" is defined as the end of the last class occurrence of a particular course. If the course ends, or midterm occurs at 10:20 AM on a Tuesday, for example, then that is the Final Deadline for all work for that course, even if the end of the term or midterm occurs on the following Friday.

Out of Class Work

In order to be successful in this course, you need to spend adequate time outside of class to complete homework assignments, projects, and papers as well as prepare for quizzes and tests. Take time, today, to review the outside of class assignments and the assessment activities that are included in the course schedule. Develop a plan to carve out time each day to keep up with the workload of this course

Schedule	
Session	Notes
Week 1	UNIT 1: BASICS Outside of Class Assignments

	Basic Activities
Week 2 - 5	UNIT 2: ANIMATION Outside of Class Assignments Animation Activities Easing Activities
Week 5-7	UNIT 3: ACTIONSCRIPT & NAVIGATION Outside of Class Assignments Button Control Activity Site Structure
Week 8-11	UNIT 4: ADDING MEDIA, TESTING, OUTPUTTING Exam Outside of Class Assignments Final Project

