Clackamas Community College

Online Course/Outline Submission System

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Section #1 General Course Information

Department: Art/ DMC

Submitter

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Course Prefix and Number: DMC - 131

 # Credits: 3

Contact hours

Lecture (# of hours):
Lec/lab (# of hours): 66
Lab (# of hours):
Total course hours: 66

For each credit, the student will be expected to spend, on average, 3 hours per week in combination of in-class and out-of-class activity.

Course Title: Javascript for Interactive Design

Course Description:

This course introduces students to the skills and processes of creating interactive media for web browsers, using standard web technologies. Students will learn to create web pages in HTML that act as frameworks for animation, 3D graphics, aural media and rich interactivity. Students will explore JavaScript, the native programming language of all web browsers. Students will be able to create web pages with interactive and multimedia capabilities without plugins or other proprietary technologies. Students will gain a solid foundation in programming that can be expanded upon in future courses as well as their own work.

Type of Course: Career Technical Supplementary

Reason for the new course:

to complete a 3-course sequence in game design. we are currently offering this course as a DMC-199.

Can this course be repeated for credit in a degree?

No

What is the target audience/industry for this class?   5/3/17, 3:19 PM

DMC students interested in Computer Game Design

Are there prerequisites to this course?

No

Are there corequisites to this course?

No

Are there any requirements or recommendations for students taken this course?

Yes

Recommendations: Art-106 or DMC-106 or instructor consent

Requirements:

Are there similar courses existing in other programs or disciplines at CCC?

No

Will this class use library resources?

No

Is there any other potential impact on another department?

No

Does this course belong on the Related Instruction list?

No

GRADING METHOD:

A-F or Pass/No Pass

Audit: No

When do you plan to offer this course?

√ Fall

Is this course equivalent to another?

If yes, they must have the same description and outcomes.

No

Will this course appear in the college catalog?

Yes

Will this course appear in the schedule?

Yes

Student Learning Outcomes:

Upon successful completion of this course, students should be able to:

1. create animations and interactive multimedia for the web with native web technologies (HTML, CSS, Javascript, web canvas);
2. prototype and develop interactive desktop software, utilizing multiple types of media.
3. establish workflows for developing content and assets for interactivity as well as the use of multimedia authoring tools;
4. design and develop simple interactive stories, as well as to employ story approaches and elements in projects that are not strictly narrative;
5. identify, describe and use interactive storytelling, similarities and differences between authored and interactive content, story-mapping and a survey of workflows and tools for creating of interactive narrative
6. design and develop interactive 3D games in an industry-standard game engine.

This course does not include assessable General Education outcomes.

Major Topic Outline:

1. How the Web Works
2. HTML Basics
3. Programming and JavaScript
4. Programming Logic and Interaction
5. The Web Canvas
6. Programming Interactive Graphics and Animations
7. Designing Interactive Experiences

Does the content of this class relate to job skills in any of the following areas:

1. Increased energy efficiency	**No**	
2. Produce renewable energy	**No**	
3. Prevent environmental degradation	**No**	
4. Clean up natural environment	**No**	
5. Supports green services	**No**	

Percent of course: 0%

First term to be offered:

Specify term: Fall 2017