TCOM 450
ADVANCED MULTIMEDIA PRODUCTION
Spring 2006 Course Information

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Home Phone: 765.286.5776, please leave a message between 9am - 9pm
Classroom/Class time: BC 209, TR, 2:00 – 3:15 pm

Required Text:
       Lidwell, W., Holden, K., Butler, J. (2003). Universal Principles of Design.
             Rockport Publishers. ISBN: 1592530079
Optional Text (Special Order):
       Burns, M. and Cairns, G. (2004). Designing DVD Menus.
             Peachpit Press. ISBN: 1578202590

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., 1/31, 2/28, & 3/30) 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.**

*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.

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)

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
Interactive Group Project	40	April 25th
Discussion / Participation:		
Class Blog	25	
In-Class / Peer Evaluations	15	
Paper:		
Kiosk Design: Accommodating Everyone	20	March 28th
	+	
TOTAL:	100	

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

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

Date	Design Reading	"Films"	Blog Discussion Topic / In-Class Activity
Week 1			
January 10			Introduction to class / blog / project
January 12			*How can I influence the way a design is perceived?*
Week 2			
January 17	See page 8		*How can I influence… a design's perception (cont.)?*
January 19	**Project Planning**	1-5	**Introduction to Groups**
Week 3			
January 24	See page 8		*How can I help people learn from a design?*
January 26	**Project Planning**	6-10	**Groups Meet**
Week 4			
January 31	See page 8		*How can I help people learn from a design (cont.)?*
February 02	**Project Planning**	11-15	**Groups Meet**
Week 5			
February 07	See page 8		*How can I enhance the usability of a design?*
February 09	**Project Planning**	16-20	**Groups Meet**
Week 6			
February 14	See page 8		*How can I enhance the usability of a design (cont.)?*
February 16	**Project Planning**	21-25	**Groups Meet**
Week 7			
February 21	See page 9		*How can I increase the appeal of a design?*
February 23	**Project Planning**	26-30	**Groups Meet**
Week 8			
February 28	See page 9		*How can I increase the appeal of a design (cont.)?*
March 02	**Project Planning**	31-35	**Groups Meet**
Week 9			
March 5 - 12	**Spring Break**		
Week 10			
March 14	See page 9		*How can I make better design decisions?*
March 16	**Project Planning**	36-40	**Begin Project Construction**
Week 11			
March 21	See page 9		*How can I make better design decisions (cont.)?*
March 23	**Project Planning**		**Project Construction**
Week 12			
March 28	**Kiosk Paper DUE**		**ALPHA Project DUE**
March 30			**Project Construction**
Week 13			
April 04			**Project Construction**
April 06			**Project Construction**
Week 14			
April 11			**BETA Project DUE**
April 13			**Project Construction**
Week 15			
April 18			**Project Construction**
April 20			**Project Construction**
Week 16			
April 25	**Final Project DUE**		
April 27	**NO CLASS**		**Dr. Dailey is OUT-OF-TOWN**
Finals Week	**2:15 PM - Wed., May 3rd**		**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 (discussion, 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 (discussion, 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 (discussion, 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 (discussion, 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 (discussion, 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 (discussion, 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 (discussion, 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 (discussion, 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 (discussion, papers, etc.).

HAVE A GREAT SEMESTER!
- Dr. J