

# **COURSE OUTLINE**

## **ARTT-260**

### **Designing for Interactive Environments**

**3 Semester Hours**

## **HOWARD COMMUNITY COLLEGE**

### **Description**

This course will include the skills of design principles for interactive environments: applications, architecture, hypertext, navigation, usability, content and authoring. The emphasis will be on the elements of design. Prerequisite: CMSY-126 or CMSY-129. (4 hours weekly) NOTE: Also listed as MASS-260.

### **Overall Course Objectives**

Upon completion of this course, the student will be able to:

1. Define elements used in interactive designing.
2. Evaluate application process relevant to content.
3. Design and storyboard comprehensive web and multimedia interaction.
4. Demonstrate proficiency in design principles for interactive environments.

### **Major Topics**

I. Interactive design principles

**II. Storyboarding**

III. Applications

IV. Authoring

### **Course Requirements**

**Grading/exams:** Grading procedures will be determined by the individual faculty member but will include two quizzes or exams and at least one creative lab activity.

### **Other Course Information**

This course is a Humanities and an Arts and Science elective.