RARITAN VALLEY COMMUNITY COLLEGE
ACADEMIC COURSE OUTLINE

IDMX299 – DIGITAL PORTFOLIO

I. Basic Course Information

A. Course Number and Title: IDMX299 Digital Portfolio

B. New or Modified Course: Modified

C. Date of Proposal: Semester: Spring   Year: 2021

D. Effective Term: **Fall 2021**

E. Sponsoring Department: Arts & Design

F. Semester Credit Hours: 1

G. Weekly Contact Hours: 2   Lecture: 1
                                  Laboratory: 1
                                  Out of class student work per week: 2.5

H. Corequisites: IDMX297 Interface Design Capstone **OR**
                                       GDEV290 Advanced Game Design & Development

I. Laboratory Fees: None

J. Name and Telephone Number or E-Mail Address of Department Chair and Divisional Dean at time of approval:
      Vandana Nadkarni, vandana.nadkarni@raritanval.edu and
      John Sichel, john.sichel@raritanval.edu (Department Chairs);
      Patrice Marks, Patrice.marks@raritanval.edu (Divisional Dean)

II. Catalog Description

Corequisite: IDMX297 Interface Design Capstone or GDEV290 Advanced Game Design & Development. This course is designed to help prepare students who major in programs that produce interactive digital assets (such as Interface Design, Web Design, Game Design, Game Art, etc.) build a digital portfolio to showcase their work directly to peers, potential employers, and/or aid in transferring to a 4-year institution.

III. Statement of Course Need

A. Organizing digital assets in a displayable way, presents a number of challenges for which developed best-practices vary. Within the programs that this course aligns with, having a well-designed digital portfolio is an essential part of establishing one's expertise among peers. It is the first line of contact with prospective employers and is an essential part of successfully transferring to 4-year institutions.

B. This course requires the use of a Computer Lab to build and collate appropriate digital assets.

C. Transferability of Course: This course could transfer selectively as a portfolio development elective, or as an appropriate program elective.

IV. Place of Course in College Curriculum

A. This course meets a program requirement for the Interface Design & Web Development A.A.S., A.S., and Certificate, Game Art A.S., and Game Development A.A.S..

B. Free Elective

C. To see course transferability: a) for New Jersey schools, go to the NJ Transfer website, www.njtransfer.org; b) for all other colleges and universities, go to the individual websites.

V. Outline of Course Content

A. Discussions about career and transfer possibilities and possible in-class visits from:
  i. RVCC college and transfer specialists
  ii. Representatives from nearby 4-year institutions
  iii. Industry representatives
B. Portfolio review process
  i. Initial peer review of students' work
  ii. Individual portfolio review of each students' work
  iii. Categorization and organization of students' work
  iv. Discussion of career possibilities.
C. Portfolio building process
  i. Basics of the chosen digital showcase platform (website, CMS, portfolio software, etc.)
  ii. Packaging interactive work to fit and run on chosen digital showcase platform
  iii. Publishing final portfolio on the Internet

VI. General Education and Course Learning Outcomes

A. <u>General Education Learning Outcomes:</u>

At the completion of the course, students will be able to:

1. Apply the procedures to prepare a professional digital portfolio and resume. (G.E. 1, 4, 6)
2. Engage in the process of assessing and critiquing their own digital work and that of their peers. (G.E. 1, 4, 6)
3. Design and produce a digital portfolio with industry tools. (G.E. 1, 2, 4)

B. Course Learning Outcomes:

At the completion of the course, students will be able to:

1. Identify career possibilities and personal career goals within their field.
2. Locate appropriate transfer colleges.
3. Analyze digital design work and their own work in a professional manner.
4. Prepare and publish a suitable digital portfolio to establish rapport in their field, for transfer to 4-year programs, and/or career exploration.

C. Assessment Instruments

1. Computer lab assignments
2. Quizzes
3. Final Portfolio
4. Individual and group critiques

VII. Grade Determinants

A. Attendance & participation
B. Homework assignments
C. Quizzes
D. Published digital portfolio

The primary formats, modes, and methods for teaching and learning that may be used in the course:

A. lecture/discussion
B. small-group work
C. computer-assisted instruction
D. guest speakers
E. laboratory
F. student oral presentations
G. simulation/role playing
H. student collaboration
I. independent study

VIII. Texts and Materials

A. Open Educational Resources (OER)

<u>The following statement should be included in the outline</u>:
(Please Note: The course outline is intended only as a guide to course content and resources. Do not purchase textbooks based on this outline. The RVCC Bookstore is the sole resource for the most up-to-date information about textbooks.)

IX. Resources

        A. Computer lab with overhead projection
        B. Modern web browser software (Chrome)
        C. Microsoft Office Suite
        D. Adobe Suite
        E. Unity or other engine determined by the professor

X. Honors Options

N/A