

Andre C. Murnieks, Senior Lecturer
Winter Quarter 2007
M/W 3:30–5:18 pm

Syllabus

Context	This course is structured to provide information and experience in the area of interactive visual communication and interface design. Students apply course principles by creating an information-based multimedia application that integrates images, sound and motion founded on strong design principles and typography.
Format	This a progress-oriented auxiliary course that requires active student participation. Class meets two (2) days per week for approximately two (2) hours each day. Class sessions are comprised of lectures, demonstrations, assignments, and tutorials.
Objective	The aim is to provide students with an opportunity to learn about the important principles of interface design and the significance of integrating it with effective interaction design. Students address issues concerning the innovation of screen-based communication and the challenges associated with them. Design solutions should carefully address the specific requirements and abilities of the user audience, be easy to understand, and support the structure, meaning and purpose of the information. It is also the intent of this course to provide students with an adequate background in multimedia authoring and current associated technology.
Content	Overview of interactive multimedia synthesized with concepts of visualization Motion aesthetics with interactive multimedia Introduction to screen layout and design Interactive multimedia terminology and equipment Introduction to interaction concepts Computer typography and screen legibility
Requirements	Attendance is mandatory. An absence without a valid written excuse results in a lowering of the final grade. Three (3) absences without valid written excuses result in a failing grade for the course. The validity of the written excuse is at the instructor's discretion. Failure to appear on time will be counted as a half day's absence. Please notify the instructor at murnieks.2@osu.edu or leave a message at 292-6746, if you will be late or absent for any reason. Students are expected to come to the studio prepared to work and will be expected to work diligently throughout the studio's duration. Students should be prepared to present their work at any time. Students will be required to submit a final copy of their work to the instructor
Evaluation	Students are evaluated on: participation in class discussions; presentations; ability to apply course material to projects; ability to create professional quality work; and the ability to exchange ideas and accept constructive criticism. The highest standards of quality visual work is expected.
Grading	Each phase of the project will be assigned a grade from A to E. Percentages are applied as follows: 20%: Prototype concept, strategy, and architecture 20%: Intermediate critique 60%: Final project prototype, presentation and critique Late assignments receive a lowered or failing grade at the instructor's discretion. Incomplete grades are not granted except under extreme circumstances. Extra credit or make-up projects will not be available.

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Course

Required Text

Sams Teach Yourself Macromedia Flash 8 in 24 Hours by Phillip Kerman

Recommended Texts

Kristof, Ray and Amy Satran, **Interactivity by Design**
Krug, Steve, **Don't Make Me Think**
Tuft, Edward R., **Envisioning Information**
Norman, Donald, **The Design of Everyday Things**
Apple Computer, **Multimedia Demystified: A Guide to the World of Multimedia**
Mullet, Keven and Darrel Sano, **Designing Visual Interfaces**

Office Hours

Monday & Wednesday 12:30–2:18 pm in Hopkins Hall 375B. If you have any questions concerning assignments, or any other issues related to this course that can not be answered during class times, please see me during office hours.

If office hours are in conflict with your schedule, we can arrange a time that is mutually agreeable. Please do not expect to receive substantial advising outside of class times, office hours or pre-arranged appointments.

If circumstances arise preventing you from attending class, please leave a detailed message by calling the Department of Industrial, Interior, and Visual Communication Design office at 292-6746 or sending an e-mail to murnieks.2@osu.edu.

Platform Issues

Macromedia and Adobe applications for Windows and Macintosh differ very little. Our computer resources in the area of visual communication are primarily Mac based, and currently is our platform of choice. Additionally, some Windows computers do not readily offer the font choices expected to be utilized during the course. If your preference is to author your program in Windows, please do not expect comprehensive hardware and software support. Additionally, if you choose to author using a Windows computer, you will be solely responsible for presentation arrangements for all critiques and the final presentation.

Academic Accommodations

If you need an accommodation based on the impact of a disability, you should contact the instructor to arrange an appointment as soon as possible. At the appointment, the instructor and the student, can discuss the course format, anticipate your needs, and explore the potential accommodations. The instructor will rely on the Office of Disability Services for assistance in verifying the need for accommodations and developing accommodation strategies. If the student has not previously contacted the Office for Disability Services, the student is encouraged to do so.

Academic Misconduct

Academic misconduct of any kind will not be tolerated or permitted. If students have questions about what activities constitute academic misconduct they should consult Faculty Rule 3335-23-04. The procedures that will be followed should suspected academic misconduct occur will follow Faculty Rule 3335-23-0.