

COURSE OUTLINE

ARTT-260

Designing for Interactive Environments

3 Credits

HOWARD COMMUNITY COLLEGE

Description

This course studies interactive design principles through analysis and creation of interface designs for websites, multimedia presentations, DVD menus, and other forms of interactive media. Design applications, architecture, navigation, usability, and content are explored, as well as typography, imagery, and layout techniques.

Prerequisite: ARTT-112. (4 hours weekly)

Overall Course Objectives

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

1. Evaluate interface design concepts
2. Define design elements and conventions used in interactive applications.
3. Design user testing scenarios for design concepts
4. Create effective, comprehensive navigational structures for web, multimedia, and DVD interaction.
5. Understand technical limitations/requirements of interactive media
6. Design functional, user-friendly interfaces

Major Topics

- I. Design concepts/generating ideas
- II. Interactive design conventions
 - a. Navigation
 - b. Logos and taglines
- III. Navigation structure/information architecture
- IV. Production Issues
- V. Design principles
 - a. Grid systems/layout
 - b. Imagery and typography
 - c. Color.

Course Requirements

Projects: Each student will complete a portfolio of four complete interface designs consisting of a website, online form, multimedia presentation, and DVD menu. Each student will present a final presentation consisting of a detailed analysis of an existing interface design of their choice. Topics discussed and practiced throughout the semester must be part of the analysis.

Other Course Information

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