

PALOMAR COLLEGE
COURSE OUTLINE OF RECORD FOR
DEGREE CREDIT COURSE

Transfer Course A.A. Degree applicable course
(check all that apply)

COURSE NUMBER AND TITLE: GC 229 Interactive Streaming Media

UNIT VALUE: 3.0

MINIMUM NUMBER OF SEMESTER HOURS: 96

BASIC SKILLS REQUIREMENTS: Appropriate language and computational skills

ENTRANCE REQUIREMENTS

PREREQUISITE: None

COREQUISITE: None

RECOMMENDED PREPARATION: GC 204 or GC 207

SCOPE OF COURSE:

This course explores the various aspects of interactive streaming for the web. It combines lecture, hands on lessons, exercises, projects, and group work to build skills in the interactive streaming process. Students evaluate and select streaming methods, develop and author various media, and deliver the content in appropriate formats. Particular attention is given to design, usability, and applicable uses of interactive streaming media on the web.

SPECIFIC COURSE OBJECTIVES:

The successful student will be able to:

1. demonstrate knowledge of and ability to use LiveStage Pro with other applications.
2. demonstrate knowledge of and ability to use refined techniques using Quicktime authoring tools.
3. demonstrate ability to create media skins.
4. explain the capabilities and limitations of web media players.
5. demonstrate knowledge of and ability to use basic visual tracks, movie tracks, and text tracks.
6. demonstrate knowledge of and ability to use streaming, Flash, and VR tracks.
7. demonstrate knowledge of and ability to use sprite tracks.
8. demonstrate knowledge of and ability to use animations.
9. demonstrate knowledge of media players and plugins as a communication delivery system.
10. demonstrate knowledge of audio, image, and movie file requirements and compression options.
11. identify and evaluate the various capabilities and limitations of streaming media.
12. demonstrate knowledge of and ability to create interactive media.
13. demonstrate knowledge of and ability to use SMIL.
14. produce a web page product incorporating interactive streaming media.
15. demonstrate knowledge of and ability to complete a live broadcast of streaming media.
16. participate in a team project for interactive streaming media production.

CONTENT IN TERMS OF SPECIFIC BODY OF KNOWLEDGE:

The class will be developing projects using Apple's QuickTime, Discreet's Cleaner, Adobe LiveMotion GoLive, Illustrator and Photoshop, Macromedia's Dreamweaver, Flash and Fireworks, Real Player, Windows Media Player, sound editing software and Totally Hip's Live Stage. There will be exploration and discussion of various software and development methods. In addition the following concepts will be covered as they apply to interactive streaming.

- Content Creation
 - Client goals
 - Platform limitations
 - Design
 - Text
 - Graphics
 - Creating interactive Rich Media content

- Authoring Content
 - Constraints and assumptions
 - Interface Design
 - Navigation
 - Scripting and behaviors
 - Sprites
 - Media skins
 - Effects
 - Tweening
 - Other interactive elements
 - Prototyping

- Streaming Content
 - Media players
 - Delivering interactive content
 - Real-time streaming

Progressive download streaming

REQUIRED READING:

Sitter, Martin. LiveStage Professional 3 for Macintosh and Windows Visual QuickStart Guide Berkeley, CA: Peachpit Press, 2001.

Gulie, Steven. QuickTime for the Web: For Windows and Macintosh Berkeley, CA: Morgan Kaufmann Publishers, 2001.

SUGGESTED READING:

Ford, Bradley. et al. Revolutionary QuickTime Pro 5 & 6 friends of Ed, 2002.

REQUIRED WRITING:

Students will write a three to five page report on current technology in computer streaming applications or other discussed class topic.

OUTSIDE ASSIGNMENTS:

Students are expected to spend a minimum of three hours per unit per week in class and on outside assignments, prorated for short-term classes.

INSTRUCTIONAL METHODOLOGY:

Check all that apply:

- lecture
- laboratory
- lecture-laboratory combination
- directed study

DISTANCE LEARNING:

This course may be offered as a distance learning course and meets Title 5 regulations 55370, 55372, 55374, 55376, 55378, and 55380.

Yes No

If yes, check all that apply:

- Television Course (Video one-way, e.g. ITV, video cassette, etc.)
- Online Course (Text one-way, e.g. newspaper, correspondence, electronic file, etc.)
- Two-Way Video Conferencing (Two-way interactive video and audio)
- One-Way Video Conferencing (One-way interactive video and two-way interactive audio)
- Computer Assisted Instruction (A specialized form of mediated instruction relying primarily on student access to information and prepared lessons or teaching materials through a computer terminal, but not under immediate supervision of a qualified instructor.)

GRADING POLICY AND STANDARDS (include methods of determining whether the stated objectives have been met by students):

- 40% Written assignments and Projects
- 20% Class participation
- 20% Written assignments
- 20% Final Project

IS COURSE REPEATABLE FOR REASON(S) OTHER THAN DEFICIENT GRADE?

Yes No Number of times course may be taken for credit: 3

If yes, identify specific provision of Title 5 Division 2 section(s), 55761-55763 and 58161 which qualifies course as repeatable: 58161 (d)(2)(A)

CONTACT PERSON: Mark Bealo, Assistant Professor, Graphic Communications

SIGNATURES ON FILE