Current Curricula

Interactive Design Program

Program Objective

The Interactive Designer program prepares students for successful careers in the digital communications industry. The program teaches strategic thinking, collaboration, design fundamentals, art production, animation and other skills necessary for successful web and interactive media designers. Students explore creative uses of technology and learn the daily processes required to design and produce engaging and innovative interactive media. Upon graduation students have a mastery of the design and production skills required to produce engaging interactive media taking advantage of new standards and trends online. Students will have unique portfolios showcasing their creative and technical skills and their abilities to work with creative teams to design successful projects.

Interactive Design Curriculum by Quarter with Course Descriptions

**Frist Quarter**

**DV200**  Information Architecture  1.65 Credit Hours
Introduces students to fundamental Information Architecture, design and business strategy, usability and other core processes for designing and planning interactive media.

**DV100**  Web Development 1  1.65 Credit Hours
This is an introduction to HTML and CSS, the primary tools needed for building web pages.

**DV107**  Intro to Photoshop  1.65 Credit Hours
This course builds a student’s fundamental toolset for using Photoshop to design interactive media and produce clean assets for production and development.

**DV201B**  Web Production Studio  1.65 Credit Hours
Covers file organization, preparation and basic production processes.

**Second Quarter**

**DV203**  User Experience  1.65 Credit Hours
Focus on user experience process and concept ideation methods.

**VS102**  Introduction to Graphic Design  1.65 Credit Hours
Develop a basic understanding of design principles and vocabulary for creative visual thinking

**DV202**  Intro to Flash  1.65 Credit Hours
Introduction to Flash Professional and timeline animation.

**VS101**  Typography 1  1.65 Credit Hours
Introduction to type as symbols, individual letter forms, shape and space
Third Quarter
CG925 Trends 1.65 Credit Hours
Covers the basics of designing for interactive media.
VS201 Typography 2 1.65 Credit Hours
Continues to look into applied typography and its design
DV130 Web Advertising Studio 1.65 Credit Hours
Design and build banners in integrated creative teams focusing on banners but including other forms of online advertising (Microsites, videos, apps, etc).
CG921 Web Design 1 1.65 Credit Hours
Introduction to concepiting in the interactive environment

Fourth Quarter
DV304 Introduction to Video Editing 1.65 Credit Hours
Covers the basics of editing video with Final Cut Pro.
DS104 Trademarks 1.65 Credit Hours
Learning that a logo is an advertisement, expression and visual representation in a simple wordless statement
DVXXX Web Design 2 1.65 Credit Hours
Continued digital design fundamentals
ID400 Interactive Studio 1 1.65 Credit Hours
Teams class of designers and developers focusing on designing and building microsites and traditional web sites.

Fifth Quarter
DV303 Intro to Motion Graphics 1.65 Credit Hours
Learn the fundamentals of using AfterEffects for motion graphics.
DVXXX Web Design 2 1.65 Credit Hours
Digital design studio focusing in more complex interactive media
DS606 Branding 1.65 Credit Hours
Explore brand identity and how to consider the logo, trademark, messaging and voice on a holistic level
ID500 Interactive Studio 2 1.65 Credit Hours
Teams class of designers and developers focusing on designing and building interactive media.

Sixth Quarter
ID500 Digital Storytelling 1.65 Credit Hours
Design and build inventive digital media that focus on telling stories in unforeseen and engaging ways while taking advantage of appropriate technologies for enhancing the story.
DVXXX Interactive Studio 3 1.65 Credit Hours
Teams class of designers and developers focusing on designing and building interactive media.
Elective
Elective

Seventh Quarter
ID600 Mobile Studio: Lecture 1.65 Credit Hours
UX, layout, devices, css, html, images - overview of fundamentals regarding mobile media.
IDXXX Mobile Studio: Design Lab 1.65 Credit Hours
Lab/studio time to support other mobile classes.
Elective
Elective
### Eighth Quarter

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Credit Hours</th>
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<tbody>
<tr>
<td>GR801</td>
<td>Graduate Portfolio Review</td>
<td>1.65</td>
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<tr>
<td></td>
<td>Complete review and finalization of your professional portfolio.</td>
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<tr>
<td>DV800</td>
<td>Project Management and Professional Practices</td>
<td>1.65</td>
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<tr>
<td></td>
<td>Overview of project management and business practices including project life cycle, project team definition, freelance business practices and other subjects related to the business side of creative professions.</td>
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<tr>
<td>TM310-0</td>
<td>Presenting Your Concepts</td>
<td>1.65</td>
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<tr>
<td></td>
<td>Getting ready for the job market and learning to present you professionally.</td>
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<tr>
<td>DVXXX</td>
<td>Open Studio</td>
<td>1.65</td>
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<tr>
<td></td>
<td>A catch-all studio class providing additional lab time for final quarter students.</td>
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