

The Art Institute of Atlanta Interactive Media Design (2001 – Present)

- History of Communication Media** A survey of major events and development in the history of media based communication is the focus of this course. The course explores the relationship between technology and media development and explores the impact motion media and mass communication have on society and the economy. Students explore the evolution and future trends of interactive media. The course uses in class and online discourse, guest speakers, panel discussions, and student research as methods of exploration of key topics.
- Findability** Students will explore search engine optimization methods (SEO), digital and analog marketing strategies to drive traffic to a web site, traffic analysis, listing services, search integration into a site, and theory surrounding search behavior. Students will investigate the relationships between Usability, Accessibility, Information Architecture, Marketing, and Findability, and will implement strategies for creating findable content.
- Independent Study, Study Abroad, Berlin, Helsinki, Stockholm** In the fall of 2004 I took 13 students to Berlin, Helsinki, and Stockholm to study design and technology. We visited companies, schools, and museums that brought real-world perspective to the topics covered their classes. I worked with each student to define individual projects that they would research on the trip and complete when we returned home. In addition, student kept a blog posting photos, video, and audio clips as we traveled.
- Senior Portfolio** Prior to graduation, students present their work to a faculty panel for review before being allowed to enroll in Senior Portfolio. Once accepted, students develop an online portfolio featuring class, intern, and freelance work.
- Senior Project Production** In Senior Project Production, students develop a project that they have defined and planned in Senior Project Design. Students prepare, present, and defend a project suitable for professional utilization. The course emphasizes production values, technical sophistication, quality assurance, evaluation of the effectiveness of the product, conceptual thinking, critical analysis, written communication, and presentation skills.

Senior Project Design	Students choose to work on an advanced interactive media project. Students submit a proposal and concept prototype for the project. Emphasis is on content, design and technology research, formal written communication, quality, independent critical analysis, presentation and defense.
Perceptual Interfacing (Honors)	Perceptual Interfacing is a course in which students create sculptures, performances, and installations using a variety of sensing technologies to control media via physical interactions. Motion, light, touch, and magnetism trigger audio and video responses.
User-Centered Interface Design	Students learn the skills to design interactive interfaces, as well as examining communication and business goals, target audience, information architecture, media, and delivery platform. They explore guidelines for user-centered interface design and apply them to various interface design projects.
Advanced Authoring	Advanced Authoring teaches students to create interactive CD-ROM projects using Macromedia Director and Lingo. Students bring together audio, video, and text to deliver a rich message experience.
Nonlinear Narrative	Students conceptualize and develop a storyline for a non-linear narrative and develop a storyboard. Further, they integrate interactive experiences within this narrative to create an immersive user experience. Selection and use of appropriate development tools and techniques are emphasized.
Dynamic Web Applications	Students apply user-centered design principles, database structures, and server-side scripting to design and develop content for server-based dynamic delivery. The course emphasizes design issues relating to the display of dynamic content on the screen and how that content is updated as well as delivered from databases.
Production Team	This course focuses on the interactive design project management process, stressing the development of the project team as key to successfully achieving project goals. Students examine the main elements required in efficient planning and execution of an interactive project and study issues of copyright and intellectual property as they relate to project implementation. They participate in a team on a realistic, client-based project.
Fundamentals of Scripting Languages	Students develop basic programming concepts and skills and combine them with interface design skills. The course emphasizes integrating programming concepts with interface design for a client-side environment.

Interactive Design Concepts This course identifies the components of the design process and explores research methods, emphasizing design solutions appropriate to a targeted market. Students strengthen and expand their concept generation skills through exercises in creative problem solving. The course also stresses the process of screen design development from roughs to comprehensives, layout and digital techniques, and the use of a grid system for multi-component screen layouts. Students employ HTML and CSS to implement the design concepts.

Fundamentals of Interactive Design This course introduces the history, terms, and technologies of the interactive design field. Students explore roles in the interactive media industry, significant organizations, and trends. They design, develop, and upload a simple web site using basic HTML constructs. Basic web site production stages and issues, such as naming conventions and file organization, are also covered.

University of Georgia Graphic Design (2002)

Web Design The Web Design course teaches graphic design students core concepts of interactive design and how to bring their visual design skills to the web.

Temple University Painting, Drawing, and Sculpture (1999)

Interactive Projects I created Interactive Projects in response to a lack of interactive media courses offered to the graduate and undergraduate students in the studio arts. For many, this was their first experience creating any interactive work on a computer. Students created CD-ROMs using the imagery from their studio, introducing audio, and motion to their normally static work. Though it was only to be offered one semester, student demand made it a permanent addition to the curriculum.

CLASS BOT

All of the courses I have taught in the past 5 years have made use of Class Bot, an online course management system I built to enhance the learning experience for my students. Class Bot allows students to submit assignments online, read class news, access the syllabus, review assignment descriptions, access course files and links, and communicate with the instructor.