

Interactive Media

Full Year, 1 Credit Course

Elective and College Credit

Instructor Information

Instructor: Darcie Gilde

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Phone: 512.732.9280 x33109

Website: <http://darciegilde.com/>

Tutoring: Before school, 1st period, 5th period lunch

Course Description

Interactive Media is a creative, dynamic course that explores a variety of interactive media to create professional projects and presentations. This course prepares students for a rapidly evolving workplace environment by developing proficiencies in digital technologies. The year will take you through four programs found in the Adobe Creative Suite. Students will create electronic media design layouts using InDesign; import and manipulate digital graphics using Photoshop; create illustrations for print and web-based media using Illustrator; and create animation with Flash. The knowledge and skills acquired and practiced in this course will enable students to successfully perform, interact, and compete in a technology-driven society. This is a great course for anyone interested in advertising, marketing, or communication design.

Projects/Assignments

Deadline for projects are posted on the [Class Calendar](#)

Assignments and projects are assigned in [Google Classroom](#)

Tools

Flash Drive/USB Stick 16 GB

Grades will be calculated as follows:

Class Participation	10%
Daily Grades	30%
Projects	60%
Total	100%

Class Participation: a combination of participation in class critiques, questions, during lectures and work time, along with helpfulness towards the instructor and other students.

Daily Grades: are short, in-class assignments in which the student simply shows the ability to perform a technique demonstrated by the instructor and will be graded on the ability to follow the directions given. Exercises will be taught through lecture.

Projects: are more involved assignments that typically take place over a longer period and require more ingenuity and creativity. Students are expected to comprehend, retain, build and expand on skills that are taught leading up to the start of work. Projects will also be taught through lecture and demonstration but will have an associated project sheet with essential requirements such as specifications, objectives, grading rubrics, required techniques, premise, and due date.

Computer Lab Rules

Respect others

Food or drink should not be near computer stations