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### MART 340.50: Principles of Interactive Media

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# **Principles of Interactive Media**

## **MART 340-50**

### **Fall Semester 2014**

**Section 50**  
**MART 340**  
**CRN 74989**  
**Principles of Interactive Media**  
**3 Credits**

**Instructor: Justin Lewis**  
[Justin.lewis@umontana.edu](mailto:Justin.lewis@umontana.edu)  
**Office Hours by appointment only**  
**Room 123 McGill Hall or via chat/skype if you are outside Missoula**  
**Online Course – Assignments every Monday**  
**Software: Processing, Adobe Edge Animate, Unity 3D**

Welcome to Principles of Interactive Media, an exploration of some of the artistic tools used to bridge the gap between the viewer and creative process. We will be covering a wide range of topics including generative art, interactive projection installations, interactive motion graphics, and game basic development.

We will be using Moodle for uploading our assignments and for our grade book and private messaging system. The weekly assignments can be found there and also on your class website. [www.principlesofinteractivemedia.com](http://www.principlesofinteractivemedia.com)

For this course you are going to need the free program Processing, the free program Unity 3D, and you will also need Adobe Edge Animate, which is part of Adobe CC. We will spend one month with Edge Animate and you will need to either download the 30-day free trial once we begin that unit, or get a subscription to the Adobe Creative Cloud. Be sure to sign up for Adobe CC as a student, as the price is greatly reduced.

Though not necessary, you are also likely going to want an image-editing program, such as Adobe Photoshop, Adobe Illustrator, or your favorite drawing program.

#### **Course Schedule:**

**Each assignment will be due one week later, usually this is on a Monday unless Monday is a holiday. If Monday is a holiday then assignment will be due on the next official day of class.**

Monday August 25: Assignment Processing 1  
Tuesday Sept 2: Assignment Processing 2  
Monday Sept 8: Assignment Processing 3  
Monday Sept 15: Assignment Processing 4  
Monday Sept 22: Assignment Processing 5

Monday Sept 29: Assignment Edge Animate 1  
Monday Oct: 6: Assignment Edge Animate 2  
Monday Oct: 13: Assignment Edge Animate 3  
Monday Oct 20: Assignment Edge Animate 4  
Monday Oct 27: Assignment Unity 1  
Monday November 3: Assignment Unity 2  
Monday November 10: Assignment Unity 3  
Monday November 17: Assignment Unity 4  
Monday November 24: Assignment Unity 5  
Monday December 1 Unity 5 Continued . . .  
Monday December 8: Final Unity Project due.

**Grading:**

**Assignments must be submitted on time to receive full points.**

Assignment 1: Processing 1 – 6 Points  
Assignment 2: Processing 2 – 7 Points  
Assignment 3: Processing 3 – 7 Points  
Assignment 4: Processing 4 – 7 Points  
Assignment 5: Processing 5 – 7 Points  
Assignment 6: Edge Animate 1 – 7 Points  
Assignment 7: Edge Animate 2 – 7 Points  
Assignment 8: Edge Animate 3 – 7 Points  
Assignment 9: Edge Animate 4 – 7 Points  
Assignment 10: Unity 1 – 7 Points  
Assignment 11: Unity 2 – 7 Points  
Assignment 12: Unity 3 – 7 Points  
Assignment 13: Unity 4 – 7 Points  
Assignment 14: Unity 5 – 10 Points

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**Academic Misconduct and the Student Conduct Code**

All students must practice academic honesty. Academic misconduct is subject to an academic penalty by the course instructor and/or disciplinary sanction by the University. All students need to be familiar with the Student Conduct Code. The Code is available for review online at [http://life.umt.edu/vpsa/student\\_conduct.php](http://life.umt.edu/vpsa/student_conduct.php).