VISUAL COMMUNICATION AND DESIGN (WEB AND INTERACTIVE MEDIA) (VCIM)

VCIM-1200 Game Design I: Introduction to Game Design
3 Credits

Foundation of game design with an emphasis on concept, planning and creation of game prototypes. Topics include history or games from tabletop to tablet, markets, mechanics, prototyping, play testing, and analysis. Students will explore theme, genre, rules, tools, goals, and peripheral concepts of game design.

Lecture: 2 hours. Laboratory: 3 hours
Prerequisite(s): VC&D-1015 Digital Studio Basics, or concurrent enrollment; and VCIL-1640 3D Design, or concurrent enrollment.

VCIM-1400 Game Design II: Game Engines
3 Credits

Applied technical and aesthetic fundamentals of 2D and 3D game design using industry standard engines. Emphasis on design and interaction of 2D and 3D assets to be used in instructional, promotional and entertainment games.

Lecture: 2 hours. Laboratory: 3 hours
Prerequisite(s): VCIM-1200 Game Design I: Introduction to Game Design or concurrent enrollment.

VCIM-1570 Web Publishing I: HTML
3 Credits

Foundational web design, planning and construction with emphasis on web standards, usability and accessibility. Students construct web pages in HTML and CSS using basic text-editing software. Topics include analysis of how and why a website succeeds or fails, aesthetics and visual design for web, planning, creation, uploading and registration of sites, troubleshooting, search engine optimization and basic marketing strategies.

Lecture: 2 hours. Laboratory: 3 hours
Prerequisite(s): VCIM-1570 Web Publishing I: HTML.

VCIM-1770 Web Publishing II: Site Theory & Construction
3 Credits

Expansion and continuation of topics introduced in Web Publishing I. Planning, designing, constructing and publishing a web site using industry standard tools.

Lecture: 2 hours. Laboratory: 3 hours
Prerequisite(s): VCIM-1570 Web Publishing I: HTML, or concurrent enrollment; or IT-1150 Creating Web Pages with HTML and JavaScript.

VCIM-1970 Midpoint Portfolio Review
1 Credit

Sophomore level portfolio review. Individual strengths and areas of specialization are reviewed and evaluated. Students are encouraged to edit and modify existing work to prepare for advanced courses, projects and final portfolio.

Lecture: 1 hour
Prerequisite(s): Departmental approval: completion of 18 core credits at 1000 level, or completion of 9 core credits and concurrent enrollment of an additional 9 credits.

VCIM-2071 Service-Learning Web and Interactive Studio
3 Credits

A service-learning course. Web and Interactive Media students will work on "real-world", client based community projects for non-profit organizations. Design, technical, and professional practices such as contracts, client relations and team work will be put into action.

Lecture: 2 hours. Laboratory: 3 hours
Prerequisite(s): VCIM-2280 Web Publishing III: Media Rich Websites or concurrent enrollment; or VCIM-2380 Interactive Media II or concurrent enrollment; or departmental approval.

VCIM-2200 Game Design III: Game Design Studio
3 Credits

Create a variety of game projects for an intended audience, platform or device. Course emphasizes game design pipeline of planning, design, testing, refining and publishing.

Lecture: 1 hour. Laboratory: 5 hours
Prerequisite(s): VCIM-1400 game Design II: Game Engines.

VCIM-2270 Animation for the Web and Media
3 Credits

Crosslisted with ART-2151. Credit can only be earned once for either course. Technical and aesthetic fundamentals of 2D animation as they pertain to the Internet. Use of current software to develop interactive, animated graphics and interfaces. Various techniques including tweening, frame by frame, onion skinning, shape and color morphing as well as non-linear structure, interactivity, communication, scripting and troubleshooting. Acquisition or creation and integration of music, sound and video May be repeated for up to 9 credits; only 3 credits may be applied to degree requirements.

Lecture: 1 hour. Laboratory: 5 hours
Prerequisite(s): ART-1081 2D Design and Color or VC&D-1015 Digital Studio Basics, or departmental approval: comparable skills.

VCIM-2280 Web Publishing III: Media Rich Websites
3 Credits

Developing media rich websites with current industry standard tools and techniques. Emphasis on building SEO (Search Engine Optimization) and device friendly websites that integrate social media, videos, photos and music.

Lecture: 2 hours. Laboratory: 3 hours
Prerequisite(s): VCIM-1770 Web Publishing II: Site Theory & Construction, or IT-1150 Introduction to Web Programming.

VCIM-2290 Web Publishing IV: Data Driven Sites
3 Credits

Learn to create data driven, dynamic websites. Combines an overview of programming terms and concepts with practical examples.

Lecture: 2 hours. Laboratory: 3 hours
Prerequisite(s): IT-1150 Introduction to Web Programming or VCIM-1570 Web Publishing I: HTML.

VCIM-2371 Interactive Media I
3 Credits

Create a variety of interactive projects. Tell stories incorporating photos, video, sound, music, narration, typography, illustration and animation. Structure, communication, scripting, sequencing and troubleshooting emphasized.

Lecture: 2 hours. Laboratory: 3 hours
Prerequisite(s): VCIM-2270 Animation for the Web and Media or ART-2151 Animation for the Web and Media or VCIL-1640 3D Design.
VCIM-2380 Interactive Media II: App Design
3 Credits
Beyond the Web. Explores current and emerging interactive technologies such as Apps, touch screens and games.
Lecture: 2 hours. Laboratory: 3 hours
Prerequisite(s): VCIM-2280 Web Publishing III: Media Rich Websites, or VCIM-2371 Interactive Media I

VCIM-2401 Game Design IV-Game Publishing
3 Credits
Develop and refine a body of work focusing on specific role(s) in the game design industry. Develop and promote assets, projects, portfolio, demo reel, blog and game presentation.
Lecture: 1 hour. Laboratory: 5 hours
Prerequisite(s): VCIM-2200 Game Design III: Game Design Studio or concurrent enrollment.

VCIM-2470 Virtual Reality Imaging
2 Credits
Technical and aesthetic concepts of virtual reality photography. Use of computer hardware and software for creating virtual reality images. Images used for interactive onscreen presentations or output as large scale panoramic photographic prints.
Lecture: 2 hours
Prerequisite(s): VCPH-1450 Digital Imaging I, and VC&D 1015 Digital Design Basics, or departmental approval.

VCIM-2571 Interactive Media Studio
3 Credits
Course offers broad possibilities for the conception and creation of advanced interactive projects. Students are encouraged to explore concepts and techniques beyond the parameters of previous coursework. Individual students or teams work with the instructor to set the criteria, research, and ultimately complete the project. Repeatable: students may pursue different projects for up to six credits.
Lecture: 1 hour. Laboratory: 5 hours
Prerequisite(s): VCIM-1970 Midpoint Portfolio Review or VCIM-2200 Game Design III: Game Design Studio; or departmental approval.

VCIM-2820 Independent Advanced Study/Research in Interactive Media
1-3 Credits
Directed individual study. Study/research title and specific content arranged between instructor and student (see Credit Schedule of classes for current offerings). May be repeated for a maximum of six credits of different topics.
Lecture: 1-3 hours
Prerequisite(s): Departmental approval and instructor approval and ENG-0990 Language Fundamentals II or appropriate score on English Placement Test.

VCIM-2940 Field Experience
3 Credits
Planned work activity, paid or unpaid, in the field of Web or Interactive Media. Coordinated by faculty member and employer. Experience should reinforce classroom/lab skills.
Other Required Hours: Field Experience: 36 hours per week, working in the field.
Prerequisite(s): VCIM-2380 Interactive Media II, or concurrent enrollment; or VCIM-2290 Web Publishing IV: Data Driven Sites, or concurrent enrollment.