Fall 9-1-2017

MART 340.01: Principles of Interactive Media

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University of Montana, Missoula

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understand the difference between reactive, interactive and dynamically changing systems.

this is an intensive course in a developing area, students are expected to be in class and to

in technology.

the assignment, examination

academic work of other students.

examinations, submitting work of another person or work previously used, or tampering with

A letter grade of "C" is an average grade. Average is not bad. It means average. Most of us are


Le

Grades

There are no exceptions to this policy.

the world.

something that utilizes what you have learned in the class that is useful in some manner to yourself or

GitHub, etc.).

We will have projects throughout the course that are relevant to material from recent content. These

Course Evaluation

Books & Supplies

expertise in coding, content creation, story telling, art, sculpture, sound, music, dance, etc. towards the

Collaboration

Coding is hard. But, messy code, documents, and files will make it more difficult. Try to be as clean

You are taking this course because it offers the opportunity to learn coding skills through creative

week, or you will not be capable of being successful.

You should plan to spend 8-15 hours of work a week on homework and coding outside of class time

Students will gain a vocabulary for interactivity and learn a variety of tools and techniques to create

specific for Fall 2017

The primary goal for this course is to explore the theory and technique of creating interactive

Table of Contents

Syllabus | Interactive Media 1, MART 340

Pre-Requisite Knowledge, Experience, & Technology

Creativity, Thoughtfulness:

Principles:

Creativity/Thoughtfulness

Principles

Satisfactory - C - Your work shows the birth of your ideas, but further time and iteration can

Satisfactory - C - You are executing your ideas, but more time is needed to consider more

Satisfactory - C - It has ro

O

D 60-70

ne absence is allowed; after that, your final overall grade for the course will drop by 2.5 pts out

Projects

Assignment Grades

P

Course GitHub Repo (This git repository holds code examples, an issues board, as well as course

Professor Michael Musick

Significant modification means beyond variable name and value changes. It's bending these concepts

programmatically. Do

In this case, the time it takes you to read/watch the weeks content).

significant change will be at the discretion of the faculty.

within one week of the due date will lose 5% for lateness. For those uploaded after that, the number

of deducted points will be at the discretion of the faculty.

Grades

Letters are assigned according to the following final course percentages:

C- 70-73

O

C 74-79

W

D 60-70

F 60-

Project 2: Midterm: Interactive Installation 20% (5% Prototype, 15% Midterm)

Critique days are mandatory. No exceptions. No tardiness.

This is an introductory level course in computer science designed to

provide a solid foundation in computational thinking, coupled with

understanding the difference between reactive, interactive and dynamically changing systems.

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