

Coffeyville Community College

COURSE SYLLABUS

FOR

**COMP-298
Special Projects**

Mrs. Darla Thornburg

COURSE NUMBER:	COMP-298
COURSE TITLE:	Special Projects
CREDIT HOURS:	Three (3)
INSTRUCTOR:	Mrs. Darla Thornburg
OFFICE LOCATION:	Room 108 Weinberg Hall
OFFICE HOURS:	Posted Outside Office Door
TELEPHONE:	620-251-7700, ext. 2122
E-MAIL:	darlat@coffeyville.edu
COURSE DESCRIPTION:	<p>In this course a student will plan and execute a project to enhance their overall understanding of interactive design. Projects will follow an individual approach, and will include all aspects of the project from conception, design, and production.</p> <p>Permission of instructor only.</p>
EXPECTED LEARNER OUTCOMES:	<p>Upon successful completion of this course a student will be able to:</p> <ol style="list-style-type: none"> 1. Demonstrate principles of interface design and navigation. 2. Illustrate knowledge of interactive design applications by managing the development and design process. 3. Publish, test and distribute interactive projects.
LEARNING TASKS AND ACTIVITIES:	<p>A list of competencies is attached. Students will work extensively on individual projects as assigned by the instructor.</p>
COURSE REQUIREMENTS:	<ol style="list-style-type: none"> 1. Student must complete and submit a Directed Independent Study Contract with documented start and ending dates. 2. Student must meet on campus with the instructor for a minimum of 6 one-hour conferences. 3. Student must meet on campus with the instructor to take a final examination for the course. 4. Student must be in good standing and must have at least a 2.0 grade point average to enroll in the course. 5. Student must complete a log documenting the amount of time the student spent on the assigned interactive project.

**ASSESSMENT OF
OUTCOMES:**

Evaluation

The **grading scale** for the course will be:

A	100-90%
B	89-80%
C	79-70%
D	69-60%
F	59-0%

The final grade will be determined by the following:

100% Projects

This syllabus is subject to revision with prior notice to the student by the instructor.

Special Projects

DEMONSTRATE PRINCIPLES OF INTERFACE DESIGN AND NAVIGATION

1. Research the topic of the project.
2. Conduct a design review.
3. Gather content and asset collection.
4. Plan the navigation of the project.
5. Determine naming conventions.
6. Define the style information.
7. Create simple screen views to convey ideas.
8. Define the delivery requirements.
9. Create a timeline for the project.

ILLUSTRATE KNOWLEDGE OF INTERACTIVE DESIGN APPLICATIONS BY MANAGING THE DEVELOPMENT AND DESIGN PROCESS

10. Create and manage projects using various applications and tools.

PUBLISH, TEST, AND DISTRIBUTE INTERACTIVE PROJECTS

11. Publish the project.
12. Conduct usability analysis.
13. Conduct technical analysis.
14. Produce final revision.
15. Prepare formal materials for distribution of project.