

City University of Hong Kong

**Information on a Course
offered by School of Creative Media
with effect from Semester B in 2008 / 2009**

This form is for completion by the *Course Co-ordinator*. 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: Interactive Media II

Course Code: SM5313

Course Duration: One semester (13 weeks)

No. of Credit Units: 3

Level: P5

Medium of Instruction: English

Prerequisites: *(Course Code and Title)* SM5312 - Interactive Media I or permission of the instructor

Precursors: *(Course Code and Title)* Nil

Equivalent Courses: *(Course Code and Title)* Nil

Exclusive Courses: *(Course Code and Title)* Nil

Part II

1. Course Aims:

The course integrates the multimedia authoring with computer programming to enable students to create

more advanced interactive projects. It introduces the open source programming environment Processing in both the desktop and micro-controller platform. Students are expected to experiment with innovative interface strategy to deliver content that engaged at emotional level.

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	Weighing (if applicable)
1.	Identify basic concepts and process in computer programming.	
2.	Identify the basic computer input output components.	
3.	Relate the human interaction mechanism with the digital media content.	
4	Generate interaction methods for experimentation.	

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/weeks (if applicable)
CILO 1, 2	Workshops in computer programming and basic IO components.	
CILO 2	Lectures and showcases of selected interactive projects from commercial products to media installation.	

CILO 3 , 4	Guided presentation and discussion of students' projects.	
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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	Computer programming assignment	20%	
CILO 2	Simple hardware IO assignmenet	20%	
CILO 3, 4	Creative project and presentation	60%	

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

Examination duration: Nil

Percentage of coursework, examination, etc.: 100% coursework

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

Grading is based on performance in assessment tasks/activities

Part III

Keyword Syllabus:

- Interactive multimedia
- Computer programming
- Physical computing
- Interaction design
- Media installation

Recommended Reading:

Books

1. Reas, Casey. Fry, Ben. Processing: A Programming Handbook for Visual Designers and Artists. MIT Press, 2007
2. Igoe, Tom. O'Sullivan, Dan. Physical Computing: Sensing and Controlling the Physical World with Computers. Course Technology PTR, 2004
3. Antonelli, Paola. Ed. Design and the Elastic Mind. The Museum of Modern Art, New York, 2008

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