CRN:22505  MM 1154 Introduction to Multimedia Authoring

Tuesday - Thursday  8:00am -10:50am Cetes 104  Spring 2016

Dr. Linda Wright-Smith

<table>
<thead>
<tr>
<th>Office Hours:</th>
<th>Office: 102C CETES</th>
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<tbody>
<tr>
<td>Mon, Weds: 7:00 - 8:00, 12:40-1:40</td>
<td>Office Phone (580)581-5549</td>
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<tr>
<td>Tues, Thurs: 7:00 – 8:00, 10:50 – 11:50</td>
<td>E-mail: <a href="mailto:lindas@cameron.edu">lindas@cameron.edu</a></td>
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<tr>
<td>Fri 9:00 – 11:00</td>
<td>URL:<a href="http://www.cameron.edu/%7Elindas/">http://www.cameron.edu/%7Elindas/</a></td>
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<td>And By Appointment</td>
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<td>e-mail--Checked twice daily</td>
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Statement of Teaching Philosophy
Students need to be actively involved in the learning process in order to develop new knowledge and critical thinking skills. Therefore, students will be engaged in types of learning activities that promote their own construction of knowledge.

COURSE DESCRIPTION:
1154 INTRODUCTION TO MULTIMEDIA AUTHORING, 4 hours credit
Introduction to program logic, problem solving techniques, scripting, and the design theories on which authoring is based within the context of an authoring tool. This course makes extensive use of structure charts, flow charts, and storyboarding to illustrate the logic necessary to create instructional materials using authoring software. Lecture 2 hours, lab 4 hours. Prerequisite: MM 1143 and completion or concurrent enrollment in MM 1133.

Student Learning Outcomes:
1. Communicate effectively
2. Develop Scripts, flowcharts, and layout storyboard(s)
3. Students will create multimedia assets
4. Demonstrate basic proficiency with an authoring tool
5. Demonstrate proficiency in writing

Course Goals
The students will be able to create design strategy documents (project objectives, flowcharts, storyboards, treatments, audio, video, design standards (such as graphics, text, and projected project length), and do basic programming in an authoring system to created various interactive multimedia projects.

Required Texts and Materials (4 hour sign out at library)

Course Requirements
In addition to class attendance, each student is required to complete all lab assignments, projects research, and exams. The exams cannot be made up unless there is a compelling reason for not taking the exam on time. Each student is required to complete all assignments within the time frame listed below.
NO WORK WILL BE ACCEPTED AFTER DUE DATE!

Withdrawals
The last date to drop with an automatic withdrawal is 6 APR. Students must complete the official administrative process to withdraw from a class. Failure to do so will result in the student receiving an "F."
Evaluation

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<th>Maximum Possible Points</th>
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<tr>
<td>70 pts. InDesign Memory Books</td>
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<tr>
<td>(Professor checks your Memory books every Weds at start of class!)</td>
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<tr>
<td>You earn 5 points each week for additional significant and relevant notes)</td>
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<tr>
<td>130 pts. (05 points for each completed Lab Assignment)</td>
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<tr>
<td>100 pts. Project One (to be started in class &amp; finished as homework if necessary -- Open labs Mon-Fri)</td>
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<tr>
<td>150 pts. Project Two (to be started in class &amp; finished as homework if necessary -- Open labs Mon-Fri)</td>
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<tr>
<td>150 pts. Project Three (to be started in class &amp; finished as homework if necessary -- Open labs Mon-Fri)</td>
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<tr>
<td>100 pts. Exam One</td>
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<tr>
<td>100 pts. Exam Two</td>
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<td>100 pts. Exam Three</td>
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<td>100 pts. Comprehensive Final Exam</td>
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<tr>
<th>POINTS EARNED</th>
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<tr>
<td>900 - 1000</td>
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<td>800-899</td>
<td>B</td>
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<td>700 - 799</td>
<td>C</td>
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<tr>
<td>600 - 699</td>
<td>D</td>
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<tr>
<td>Below 600</td>
<td>F</td>
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Lab Requirements: Start your labs in class. There is no make up for missed in class labs. Start Projects in class; and if needed, finish them during open lab hours. During scheduled class periods, students may use the lab computers or personal electronic devices to access course materials only. Materials not directly related to this course MAY NOT be accessed at any time on university or personal devices. Cell phones may be set to silent for emergencies only. Non-emergency calls/texts/emails should not be acknowledged during class time. That means –NO MESSAGING, FACEBOOKING, E-MAILING, TEXTING! Each time you break this rule 5 points will be taken from your lab points!

Administrative Withdrawal: If, during the course of the semester, a student's class average falls below a passing grade due to inadequate participation, I may recommend the assignment of an "AW" prior to the last date for an automatic withdrawal. If a student has missed more than 6 class periods, and the drop/add period has expired, then I may recommend Administrative Withdrawal to the Chair of the Department.
### Schedule

#### Week 1

**Jan 7**
- Starting your memory book/InDesign reading assignment

**Jan 12-14**
- InDesign/Illustrator / Labs / **Project 1**

**Jan 19-21**
- InDesign/Illustrator / Labs / **Project 1**

**Jan 26 - 28**
- InDesign/Illustrator / Labs / **Project 1**

**Feb 2-4**
- Start Flash  **Feb 4th Show Project 1**

**Feb 9 - 11**
- Flash / Illustrator / Labs / **Project 2**
  - **Mini Exam 1** on 11th

**Feb 16 - 18**
- Flash / Illustrator / Labs / **Project 2**

**Feb 23 - 25**
- Flash / Illustrator / Labs / **Project 2**

**Mar 1 - 3**
- Flash / Sound Editing/ Illustrator / Labs / **Project 2**

**Mar 8 –10**
- Flash / Illustrator / Labs / **Project 2**
  - **Show Project 2**
  - **Mar 10th Mini Exam 2**

**Mar 14 - 18 Spring Break**

**Mar 22- 24**
- Gaming / Flash / Labs / **Project 3**

**Mar 29 -31**
- Gaming / Flash / Labs / **Project 3**

**Apr 5 - 7**
- Gaming / Flash / Labs / **Project 3**

**Apr 12-14**
- Gaming / Flash / Labs / **Project 3**

**Apr 19-21**
- **April 21st Mini Exam 3**

**Apr 26-28**
- **Apr 28th Show Project 3**
  - **Review for Finals**

**May**
- **Comprehensive Finals**

### Project 1
1. InDesign Readings
2. Illustrator Readings
3. Labs
4. Create Project 1 Artifacts
5. Show Project One
6. Take Exam 1

### Project 2
1. Flash Readings
2. Illustrator Readings
3. Labs
4. ISD artifacts
5. Create Project 2 Artifacts
6. Show Project 2

### Project 3
1. Flash Readings
2. Game Design Analysis
3. Labs
4. Create Project 3 Artifacts
5. Show Project 3 Action Script Labs
6. Burn Projects/Memory Book and Game Design Analysis on CD

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I reserve the right to amend or revise this syllabus, as it becomes necessary.

**Participation Requirements**: You will be required to participate in class discussions. If you are not in class when assignments are due, you must make appropriations for your work to be submitted on time. All assignments are due at the stated times. If you submit assignments after the designated time, your assignment is considered late and unacceptable. If there is a valid reason for extended absence, schedule an appointment with Dr. Smith to discuss options for make-up.

Syllabus supplements are available for download on the Academic Affairs webpage, at [http://www.cameron.edu/academic_affairs](http://www.cameron.edu/academic_affairs).