

Design and Development Tools

EDIT 4160 (3 credit hours)

Summer 2005

Class meeting: Monday, Wednesday, Friday, 5:00–11:00 PM, May 17– June 6, 2005
Room 1930
Office hours: By appointment
Lab Hours: TBA
Course Web Site: <http://projects.coe.uga.edu/ikechoi/courses/edit4160>

Instructors:

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Course Description

Students learn a variety of tools appropriate for computer-based development. These include graphics, media, and software development tools.

Purpose and Goals of this Course

This course has two main goals: 1) to master a collection of tools, most of which are computer-based, to be used throughout your participation in advanced courses (EDIT 4180 and 4210) in the design and development of learning environments; and 2) to read and reflect about the nature of design.

The following is a brief summary of the requirements for this course:

- 1) Participation in a series of workshops for authoring and multimedia tools and self-study for the tools
- 2) Completion of a professional Web site and electronic portfolios that demonstrates mastery of authoring and multimedia tools;
- 3) Submission of a web-based review and critique of the design literature (note: this can be integrated into the design journal).

Course Prerequisites

Experience of using computers and Internet

Course Format

This course will rely on the following learning activities/teaching methods:

- a. Hands-on workshop with demonstrations and examples
- b. Project-based learning
- c. Peer tutoring and collaborative learning
- d. Reading and in-class and/or on-line discussions

Attendance Policy

Due to the interactive nature of this course, class attendance will be directly factored into your grade for the semester. Attendance will be taken at the beginning of each class session. Participation and attendance are worth 20% of your overall grade. However, 100% of your grade is affected when you do not attend

class and participate. If you have extenuating circumstances (extended illness, university obligations) -- you will need to provide documentation in advance to avoid penalty.

Recommended Supplies

- A key USB storage device (128M bytes, about \$40). See detailed information at <http://www.fujiusbdrive.com/>
- Macromedia Studio MX 2004 (Education version: \$199)
 - <http://www.macromedia.com/resources/education/store/>
 - <http://www.academicssuperstore.com/>

Assignments (Detailed guidelines will be given in class)

- Class Participation (20%): Attend all class meetings, interact with peers in ways that enhance learning, turn in all assignments in a timely manner, etc.
- iMovie project (10%): Create a commercial video clip (30-60 second) as a group of two people.
- Skill Building Activity (Dreamweaver and Fireworks) (20%): Demonstrate evidence of mastery of each workshop or self-study by publishing Web pages as requested in the workshops.
- Reading Summary (20%): Write journal entries about your summary and critiques of the design literature suggested in class.
- Final Project (30%): Develop a personal Web site and portfolio pages by applying the skills and knowledge learned in this class.

Alternative Approach: Contract-based self study (for Skill Building Activity)

If you would like to do something else for any of these proposed assignments and learning activities, particularly the Skill Building Activity, please talk to the instructor about it. It is negotiable as long as your proposal would be clearly beneficial to you and your future career. With the instructor's approval, you will be asked to complete a contract for your work plan in order to begin to study your own topics.

Grading

Throughout the semester, we will periodically discuss your progress in the class. This may be accomplished using email, at office appointments, and during class times. You are welcome to turn in assignments ahead of time for formative feedback. All assignments are considered on time if they are submitted by the due date. 5% of the possible points may be deducted if an assignment is late. You may have a chance to revise particular assignments and resubmit them within a week after receiving the instructor's initial grades/feedback. This will be explained in detail during the course. You may not be given sufficient class time to work on your assignments. Rather, you may find it necessary to complete your work in a campus computer lab or at home before or after class, or on weekends. You need to make sure that you budget your time wisely in order to complete all of the assignments and turn them in on time. Assignments are due at the beginning of class unless otherwise indicated.

Your final grade will be determined according to the following scale:

<u>Points</u>	<u>Grade</u>
900--1000	A (90%)
800--899	B (80%)
600--799	C (70%)
500--699	D (60%)
Under 500	F

Course Topics and Schedule

<i>Day</i>	<i>Topic</i>	<i>Note</i>	<i>Due</i>
May 18	<i>Orientation and Needs Assessments</i> <i>Creating a commercial #1 (iMovie)</i>	-- Camera, brainstorming, camera practice	
May 20	<i>Creating a commercial #2 (iMovie)</i>	-- Videotaping, Editing	iMovie commercial Clips
May 23	<i>Publishing my first home page #1 (Dreamweaver basic)</i>		
May 25	<i>Publishing my first home page #2 (Dreamweaver basic)</i>		
May 27	<i>Skill building workshop #1 (Advanced Dreamweaver)</i>	-- graphics, Layer	My first home page
	“Web Design” Workshop		
May 30	<i>Skill building workshop #2 (Fireworks basic)</i>	- Image manipulation	
June 1	<i>Skill building workshop #3 (Advanced Dreamweaver)</i>	-- Animations	Reading summary
June 3	<i>Skill building workshop #4 (Advanced Dreamweaver)</i> Working on project		
June 6	<i>Working on Project</i> Final presentation (or Final interactive multimedia product)		Personal/Professional Web site & Skill building Portfolios

Daily class time schedule

5:00 – 6:30	Session #1 (S# 1)
6:30 – 7:00	Break and Q&A (Dinner)
7:00 – 8:30	Session #2 (S# 2)
8:45 – 10:00	Session #3 (S# 3)
10:00 – 11:00	Help session (#4)

Labs

Participants will be expected to comply with all computer lab procedures and policies established and maintained by the Gwinnett University Center while working in any of the available labs.

Reading Resources

Rieber, L.P. (2004). Getting up and running with Dreamweaver MX: Building a professional portfolio [On-line]. Available: <http://www.NowhereRoad.com> (Dr. Rieber makes this text available at no charge to all my students).

Bruce, B. (2004). Sams Teach Yourself Macromedia Dreamweaver MX 2004 in 24 Hours. Sams. (ISBN B0006I0I1C). You can get this book in local or online bookstores (e.g., <http://www.amazon.com>)

West, J. (2003). Sams Teach Yourself Macromedia Fireworks MX2004 in 24 Hours. Sams.

Winograd, T. (1996). Bringing design to software. Reading, MA: Addison-Wesley.

Academic Honesty Policy

All students are responsible for maintaining the highest standards of honesty and integrity in every phase of their academic careers. The penalties for academic dishonesty are severe and ignorance is not an acceptable defense. The full version of "A Culture of Honesty: Politics and Procedures" detailing UGA's policies on this matter can be found on the Internet at: <http://www.uga.edu/~vpaa>

Accommodations

If you have a disability and would like to request appropriate accommodations, please discuss this with the instructor. All individuals receiving accommodation in the classroom must be registered with Disability Services. Please visit their website at <http://www.dissvcs.uga.edu> for further information.

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