

NEW MEDIA TECHNOLOGY (NMT)

Division: Humanities and Bilingual Studies Division

NMT 101 Interactive Multimedia Design (4 Credits)

This course serves as an introduction to New Media Technology.

The student will develop a foundation in the creation of such diverse technologies as animation, DVD and CD creation, Flash animation, QuickTime movie creation, audio and video editing, embedding and media for mobile devices. Students will work in teams in the creation of different and diversified tasks necessary to create multimedia design projects. This course requires lab time.

NMT 201 Flash and Action Scripting (4 Credits)

This course introduces students to animation technology using Flash software. Students will develop original Flash presentations, creating the storyboard, implementing Action Scripting and creating a Flash movie.

Pre-requisites: ART 171 with a minimum grade of C or NMT 101 with a minimum grade of C

NMT 202 Game Design and Applications (3 Credits)

This course introduces the student to the principles of game design, including imagining the game, defining the way it will work, describing the elements of the game and transmitting the information to the team which will build the game. The student will learn to create interactive games for different platforms. Storyboarding, character development, interactivity and introductory scripting will be covered.

Pre-requisites: ART 171 with a minimum grade of C or NMT 201 with a minimum grade of C