



Exploring Interactive Digital Media – Grade 9

The Grade 9 IDM Course is an exploration of digital media forms such as web development, animation, VR experiences and game development. Course work is both creative and technical, including art, graphic design, programming and audio outcomes.

Digital Citizenship & Careers in IDM

Finding your personal voice

Students will explore their own talents and interests, and develop a sense of what areas of Interactive Digital Media are of personal interest.

Program goal: Provide opportunities for students to explore many aspects of Interactive Digital Media in a positive, collaborative environment

Digital Citizenship

Students will explore how their personal actions and inactions, conversation and communications influence others, in the classroom, local community and globally.

Program Goal: To provide positive pathways for interaction with a global community

Career Exploration

Employability for IDM

What are desirable personal characteristics for individuals in the IDM industry?

What are the educational and training pathways for employment in IDM?

Students will explore what the pathways are for at least two different areas of interest within the Interactive Digital Media industry, and chart independent learning and post-secondary training available in these areas.

Program Goal: To provide opportunities for students to engage with industry and explore career pathways through education and employment

Sustainability in IDM

Technology changes rapidly. What are some strategies individuals and businesses can utilize to ensure productive careers and sustainable growth? What are some technologies that IDM businesses can utilize to reduce demand for natural resources?

Program Goal: To explore how IDM businesses and workers can plan for long term sustainable growth, reduce the negative impact of disruptive change , and increase positive influences of interactive digital media on the environment and society.

There will be group and/or individual assignments in each of these areas.

Media Assignments:

Portfolio Creation – Prototyping Mark out of 100 each term

Graphic Creation Mark out of 10 – Portfolio Banner

- Creation of a portfolio header graphic that displays personality, clarity and invitation

Programming Mark out of 10 – Responsive Portfolio Template

- Creation of an HTML5/CSS3 portfolio template which responds to screen size and device type

Interface Design Mark out of 10 – Portfolio

- Creation of a clear, functional UX design for the content of a portfolio

Digital Citizenship Content

- Creation of content displaying the student’s understanding of digital citizenship

Personal Pathway Content

- Creation of content displaying the student’s personal pathway for employment in IDM

Project Documentation

- Screen Captures, images, clips, documents, recording the student's concepts and collaborative work

Project Presentation

- Presentation of final prototype for media assignments as listed below

2D Animation

How are characters and settings for animation designed, and created?

How are characters animated?

Students will be introduced to the principles of animation & cinematography, and the processes of planning an animation

Project Planning Mark out of 10: Character sketches, turnarounds, storyboard

Graphics Creation - Mark out of 10: Poseable character creation

Animation - Mark out of 10: Introducing a character through a short film

Sound - Mark out of 10: Adding impact and empathy through sound.

User Interface – Mark out of 10: Titling and credits

Prototyping – Mark out of 100: Completion of all the steps to create an entertaining product

End Term 1

SCRATCH GAME

How do Game Designers design games? What are some interesting obstacles, challenges and puzzles, that would make platform game interesting and entertaining?

Project = Planning Mark out of 10: storyboard

Graphics Creation - Mark out of 10: Character Sketch, backgrounds, sprites etc.

Animation - Mark out of 10: Walking character

Sound - Mark out of 10: Adding impact and empathy through sound.

Programming - Mark out of 10: Working interface, character controls, object movement, win/lose.

User Interface - Mark out of 10: Titling, buttons and credits

Prototyping – Mark out of 100: Completion of all the steps to create an entertaining product

COSPACES VR SPACE

How does VR work? What are some interesting ways that information can be presented or stories told through VR experiences?

Project = Planning Mark out of 10: storyboard

Graphics Creation - Mark out of 10: Creation of additional graphics, assembly of models in CoSpaces.

Animation - Mark out of 10: Use of animated objects

Sound - Mark out of 10: Adding impact and empathy through sound.

Programming - Mark out of 10: Working interface, object movement, progress tracking.

User Interface - Mark out of 10: Titling, buttons and credits

Prototyping – Mark out of 100: Completion of all the steps to create an entertaining product.

SPACESHOOTER TUTORIAL

How are commercial games created? How do game engines work?

Graphics Creation - Mark out of 10: Editing existing game graphics, utilizing free online assets.

Animation - Mark out of 10: Utilizing existing animated effects

Sound - Mark out of 10: Adding interest to gameplay through sound.

Programming - Mark out of 10: Working with Code syntax to create interfaces, object movement, progress tracking.

User Interface - Mark out of 10: Titling, buttons and credits

Prototyping – Mark out of 100: Completion of all the steps to create an entertaining product.

COURSE ASSESSMENT – Each assignment may contain aspects from several categories.

EMPLOYMENT READINESS - Attendance, Collaboration, Engagement, Career Pathway - 10% [Portfolio, Class Activity]

DIGITAL CITIZENSHIP: Online Safety, Online Citizenship & Digital Presence, Copyright awareness – 5% [Portfolio, Class Activity]

SUSTAINABILITY: Awareness of the impact of Interactive Digital Media as a communication form and as an industry – 5% [Portfolio, Class Activity]

PROJECT PLANNING: Creation of conceptual and planning documents, such as Sketches, storyboards, maps, character turnarounds, etc. - 10% [Portfolio, Sketchbook, Digital files, etc.]

ASSET CREATION & EDITING: Creation of digital assets, video shots, graphics, 3D models, 2D or 3D characters, animation shots or clips, soundtracks, music tracks etc. 25% [Portfolio, Sketchbook, Digital files]

PROGRAMMING: Creation of programming assets such as portfolio pages, game scripts. 20% [Portfolio, Game Assets]

PROTOTYPING: Creation of testable products, such as video files, animations, games. 25% [Portfolio, Project Files]