INTERACTIVE MEDIA (IM)

IM 208 | VIRTUAL WORLDS AND ONLINE COMMUNITIES | 4 quarter hours
(Undergraduate)
Environments such as social networking sites, multiplayer online games and other online communities are becoming an increasingly large part of how we work, play, and learn. This course introduces the fundamentals for the interdisciplinary study of cyberculture and online social behavior. By examining core scholarship in this area, together with analyzing an existing virtual world, game, or online community, students will learn to research and understand new technologically-enabled social forms as they are emerging. PREREQUISITE(S) WRD 104.

IM 210 | INTRODUCTION TO HUMAN-COMPUTER INTERACTION | 4 quarter hours
(Undergraduate)
This course familiarizes students with the user interface development process, including user and task analysis, interaction design, prototyping and evaluation. Students study human perception, cognition and motor abilities as they relate to the design of interactive systems. In a series of projects, students design and revise prototypes as they apply a user-centered design process. Emphasized topics include user profiles, information architecture and usability testing. Students provide written analysis of their research and process. PREREQUISITE(S): None.

IM 220 | INTERACTIVE MEDIA I | 4 quarter hours
(Undergraduate)
This course applies interactive media principles for a variety of contexts with a goal of exploring relative merits among common interaction paradigms. Based on assessed needs and intended functionality, students create working prototypes that demonstrate a range of design patterns, particularly those with a high level of interactivity such as rich internet applications, games, and visual simulations. Emphasis is given to visual design principles and aesthetics for creating interesting and engaging interactive experiences. PREREQUISITE(S): ANI 105.

IM 222 | INFORMATION VISUALIZATION | 4 quarter hours
(Undergraduate)
This course discusses the basic problems and techniques of visualizing quantitative and qualitative data. Topics include: perception, types of information, representation of univariate and multivariate data and relational information, analysis of representations, presentation, and dynamic and interactive visualizations. Students will create visualizations using graphical software PREREQUISITES: LSP 120.

IM 230 | SCRIPTING FOR INTERACTIVE MEDIA | 4 quarter hours
(Undergraduate)
This course is an introduction to Object-Oriented programming using Flash ActionScript. Subjects covered include variables, loops, conditionals, event handling, and classes, and how they are used to create real-world interactive web applications and animations. PREREQUISITE(S): None.

IM 315 | THEORY AND PERCEPTION OF COLOR | 4 quarter hours
(Undergraduate)
(Formerly HCI 315) A problem-based course introducing additive and subtractive colors systems and their technology. It explores the perceptual phenomena of color relationships and their applications in digital environments. PREREQUISITE(S): IM 210 and (GPH 211 or GD 105)

IM 320 | INTERACTIVE MEDIA II | 4 quarter hours
(Undergraduate)
This course will use complex interactive web projects to challenge students to solve real-world problems. Students will build upon the organizational and analytical strategies learned in IM I while expanding their knowledge of Flash subjects such as site integration, utilizing remote data and manipulating video. PREREQUISITE(S): IM 220 Interactive Media I.

IM 330 | ADVANCED SCRIPTING FOR INTERACTIVE MEDIA | 4 quarter hours
(Undergraduate)
This course builds on the Flash ActionScript programming skill learned in Scripting for Interactive Media. Students will focus on designing, coding and debugging complex applications. PREREQUISITE(S): IM 230 Scripting for Interactive Media.

IM 332 | USER-CENTERED WEB DEVELOPMENT | 4 quarter hours
(Undergraduate)
(Formerly HCI 332) Analysis, design, and development of interactive web sites. Advanced application of HTML and style sheets for user-centered design. Survey of client-side technologies for interactive Web use. PREREQUISITES: IT 130.

IM 360 | USER-CENTERED EVALUATION | 4 quarter hours
(Undergraduate)
(Formerly HCI 360) Overview of user research and usability evaluation methods. User research includes interviews, profiles and scenarios. Usability evaluation methods include expert inspections and usability testing. PREREQUISITE(S): IM 210.

IM 394 | HUMAN-COMPUTER INTERACTION CAPSTONE COURSE | 4 quarter hours
(Undergraduate)
(Formerly HCI 394) Provides an opportunity for students to apply all of the skills they have learned on one comprehensive project. Multi-disciplinary teams design, evaluate, and implement a user interface intensive project. Students prepare written documents describing their activities and present the final results to the class. (PREREQUISTE(S):Senior standing).