

City University of Hong Kong

**Information on a Course
offered by School of Creative Media
with effect from Semester B in 2010 / 2011**

This form is for completion by the *Course Co-ordinator/Examiner*. The information provided on this form will be deemed to be the official record of the details of the course. It has multipurpose use: for the University's database, and for publishing in various University publications including the Blackboard, and documents for students and others as necessary.

Please refer to the *Explanatory Notes* attached to this Form on the various items of information required.

Part I

Course Title: Interactivity

Course Code: SM1205

Course Duration: One semester (13 weeks)

No. of Credit Units: 3

Level: A1/B2

Medium of Instruction: English

Prerequisites: (Course Code and Title) Nil

Precursors: (Course Code and Title) Nil

Equivalent Courses: (Course Code and Title) Nil

Exclusive Courses: (Course Code and Title) SM2607 Games / Interactivity Fundamentals

Part II

1. Course Aims:

This course aims to introduce students the histories and developments of interactive media related to the digital computing technology and help students understand the interactivity fundamentals. The students will learn the basic interactivity principals and able to design and develop interactive media content. Adobe Flash is used to enable students to have a quick start to create interactive experiences. ActionScript programming and basic programming concepts are also introduced to allow students create customized interactive product.

2. Course Intended Learning Outcomes (CILOs)

(state what the student is expected to be able to do at the end of the course according to a given standard of performance)

Upon successful completion of this course, students should be able to:

No.	CILOs	Weighting (if applicable)
1.	Understand the basic interactivity principals	
2.	Understand the basic programming concept	
3.	Design and implement an interactive multimedia product	
4.	Relate interaction design concerns with the production of a self-proposed interactive media work	
5.	Reflect on the final deliverables and evaluate students' own learning process.	

3. Teaching and learning Activities (TLAs)

(designed to facilitate students' achievement of the CILOs)

Indicative of likely activities and tasks students will undertake to learn in this course. Final details will be provided to students in their first week of attendance in this course.

ILO No	TLAs	Hours/week (if applicable)
CILO 1-3	Demonstration sessions	
CILO 1-3	Practical workshops on interactive media content and software development	
CILO 3	Practical workshops on programming with different input devices including webcam and microphone	
CILO 4-5	Tutorial and presentation of projects & proposals with critique sessions.	

4. Assessment Tasks/Activities

(designed to assess how well the students achieve the CILOs)

Indicative of likely activities and tasks students will undertake to learn in this course. Final details will be provided to students in their first week of attendance in this course.

ILO No	Type of assessment tasks/activities	Weighting (if applicable)	Remarks
CILO 1-3	In class exercise	10%	
CILO 1-3	Attendance	10%	
CILO 1-5	Assignments	80%	

5. Grading of Student Achievement: Refer to Grading of Courses in the Academic Regulations (Attachment) and to the Explanatory Notes.

Grading and assessment will be made according to students' individual assignments, in-class exercises and group projects.

Grading pattern: Standard (A+, A, A-...F)

Part III

Keyword Syllabus:

- Multimedia design
- Media arts
- Interactive media
- Narrative
- Game
- Performance
- Flash ActionScript programming
- Human Computer Interface

Recommended Reading:

Books:

1. Colin Moock , Essential ActionScript 3.0, O'Reilly/Adobe Developer Library, 2007
2. Rich Shupe, Zevan Rosser Learning ActionScript 3.0: A Beginner's Guide, O'Reilly/Adobe Developer Library, 2008
3. Andrew Rollings and Dave Morris, *Game Architecture and Design*. The Coriolis Group. 1999
4. Mark Louis Rybczyk, Richard Rouse, *Computer Game Design: Theory and Practice*. Wordware Publishing, 2001
5. Rex van der Spuy, Foundation Game Design with Flash, friends of ED, 2009
6. Rules of play : game design fundamentals, Katie Salen and Eric Zimmerman, MIT Press, 2004

Online Resources:

Nil

Returned by:

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