SYLLABUS
PART I
EDISON STATE COMMUNITY COLLEGE
IMD 290S CAPSTONE PROJECT
3 CREDIT HOURS

COURSE DESCRIPTION
In-depth, integrated study of interactive media with a strong focus on teamwork and creative design. Students will utilize the knowledge and experience gained in previous core courses to design, develop, and implement a capstone project. Prerequisite: Minimum of 18 IMD hours completed and department approval. Co-requisite: IMD 292S. Lab fee.

COURSE GOALS
The student will:

Bloom's Level		Program Outcomes
3	1. Demonstrate proficiency in written and oral communication.	1
3	2. Demonstrate an ability to work well in a team environment.	2
5	3. Defend their analysis of whether an implementation of an interactive media project is a success or failure.	1, 2, 4, 8
5	4. Integrate positive ethical standards into all coursework and apply ethics to interactive media.	1, 2, 3
5	5. Formulate a major team project that shows an understanding of the roles, functions, and importance of management in an interactive media project.	3, 4, 8
5	6. Design, prototype, implement, and deploy an interactive media project using agile methods.	4, 5, 6, 7, 8
5	7. Decide which software product or tool would be best suited for use in each stage of developing an interactive media project.	4, 5, 6

CORE VALUES
The Core Values are a set of principles that guide Edison State in creating its educational programs and environment. They will be reflected in every aspect of the College. Students' educational experiences will incorporate the Core Values at all levels, so that a student who completes a degree program at Edison State will not only have been introduced to each value, but will have had them reinforced and refined at every opportunity.

TOPIC OUTLINE
1. Team Dynamics
2. Presentation Concepts
3. Project Management
4. Project Design
5. Project Prototyping
6. Project Implementation and Deployment
7. Interactive Media Ethics