

# COURSE SYLLABUS

<b>Course Title:</b>	New Media Perspectives		<b>Date submitted:</b>	Spring 2014 (AAC: 14-23)	
<b>Department:</b>	Arts and Media				
<b>Curriculum:</b>	New Media Communication				
<b>Course Descriptors:</b> Make certain that the course descriptors are consistent with college and Board of Trustees policies, and the current course numbering system.	<b>Course Code:</b> (eg. ACC 101)	NMC*101	<b>Prerequisites:</b>		
	<b>Course Type:</b>	X/D	C- or better in Integrated Reading & Writing II (ENG*075), OR Introduction to College Reading & Writing (ENG*093), OR Reading & Writing VI (ESL*162), OR placement into Composition (ENG*101).		
	A: Clinical B: Lab D: Distance Learning I: Individual/Independent L: Lecture N: M: Seminar Internship P: Practicum U: Studio X: Combined Lecture/Lab Y: Combined Lecture/ Clinical/Lab Z: Combined Lecture/Studio		<b>Elective Type:</b>	FA/G/HU/LAS	
	AH: Art History E: English FA: Fine Arts FL: Foreign Language G: General HI: History HU: Humanities LAS: Liberal Arts & Sciences M: Math S: Science SS: Social Science		<b>Credit Hours:</b>	3	
	<b>Developmental:</b> (yes/no)		No		
	Lecture:		3		
	Clinical:		0		
	Lab:		0		
	Studio:		0		
	Other:		0		
<b>Contact Hours:</b>		TOTAL:	3		
<b>Class Maximum:</b>		20		<b>Corequisites:</b>	
<b>Semesters Offered:</b>		F/S		None	
<b>Catalog Course Description:</b>		What qualities do video games, comics, films, and computer simulations share? New Media Perspectives considers this question by examining the underlying structures and interrelated qualities of various media and communication technologies. Students will study selected text-based stories, films, video games, simulations, comics, visual art, and web design. Students will apply what they learn by developing hypertexts, digital stories, and games. The course will also address questions such as: what is new media? How does human experience shape the design of technology? What is interactivity?			
<b>Topical Outline:</b> List course content in outline format.		<ul style="list-style-type: none"> <li>I. Overview of traditional and new media concepts <ul style="list-style-type: none"> <li>A. Definition of narrative</li> <li>B. Traditional and new media systems</li> <li>C. Importance of narrative as fundamental to communication</li> <li>D. Narrative environments</li> <li>E. Changing roles of author and reader</li> <li>F. Interactivity</li> <li>G. Applications to entertainment, communication, education, commerce, and other forms of information provision</li> </ul> </li> </ul>			

- II. Major narrative types: visual and textual narratives, responsibilities of both author and reader, the emerging role of interactivity
  - A. Text-based narrative in traditional environments
    - 1. Survey of narrative structures, concepts, and techniques
      - a. Points of view
      - b. Audience expectations
      - c. The linear book
  - B. Text-based narrative in new media environments
    - 1. Survey of narrative structures, concepts, and techniques
      - a. “Ergodic” reading
      - b. The “Choose Your Own Adventure” model
      - c. “Interactive fiction”
      - d. Hypertext models
  - C. Visual narrative in traditional environments
    - 1. Survey of narrative structures, concepts, and techniques
      - a. Visual art and visual language
      - b. Filmmaking and cinematic structures
  - D. Visual narrative in new media environments
    - 1. Survey of narrative structures, concepts, and techniques
      - a. Interactive visual art
      - b. Interactive games
      - c. New visual and cinematic environments.
- III. Systems in a new media context
  - A. Digital and analogue systems
  - B. Open and closed systems
  - C. Networked systems
  - D. Narrative in a system context
  - E. Participatory systems
- IV. Media synthesis: the digital environment
  - A. Computer interface and communication design
    - 1. Forms of communication, operating systems, and networks
    - 2. Interactivity and new roles of accessibility and usability
- V. Issues of preproduction and production in new media
  - A. Issues of form and content
  - B. Remediation and adaptations
  - C. Audience
  - D. Project planning, storyboarding, the prototype, evaluation, and production

**Outcomes:**

Describe measurable skills or knowledge that students should be able to demonstrate as evidence that they have mastered the course content.

**Upon successful completion of this course, the student will be able to do the following:**

**COURSE:**

**Project Building**

D. Applies inter-disciplinary concepts, ideas, and tools in communication contexts

Level 1: Identifies media interrelationships and associated concepts

**New Media Literacy**

A. Describes, evaluates, and compares systems

	<p>Level 1: Observes and accurately describes the use and properties of a traditional and digital system</p> <p>B. Effectively communicates new media concepts, experiences, and their contexts</p> <p>Level 1: Builds effective media experiences and new media objects using multiple modes of expression</p> <p>C. Selects, manipulates, and integrates digital and traditional media in appropriate contexts</p> <p>Level 1: Describes the affective qualities and structural elements of a traditional and digital media form</p> <hr/> <p><b>PROGRAM:</b> <i>(Numbering reflects Program Outcomes as they appear in the college catalog)</i></p> <p><b>Project Building</b></p> <p>D. Applies inter-disciplinary concepts, ideas, and tools in communication contexts</p> <p>New Media Literacy</p> <p>A. Describes, evaluates, and compares systems</p> <p>B. Effectively communicates new media concepts, experiences, and their contexts</p> <p>C. Selects, manipulates, and integrates digital and traditional media in appropriate contexts</p> <hr/> <p><b>GENERAL EDUCATION:</b> <i>(Numbering reflects General Education Outcomes as they appear in the college catalog)</i></p> <p>1. <b>Aesthetic Dimensions</b> - Students will understand the diverse nature, meanings, and functions of creative endeavors through the study and practice of literature, music, the theatrical and visual arts, and related forms of expression.</p> <p><b>Demonstrates:</b> Identifies and describes formal aspects, historical or cultural context, and aesthetic elements of the genre with clarity and appropriate vocabulary.</p> <p><b>Does Not Demonstrate:</b> Unable to clearly identify and describe the formal aspects, historical context, and aesthetic elements of the genre</p>
<p><b>Evaluation:</b> List how the above outcomes will be assessed.</p>	<p><b>Assessment will be based on the following criteria:</b></p> <p>Short writing assignments and digital projects</p> <p>A digital journal</p> <p>End-of-semester Portfolio</p>
<p><b>Instructional Resources:</b> List library (e.g. books, journals, on-line resources), technological (e.g. Smartboard, software), and other resources (e.g. equipment, supplies, facilities) required and desired to teach this course.</p>	<p>Required: New Media Lab</p> <p>Desired: None</p>
<p><b>Textbook(s)</b></p>	<p>Refer to current academic year printout.</p>