PLNU Department of Art and Design
Art 450 Spring Semester 2016

Meeting days: Monday/Wednesday
Instructor: Joshua Tonies - E-mail: jtonies@pointloma.edu
Meeting times: 4:00PM-6:20PM
Meeting location: Ryan Library West, Computer Lab

PLNU MISSION STATEMENT:

Point Loma Nazarene University exists to provide higher education in a vital
Christian community where minds are engaged and challenged, character is
modeled and formed, and service becomes an expression of faith. Being of
Wesleyan heritage, we aspire to be a learning community where grace is
foundational, truth is pursued, and holiness is a way of life.

Course Description
This course extends your development into to the ecology, language and
practice of interactive design. Through readings, lectures, projects and in-class
activities, you will learn more advanced concepts within interface design,
coding languages, generative research, interactive motion graphics, front end
mobile development.

This course integrates design research, theory and methods which are explored
in labs where students are exposed to industry standard software and
workflows. Class projects include individual and group design briefs providing a
survey of intermediate and advanced design challenges.

ART 450 COURSE LEARNING OUTCOMES:
Upon successful completion of the course, students should be able to:

• Apply design research techniques to understand the user (contextual inquiry,
usability testing, card sorting).
• Collaborate closely with creative team to produce interactive prototypes (from
mockups, wireframes, storyboards).
• Utilize iterative development to deepen design concepts
• Fearlessly approach new ideas, and discover novel ways of communicating
them using emerging technologies
• Demonstrate knowledge of CSS, HTML and Adobe Creative Cloud, Javascript/
Jquery, Bootstrap
• Develop creative concepts and directions from creative briefs, wireframes, and
present clear ideas and concepts through developed communication skills (both
written/verbal).

COURSE REQUIREMENTS
You will be responsible for the successful completion of various design projects during the duration of this course. Each project will be introduced with a prompt, which will be discussed extensively in class, clearly outlining the criteria and expectations for each project, ample time will be given to students for further explanation or clarification.

These prompts will also be posted to the course website (canvas) as a PDF for student reference. Students are expected to contribute to in class discussion, complete readings (texts will be provided by instructor), participate in critiques and in-class assignments, these responsibilities will factor into your professionalism / participation grade.

LATE WORK
Late work will lose a letter grade with each class meeting which follows the class period the assignment is due. This means if the assignment is not finished for the class period on the announced due date, the assignment will be considered late.

COURSE OVERVIEW - BY WEEK
Week 1: Course introduction and expectations. Design Research Presentation Assignment
Homework: Complete reading and presentations

Week 2: Research Presentations | Introduction to Speculative Mobile Interface Assignment
Homework: Develop Proposals for Assignment | Develop Design Directive

Week 3: Case Study/ Responsive Design / Working Prototypes
Homework: Interactive Prototypes

Week 4: Presentations of Speculative Mobile Interface
Homework: Prepare Assets for Portfolio Show

Week 5: Motion Design: After Effects for Portfolio Show
In Class Lab: After Effects, Advanced Motion Graphics - Identity Project
Homework: Develop Compositions for Portfolio Show Promotion

Week 6: In Class - Lab for Portfolio Show Identity Project
Individual meetings | Project Analysis - Peer Reviews

Week 7: Presentation of Portfolio Show Identity Projects | Introduction of Portfolio Site Project
In Class Lecture of Preparing Images for the Web | Interface Design Trends for portfolio sites

Week 8: In Class Lab: Design Approaches to Image Galleries, Interfacial Animation in Edge
Homework for next week: Develop individual portfolio sites
Week 9: Creating Cover Pages | Scroll Effects | Full Width Content
Homework for next week: Develop individual portfolio sites

Week 10: Typography and Interface Design | Working with Layout
Homework for next week: Develop individual portfolio sites

Week 11: Presentation of Portfolio Sites | Upload to personal domains
San Diego Central Library Internship: Exhibition Design Project Introduction
Homework: Project Timeline Introduced, Each student develops storyboard for a composition for Interactive Exhibit Design

Week 12: SDPL Internship: Exhibition Design Project | Storyboards Presented in class with Peer Review | Individual feedback
Homework for next week: Develop storyboard compositions into Edge Animate Projects

Week 13: SDPL Internship: Exhibition Design Project | Animation & Interactivity in Edge Animate In Class Lab
Homework for next week: Incorporate Animation and Interactivity to compositions in preparation for Client Review

Week 14: SDPL Internship: Exhibition Design Project | Students present working drafts to Client for review | feedback
Homework for next week: Incorporate feedback into working compositions

Week 15: SDPL Internship: Exhibition Design Project | Individual Critiques | In class lab - Develop final projects
Homework for next week: Prepare for final critique / Presentation of final projects.

Week 16: Presentation of work on site, Final Critique

COURSE PROJECTS - OVERVIEW

Design Research Presentations: Emerging ecologies
10% of total grade
Project 1: Speculative Mobile Interface
20% of total grade
Project 2: Portfolio Show: Motion Graphics
10% of total grade
Project 3: Personal Portfolio Websites
20% of total grade
Final Project: Internship Based
30% of total grade
Professionalism / Participation
10% of total grade

ATTENDANCE POLICY

Attendance in class is considered vital for the optimum amount of creative exchange between all those involved in the art of learning process. Therefore each unexcused absence will result in the loss of 3 points in the student's cumulative grade point total. Tardiness and leaving class early will also lower the final grade, three of these offenses equals an absence.

COURSE CREDIT HOUR INFORMATION

In the interest of providing sufficient time to accomplish the stated Course Learning Outcomes, this class meets the PLNU credit hour policy for a 3-unit class delivered over 16 weeks.

ACADEMIC DISHONESTY

Students should demonstrate academic honesty by doing original work and by giving appropriate credit to the ideas of others. As explained in the university catalog, academic dishonesty is the act of presenting information, ideas, and/or concepts as one's own when in reality they are the results of another person's creativity and effort. Violations of University academic honesty include cheating, plagiarism, falsification, aiding the academic dishonesty of others, or malicious misuse of university resources. A faculty member who believes a situation involving academic dishonesty has been detected may assign a failing grade for:
a) that particular assignment or examination
b) the course following the procedure in the university catalog
Students may appeal also using the procedure in the university catalog. See Academic Policies for further information.

ACADEMIC ACCOMMODATIONS

While all students are expected to meet the minimum academic standards for completion ofthis course as established by the instructor, students with disabilities may request academic accommodations. At Point Loma Nazarene University, students must request that academic accommodations by filing documentation with the Disability Resource Center (DRC), located inthe Bond Academic Center. Once the student files documentation, the Disability Resource Center will contact the student's instructors and provide written recommendations for reasonable and appropriate accommodations to meet the individual needs of the student. See Academic Policies in the undergrad student catalog.

FERPA POLICY

In compliance with federal law, neither PLNU student ID nor social security number should be used in publicly posted grades or returned sets of assignments without student written permission. This class will meet the federal requirements by (Note: each faculty member should choose one strategy to use: distributing all grades and papers individually; requesting and filing written student permission; or assigning each student a unique class ID number not identifiable on the alphabetic roster.). Also in compliance with FERPA, you will be the only person given information about your progress in this class unless you have designated others to receive it in the "Information Release" section of the student portal. See Policy Statements in the undergrad student catalog.