



# Multimedia Development Minor Program Planning Sheet

**Overview:** Employment opportunities for graduates with multimedia development skills are growing as companies have an increasing need for well-designed multimedia materials. This 15-credit undergraduate minor is designed to equip students of all majors with design and development expertise at the intersection of technology, learning, and instruction.

Courses (15 credits minimum required)		Credits	Fall	Spring	Summer
<b>ITLS 3210</b>	Virtual Environment Development	3	Online	Online	
<b>ITLS 5205</b>	Computer Applications for Instruction and Training	3	F2F/Online	F2F/Online	F2F/Online
<b>ITLS 5215</b>	Digital Video Capture and Production I	3	F2F/Online		
<b>ITLS 5220</b>	Digital Video Capture and Production II	3		F2F/Online	
<b>ITLS 5230</b>	Instructional Graphics Production I	3	F2F/Online		
<b>ITLS 5240</b>	Instructional Graphics Production II	3		F2F/Online	
<b>ITLS 5245</b>	Interactive Multimedia Production	3		Online	Online
<b>ITLS 5265</b>	Internet Development	3	F2F/Online	F2F/Online	F2F/Online
<b>ITLS 5270</b>	Digital Making and Learning	3		F2F	
<b>ITLS 5275</b>	Multimedia Special Topic Studio I	3	**	**	**
<b>ITLS 5290</b>	Multimedia Production in Instruction and Training	3	Online	Online	Online
<b>*MIS 3450</b>	Designing Graphical User Interfaces	3	F2F	F2F	
<b>*MIS 5700</b>	Internet Management and Electronic Commerce	3	F2F	F2F	
	Other multimedia development courses approved by coordinator				

\*MIS course may have required prerequisites and different tuition costs, please check before registration.

\*\*Check the class schedule or with the program advisor for availability and course options.

If you have questions or want more information, please contact Deidri Nielson (deidri.nielson@usu.edu) or Dr. Breanne Litts (breanne.litts@usu.edu).

**Virtual Environment Development (ITLS 3210)** - Students study game and virtual-environment development using modern game engines. Topics include fundamental programming concepts like variables and their types, code re-use, commenting code, and basic control structures. Students spend some time on game design, but focus on game development.

**Computer Applications for Instruction and Training (ITLS 5205)** - Introduction to the design, development, and implementation of materials for instruction and training. Students explore standard and/or new technologies in a variety of areas including surveys, content management, presentation software, and media production.

**Digital Video Capture and Production I (ITLS 5215)** - Introduction to design and development for camera and computer based video production. Students will explore recording, editing/digitizing audio and video segments for education and training applications. Current topics to be covered could include video design, Final Cut Pro, Adobe Premiere and professional interviewing.

**Digital Video Capture and Production II (ITLS 5220)** - Advanced practices in design and development for camera and computer based video production. Students will explore recording, editing/digitizing audio and video segments for education and training applications. Current topics to be covered could include video design, Final Cut Pro, Adobe Premiere and professional interviewing.

**Instructional Graphic Production I (ITLS 5230)** - Introductory practices of using a computer to design instructional graphics. Current topics may include image creation/manipulation, Adobe Photoshop, and principles of design.

**Instructional Graphic Production II (ITLS 5240)** - An advanced course using computer practices to design a variety of instructional graphics. A deeper understanding of the graphic design process will be covered as students focus on principles and elements of design, create well-designed marketing materials, and chart a course that will best fit the needs of their desired profession. This course covers the most widely used graphic design software such as Adobe Photoshop.

**Interactive Multimedia Production (ITLS 5245)** - Students will explore fundamental interaction design concepts in the context of instruction and learning using technologies, such as Adobe Captivate or similar. Students finishing this course will have at least one completed fully functional project for their portfolios.

**Internet Development (ITLS 5265)** - Introductory web development course that explores current web technologies, such as HTML5 (Hypertext Markup Language, version 5) and CSS3 (Cascading Style Sheets, version 3). The course covers a variety of relevant design topics including accessibility, usability, and visual design.

**Digital Making and Learning (ITLS 5270)** - Students will utilize cutting edge technologies alongside more traditional crafts to explore the basics of interactive computing. This course covers human-centered design processes and the opportunity to experiment with new learning technologies.

**Multimedia Production for Instruction and Training - Independent Study (ITLS 5290)** - Students will develop a project of their own choosing, exploring advanced topics from prior work and/or learning emerging or new technologies. This is guided independent study (capstone) culminating in a project featured in a portfolio. Prerequisites: completion of at least two ITLS MM courses numbered as 52xx or 62xx or instructor approval.

**Designing Graphical User Interfaces for Electronic Commerce (MIS 3450)** - Students will plan, design, develop, and maintain websites that follow current web standards for HTML, CSS, and accessibility. This course will cover topics relating to design issues, mobile website development, and comprehension of website usability.

**Internet Management and Electronic Commerce (MIS 5700)** - Familiarizes students with concepts and technologies relating to business and the Internet. Focuses on the new business environment through the Internet, as well as associated technologies and strategies.