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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: Interactive Design for Games

Course Description:

This course introduces many of the skills and processes used to create games and other interactive media for the web. Students will create webpages featuring media including sound, animation and 3D graphics. Students will design and program interactivity using JavaScript, the native programming language of web browsers. Students will gain a solid foundation in interactive design and programming.

Type of Course: Career Technical Preparatory

Is this class challengeable?

No

Can this course be repeated for credit in a degree?

No

Is general education certification being sought at this time?

No

Does this course map to any general education outcome(s)?

No

Is this course part of an AAS or related certificate of completion?

Yes

Name of degree(s) and/or certificate(s): DMC AAS

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 Student Petition

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?

☐ Summer
☑ ✓ **Fall**
☐ Winter
☐ Spring
☐ Not every term
☐ Not every year

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 using native web technologies (HTML, CSS, JavaScript, web canvas);
2. explore workflows for developing game content and assets;
3. examine a selection of popular game and multimedia authoring tools;
4. use narrative principles to develop interactive stories as well as non-story content;
5. design and develop interactive 3D games.

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. WebGL Interactive 3D
7. Game States and Logic
8. Designing Interactive Experience

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 2018