1. Course Description -
This course aims to provide a viable basis for artistic and creative self-expression through new media technology; students will learn how to approach web design by working through ideas and concepts on paper, and defining essential project parameters. Students will learn about multimedia, also known as hypermedia, which combines the use of sound, graphics, moving image, video and animation. This course will equip students with the confidence and ability to launch into these highly competitive and challenging areas.

2. Course Content -
This course aims to:
- Introduce the subject of website and multimedia design as an extension of information design and as cutting-edge vehicles for artistic expression.
- Formulate an approach to the design process which demonstrates more than superficial effects of media or technological competence.
- Encourage production of cutting-edge concepts / ideas, based upon sound research and technical analysis.
- Foster an approach to website and digital design which embraces technology and creative expression, therefore exploiting hypermedia – video, moving image, graphics, animation and the Internet as vehicles.
- Introduce appropriate web design software such as Dreamweaver MX, Flash MX, Photoshop CS2 and ImageReady CS2.
- Introduce language and terminology associated with this subject.

3. Course Objectives -
Upon completion of this course students will:
- Have an understanding of the potential and the limitations of the Internet as a medium between artists, designers and audience.
- Appreciate both multimedia products which offer a broader, richer and more expansive range of outcomes; and Web products, which by their very nature are anchored to the constraints of the Internet.
- Prepare a portfolio of evidence in order to demonstrate their knowledge of and skills in Website Design and Multimedia for entry into industry or graduate study programs.

4. Course Methods -
This class will include lectures, laboratory demonstrations, audio-visual presentations, in class work in progress and in class critiques.

5. Grading Policy -
- Attendance and class participation 10%
- Quizzes and tests 15%
- Projects 1 20%
- Projects 2 25%
- Final Projects 30%

Important Notes:
- Attendance is mandatory more than 4 tardy = 1 absence, 6 absences = E (Failing grade)
- Late assignments will result in 1 letter grade reduction i.e. A to B

6. Class Schedule
- Please refer to class website for the latest updates on your class schedule
  http://plaza.ufl.edu/nzaidan/gd4390

7. Course Readings and Supplies -
- Required text:
- Recommended text:
  - Macromedia Dreamweaver 8 for Windows & Macintosh (Visual QuickStart Guide) by Tom Nagino, Don Smith. Published: December 16, 2005

8. Academic Honesty Code -
- Please refer to your student handbook. Students found guilty of academic dishonesty will be subjected to disciplinary action.

9. Students With Disabilities -
- Students requesting special accommodation must register with the Dean of Students Office. The Dean of Students Office will provide documentation to the student who must then provide this documentation to the Instructor when requesting accommodation.
- Disability Office - http://www.dso.ufl.edu/OSD