# Web and Multimedia Design (WEBM & WEBC)

#### Web and Multimedia Design (WEBM)

The Web and Multimedia Design degree program prepares students to design and deliver interactive multimedia content for web, CD, DVD, and kiosk deployment. Students gain the knowledge and skills needed to create original digital art used to integrate text, images, animation, video, and other content into effective web and interactive multimedia products.

Beginning in Fall Semester 2020, students entering the Web and Multimedia Design program are expected to own a laptop computer and a subscription to cloud-based software used in classes. Additional information is available on the Web and Multimedia Design page of the College website or from the program chair.

Graduates of the program earn an Associate of Applied Science degree.

Job titles for graduates include: web designer, web applications developer, multimedia designer/animator, multimedia designer, multimedia developer, web/multimedia project manager, user interface designer, web/multimedia graphics designer, eBusiness developer, and interactive multimedia designer.

For more information, please contact the Engineering and Information Technologies Division at (513) 569-1743.

To apply for this program at Cincinnati State, visit the Admissions (http://www.cincinnatistate.edu/academics/admission/) section of the College website.

# Web and Multimedia Design Certificate (WEBC)

The Web and Multimedia Design Certificate assists individuals currently working in a business, marketing, or IT-related field who want to upgrade their skills in design and development of interactive content for websites and other multimedia products.

Beginning in Fall Semester 2020, students entering the Web and Multimedia Design Certificate program will be expected to own a laptop computer and frequently-used software. Additional information about this requirement is available from program faculty, and on the Web and Multimedia Design Certificate page of the College website.

For more information, please contact the Engineering and Information Technologies Division at (513) 569-1743.

To apply for this program at Cincinnati State, visit the Admissions (http://www.cincinnatistate.edu/academics/admission/) section of the College website.

#### Web and Multimedia Design (WEBM)

Semester 1		Lec	LabCredits	
ENG 101	English Composition 1 ( G)	3	0	3
WEB 111	Web Development 1 ( B)	2	3	3
FYE 1XX		1	0	1
First Year				
Experience				
Elective ( <b>B</b> )				
MKT 115	Marketing Research for Multimedia Profes ( <b>B</b> )	3	0	3
ART 125	Design Principles ( <b>B</b> )	2	3	3
Semester 2	- , , ,			
WEB 112	Web Development 2 ( T)	2	3	3
ENG 10X	2010.00 2 ( 1)	3	0	3
English			Ü	Ü
Composition				
Elective (G)				
GRD 120	Beginning 2D Graphics: Bitmap ( T)	2	3	3
GRD 130	Beginning 2D Graphics: Vector ( T)	2	3	3
Semester 3				
WEB 130	Web Programming: JavaScript ( T)	2	3	3
WEB 220	Animated and Interactive Web	2	3	3
	Content (T)			
WEB 225	Applied 2D Graphics: Web Design	2	3	3
COMM 105	Interpersonal Communication ( G)	3	0	3
Semester 4				
MID 190	Career Preparation: Multimedia	2	0	2
	Information Design ( B)			
WEB 200	Web Design Portfolio Review ( T)	2	3	3
XXX XXX		2	2	3
Technical				
Elective 1 (T)				
MAT 105	Quantitative Reasoning ( G)	2	2	3
XXX XXX		2	2	3
Technical				
Elective 2 ( <b>T</b> )				
Semester 5				
WEB 291	Full-Time Cooperative Education  1: Web & Multimedia Design ( T)	1	40	2
Semester 6				
WEB 240	Web Development: Advanced Topics ( T)	2	3	3
XXX XXX		3	0	3
Social/				
Behavioral				
Science				
Elective ( <b>G</b> )		_	_	_
XXX XXX		2	2	3
Technical Elective 3 ( <b>T</b> )				
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XXX XXX	2	2	3
Technical			
Elective 4 (T)			
Total Credits:	49	80	65

#### **Electives**

#### First Year Experience Elective

FYE 100	College Survival Skills	1
FYE 105	College Success Strategies	2
FYE 110	Community College Experience	3
English Compos	sition Elective	
ENG 102	English Composition 2: Contemporary Issues	3
ENG 103	English Composition 2: Writing about Literature	3
ENG 104	English Composition 2: Technical Communication	3
ENG 105	English Composition 2: Business Communication	3
Social/Behavior	al Science Elective	
Any CRJ, ECO, 0	GEO, HST, LBR, POL, PSY, SOC	3
<b>Technical Electi</b>	ves <sup>*</sup>	6
AVP 100	Introduction to Audio/Video Production	4
AVP 240	Motion Graphics/Compositing: After Effects	3
GIT 115	Adobe InDesign	3
GIT 120	Digital Photography and Imaging	3
GRD 150	Design Concepts: Typography	3
GRD 250	User Interface Design and Implementation	3
GRD 260	3D Visualization	5
IT 101	Programming 1	3
IT 111	Database Design and SQL 1	3
IT 112	Database Design and SQL 2	3
TC 235	User Experience Design and Usability Assessment	3

\* Students should meet with the Program Chair for advising on choices for Technical Electives.

Some courses are offered in alternative versions identified with a letter after the course number-- for example, ENG 101 and ENG 101A.

- This curriculum displays only course numbers without the added letter.
- The alternative version, when available, meets the requirements of the course version without the added letter.

The letters G, B, and T (displayed after course titles or elective descriptions) identify types of courses required by the Ohio Department of Higher Education as part of an associate's degree curriculum.

G = General Education course in this curriculum

B = Basic Skills course in this curriculum

T = Technical course in this curriculum

## Web and Multimedia Design Certificate (WEBC)

Semester 1		Lec	LatCredits	
MKT 115	Marketing Research for Multimedia Profes	3	0	3
WEB 111	Web Development 1	3	2	3
XXX XXX Technical Elective		2	2	3
ART 125 Semester 2	Design Principles	2	3	3
WEB 130	Web Programming: JavaScript	2	3	3
WEB 112	Web Development 2	2	3	3
GRD 120	Beginning 2D Graphics: Bitmap	2	3	3
WEB 220	Animated and Interactive Web Content	2	3	3
Total Credits	:	18	19	24

#### **Electives**

#### **Technical Elective**

Any AVP, GIT, GRD, MID, TC, WEB (not including courses that are certificate requirements)

Some courses are offered in alternative versions identified with a letter after the course number-- for example, ENG 101 and ENG 101A.

- This curriculum displays only course numbers without the added letter.
- The alternative version, when available, meets the requirements of the course version without the added letter.

### Web and Multimedia Design (WEBM)

- Demonstrate ability to apply and use HTML coding language for web development.
- Demonstrate ability to use CSS to style the appearance and layout of web pages throughout a site.
- Demonstrate ability to use JavaScript to develop and maintain dynamic and interactive web pages.
- Demonstrate proficiency using Adobe Illustrator.
- Demonstrate proficiency using Adobe Photoshop.
- Demonstrate proficiency using Adobe Dreamweaver.
- Demonstrate proficiency using Adobe Animate.
- Demonstrate ability to apply fundamentals of other Adobe Creative Cloud programs, such as InDesign, Premier, After Effects, Lightroom, Acrobat Pro, Character Animator, and Media Encoder.
- Demonstrate ability to successfully communicate, present, and defend portfolios and projects.
- Demonstrate ability to assess and speak critically about their own web design work and the work of other design teams in the industry.
- Demonstrate ability to develop and deliver a competitive professional portfolio site (including CV and cover letters) that passes industry review.

#### **Faculty**

#### **Program Chair/Advisor**

David Hoctor, BA david.hoctor@cincinnatistate.edu

#### **Co-op Coordinator**

Andrea (Andi) Feld, BA andrea.feld@cincinnatistate.edu

#### Advisor

Bernell Prince, BS bernell.prince@cincinnatistate.edu

#### **MID Courses**

### MID 100 Multimedia Information Design Career Exploration Seminar

#### 1 Credit. 0 Lecture Hour. 2 Lab Hours.

A course on using research and personal reflection to develop a strong foundation for selecting an academic program/major and planning a career related to Multimedia Information Design. Topics include: analyzing interests, abilities, and values; reviewing academic and personal requirements for related programs/majors; and examining career outcomes including salary, job availability, advancement opportunities, and other factors.

Prerequisites: None

#### MID 110 Digital Media Concepts

#### 3 Credits. 2 Lecture Hours. 2 Lab Hours.

An introduction to operating systems, software, hardware, and peripheral equipment used to create, revise, and produce content for multimedia products.

Prerequisites: ENG 085 or appropriate placement

### MID 120 Drawing Fundamentals for Multimedia Information Design

#### 3 Credits. 2 Lecture Hours. 3 Lab Hours.

A course on fundamental drawing techniques used in multimedia fields. Topics include: sketching, 3-D drawing, conceptual drawing, and architectural drawing.

Prerequisites: None

#### MID 125 Storyboarding 2 Credits. 1 Lecture Hour. 2 Lab Hours.

A course on fundamentals of storyboarding for video, animation, multimedia, and web. Topics include: traditional drawing and digital illustration, image acquisition and composition, shot framing and description, and industry standards for labeling.

Prerequisites: None

### MID 190 Career Preparation: Multimedia Information Design 2 Credits. 2 Lecture Hours. 0 Lab Hour.

A course on career planning for students seeking employment in Multimedia Information Design fields. Topics include: self-assessment, career research, resume development, interview skills and job hunting strategies, and cooperative education policies and procedures. Prerequisites: ART 125 or AVP 100 (minimum grade C for both)

#### **WEB Courses**

#### WEB 111 Web Development 1

#### 3 Credits. 2 Lecture Hours. 3 Lab Hours.

An introduction to website design using CSS and HTML5.

Prerequisites: None

#### WEB 112 Web Development 2

#### 3 Credits. 2 Lecture Hours. 3 Lab Hours.

A continuation of WEB 111. Topics include: advanced use of cascading style sheets, and ensuring multi-platform and cross-browser usability of websites.

Prerequisites: WEB 111 (minimum grade C)

#### WEB 130 Web Programming: JavaScript

#### 3 Credits. 2 Lecture Hours. 3 Lab Hours.

A course on fundamentals of the JavaScript scripting language.

Prerequisites: WEB 111 (minimum grade C)

### WEB 191 Part-Time Cooperative Education 1: Web & Multimedia Design

#### 1 Credit. 1 Lecture Hour. 20 Lab Hours.

Students seeking an associate's degree participate in their first parttime field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: None

### WEB 192 Part-Time Cooperative Education 2: Web & Multimedia Design

#### 1 Credit. 1 Lecture Hour. 20 Lab Hours.

Students seeking an associate's degree participate in their second part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: WEB 191

### WEB 193 Part-Time Cooperative Education 3: Web & Multimedia Design

#### 1 Credit. 1 Lecture Hour. 20 Lab Hours.

Students seeking an associate's degree participate in their third part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: WEB 192

### WEB 194 Part-Time Cooperative Education 4: Web & Multimedia Design

#### 1 Credit. 1 Lecture Hour. 20 Lab Hours.

Students seeking an associate's degree participate in their fourth parttime field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory. Prerequisites: WEB 193

### WEB 195 Part-Time Cooperative Education 5: Web & Multimedia Design

#### 1 Credit. 1 Lecture Hour. 20 Lab Hours.

Students seeking an associate's degree participate in their fifth parttime field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory. Prerequisites: WEB 194

### WEB 196 Part-Time Cooperative Education 6: Web & Multimedia Design

#### 1 Credit. 1 Lecture Hour. 20 Lab Hours.

Students seeking an associate's degree participate in their sixth parttime field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: WEB 195

### WEB 200 Web Design Portfolio Review 3 Credits, 2 Lecture Hours, 3 Lab Hours,

An assessment of skills required to enter upper-level courses in the Web & Multimedia Design program, including a technical skills exam and presenting a portfolio to a panel of evaluators. Students receive grades of Satisfactory or Unsatisfactory, and must pass the course to be eligible for cooperative education assignments. Those who do not pass may make one additional attempt.

Prerequisites: Web Multimedia Design Program Chair consent

### WEB 220 Animated and Interactive Web Content 3 Credits. 2 Lecture Hours. 3 Lab Hours.

A course on professional techniques for using Adobe Flash. Topics include: animating, creating and manipulating images; and creating interactive websites and menus.

Prerequisites: WEB 111 (minimum grade C)

### WEB 225 Applied 2D Graphics: Web Design 3 Credits. 2 Lecture Hours. 3 Lab Hours.

A course on applications of 2D graphics techniques for raster-based and vector-based software, focusing on creating 2D graphics for web and multimedia applications.

Prerequisites: GRD 120 and GRD 130 and WEB 111 (minimum grade C for all)

### WEB 230 Applied 2D Graphics: Web Design 3 Credits. 2 Lecture Hours. 3 Lab Hours.

A course on applications of 2D graphics techniques for raster-based and vector-based software, focusing on creating 2D graphics for web and multimedia applications.

Prerequisites: GRD 120 and GRD 130 and WEB 111 (minimum grade C for all)

### WEB 235 Responsive Web Design 3 Credits. 2 Lecture Hours. 3 Lab Hours.

A course on designing websites using a responsive web design approach to provide optimal viewing experiences across a range of devices including mobile phones, tablets, laptop and desktop computers. Topics include: fluid proportion-based grids, flexible images, and CSS3 media queries.

Prerequisites: WEB 112

### WEB 240 Web Development: Advanced Topics 3 Credits. 2 Lecture Hours. 3 Lab Hours.

A course on current concepts and techniques used in web design. Topics include: content management systems, and mobile applications.

Prerequisites: WEB 112 (minimum grade C)

### WEB 285 Web & Multimedia Design Independent Final Project 3 Credits. 2 Lecture Hours. 3 Lab Hours.

Qualified students work individually or with an approved team from concept to completion on a web and multimedia design project, and present the results to reviewers. Topic and outline must be presented to a jury of instructors, and approved prior to course registration. Students who do not successfully complete the course may make one additional attempt.

Prerequisites: Web Design Program Chair consent, and minimum 3.0 GPA

Instructor Consent Required

### WEB 290 Web & Multimedia Design Capstone 3 Credits. 2 Lecture Hours. 3 Lab Hours.

Qualified students work in structured teams to develop web and multimedia deliverables for an external client, and present the results to reviewers. Activities include audience, client, and market analysis; and all phases of production of materials. Students who do not successfully complete the course may make one additional attempt. Prerequisites: Web Multimedia Design Program Chair consent, and minimum 2.5 GPA

Instructor Consent Required

### WEB 291 Full-Time Cooperative Education 1: Web & Multimedia Design

#### 2 Credits. 1 Lecture Hour. 40 Lab Hours.

Students seeking an associate's degree participate in their first full-time field learning experience related to their degree. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: None

### WEB 292 Full-Time Cooperative Education 2: Web & Multimedia Design

#### 2 Credits. 1 Lecture Hour. 40 Lab Hours.

Students seeking an associate's degree participate in their second fulltime field learning experience related to their degree. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: WEB 291

### WEB 293 Full-Time Cooperative Education 3: Web & Multimedia Design

#### 2 Credits. 1 Lecture Hour. 40 Lab Hours.

Students seeking an associate's degree participate in their third fulltime field learning experience related to their degree. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: WEB 292

### WEB 294 Internship 1: Web Design 2 Credits. 1 Lecture Hour. 40 Lab Hours.

Students seeking an associate's degree participate in their first unpaid field learning experience related to their degree. Students must follow applicable policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: MID 190, WEB 200

### WEB 295 Internship 2: Web Design 2 Credits. 1 Lecture Hour. 40 Lab Hours.

Students seeking an associate's degree participate in their second unpaid field learning experience related to their degree. Students must follow applicable policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: WEB 294