

INSTRUCTOR

B. Rich

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COURSE INFORMATION

DMA 527 Section 801

Time: Wednesday 5:45 – 9:00

Location: 14 East Jackson, #507 (Loop)

Course page: [D2L](#)

Slack: DMA527-WI18-.slack.com

COURSE DESCRIPTION

This course focuses on developing a creative process rooted in iteration, exploration and user-centered methodologies. Students will develop project concepts following the steps of research, analysis, ideation and prototyping to help establish an understanding of strategic creative planning and management. Concept documentation and critical assessment will also be practiced through regular class presentations and critiques. PREREQUISITE(S): DMA 402 or DMA 405

LEARNING OBJECTIVES

1. Explore the creative process from different approaches and perspectives
2. Investigate different project and time management methodologies and strategies
3. Experiment with your own creative process(es)
4. Research & identify trends and developments in the digital media landscape
5. Develop/hone professional presentation skills
6. Develop/hone skills in critical analysis and feedback
7. Develop/hone skills in reflection and documentation

RECOMMENDED READING

- *Multimedia Foundations: Core Concepts for Digital Design*; Vic Costello
- *Cartooning*, Ivan Brunetti
- *Catching the Big Fish*, David Lynch
- *The Creative Habit*, Twyla Tharp
- *Steal Like An Artist*, Austin Kleon
- *Bird by Bird*, Ann Lamott
- *What It Is*, Lynda Barry
- *Creative Workshop: 80 challenges to sharpen your design skills*, David Sherwin

- *Manage Your Day-To-Day...*, ed. Jocelyn K. Gleib

CLASS FORMAT

Classes will consist of lectures, discussions, workshops, guest lectures and student presentations.

EVALUATION & GRADING

Participation	20
Trend Report Presentation	10
Creative Exercises (7)	35
Professional Event Review	5
Final Project	30

Participation: Attendance and contributions to class discussions and activities

Trend Report Presentations: Each week, a team of 2-3 will present research into current trends (and some background as needed) of the different fields of digital media.

Creative Experiments: Each week, you will be asked to conduct an experiment to help better identify and develop your own creative process.

Professional Event Review: You will be required to attend an industry related event (meet-ups, talks, networking, workshops...) and post a brief review/reflection on what you learned, who you met, etc.

Final Project: This will involve developing a creative project to the point of deployment. Documentation and the creative process(es) involved will also be emphasized.

GRADING SCALE

A	90%
B+	87%
B	83%
B-	80%
C+	77%
C	73%
C-	70%
D	60%
F	0%

Letter grades will be based on the minimum percentages of total points earned

WEEKLY SCHEDULE (subject to change)*

WEEK 1 JAN 3	TOPIC	Syllabus, Intros The Creative Process
	ASSIGNMENT	Trend Report 1: Audio / Storytelling / Writing CX 1 – Journal Creative Autobiography
WEEK 2 JAN 10	TOPIC	Observation / Research / Preparation User-Centered Design
	PRESENTATION	Trend Report 1
	DUE	Trend Report 1 Creative Autobiography
	ASSIGNMENT	CX 2 - Observations Trend Report 2: UX / Experience Design Problem you want to solve (Final Project)
WEEK 3 JAN 17	TOPIC	Ideation
	PRESENTATION	Trend Report 2
	WORKSHOP	Ideation Exercises
	DUE	Trend Report 2 CX 2 Problem for Final Project
	ASSIGNMENT	CX 3 – Photo du Jour Trend Report 3: Web / Interactive Design Approaches to your problem
WEEK 4 JAN 24	TOPIC	Workflow / Process of various media
	PRESENTATION	Trend Report 3
	DUE	Trend Report 3 CX 3 reflection Approaches to Problem
	ASSIGNMENT	CX 4 – Sacrifice Something Trend Report 4: Photography / Animation Final Project Proposal Research Report

WEEK 5 JAN 31	TOPIC	Project Management Methodologies
	PRESENTATION	Trend Report 4
	WORKSHOP	Agile factory
	DUE	Trend Report 4 CX 4
	ASSIGNMENT	CX 5 – Daily goals Trend Report 5: Games
WEEK 6 FEB 7	TOPIC	Development / Prototyping
	PRESENTATION	Trend Report 5
	DUE	Trend Report 5 CX 5 Final Project Proposal Research Report
	ASSIGNMENT	CX 6 – Creative Type Trend Report 6: Graphic Design / Data Visualization Final Project
	WEEK 7 FEB 14	TOPIC
PRESENTATION		Trend Report 6
WORKSHOP		Divergences
DUE		Trend Report 6 CX 6
ASSIGNMENT		Trend Report 7: Social Media / Marketing Work-in-Progress – Final Project
WEEK 8 FEB 21	TOPIC	Critique, Feedback, User Research
	PRESENTATION	Trend Report 7 Final Project WIPs
	DUE	Trend Report 7 Final Project WIPs
	ASSIGNMENT	CX 7 – Skills Inventory and Ideal Environment Trend Report 8: Video
	WEEK 9 FEB 28	TOPIC
PRESENTATION		Trend Report 8
DUE		Trend Report 8
WEEK 10 MAR 7	TOPIC	FINAL PROJECTS PRESENTATIONS
	DUE	CX 1 Journal and Reflection

* This syllabus is subject to change as necessary during the quarter. If a change occurs, it will be thoroughly addressed during class and sent via email. ☒

Course Policies: In addition to [CDM Academic Policies](#) and [DePaul University Policies](#), the following policies will apply to this course:

Email: Email is the primary means of communication between faculty and students enrolled in this course outside of class time. Students should be sure their email listed under "demographic information" at <http://campusconnect.depaul.edu> is correct.

Some guidelines for your emails:

- Be clear and concise in your subject line; ex: "DMA 527 – question about assignment X"
- Don't reply to class-wide email unless it pertains specifically to the subject of that email
- Begin a new email thread for any new question, notification, etc.
- Expect a reply within 24 hours during the week. Expect a delayed response on weekends. If you don't get a response within 1 business day, please resend as there may be an email issue

Course Lectures/Reading Assignments: The assigned and recommended readings offer an opportunity for independent learning that supplements the lectures. Lectures will introduce material not available in the readings, and the readings will explore concepts not mentioned in class.

Late Assignments: In order to receive any credit for an assignment, you must communicate with me at least 24 hours before the due date/time regarding it being late. Late assignments will . No assignment will be accepted more than 7 days late without a medical excuse.

Attendance: Attendance is mandatory. An absence is defined as not showing up for class, arriving 30 minutes late or leaving 30 minutes early. All absences will result in a reduction of the attendance / participation grade. 3 absences, whether excused or not, may constitute failure for the course. In order to petition for an excused absence, students who miss class due to illness or significant personal circumstances should complete the Absence Notification process through the [Dean of Students office](#)

Class Participation: Student participation is crucial to this class. You are encouraged to ask questions and offer comments relevant to the class topics, and offer answers, insights and best guesses to questions posed in class. Having your files and devices, making the most of class time and being fully present and engaged add towards the class experience and your participation points. Productive critiques of your own and everyone else's work is critical. For group projects, each individual is expected to contribute according to the needs of the group/project. Private peer evaluations will afford each group the opportunity to measure the contributions of each individual.

Slack: This class uses Slack, both as a secondary form of communication and presentation. You will post some assignments to this platform, and you are expected to offer feedback to others' assignments. Interesting articles, links and any type of information related to the concepts explored in class are welcome. Your Participation grade will depend partly on your use of Slack.

Behavior & Attitude: Food and drink are fine. A professional and academic attitude is expected throughout this course. Measurable examples of non-academic or unprofessional attitude include: talking to others when someone is speaking, mocking another's opinion, cell phones ringing/vibrating, emailing, etc. Out of respect to fellow students and the professor, texting, social media and other forms of technological socializing are not allowed in class. If any issues arise a student may be asked to leave the classroom and/or lose their tech privileges.

Cell Phones/On Call: If you bring a cell phone to class, it must be off or set to a silent mode. Should you expect to need to answer a call during class, tell the instructor before class and leave the room in an unobtrusive manner. If you are required to be on call as part of your job, please communicate this at the start of the course.

Civil Discourse: DePaul University is a community that thrives on open discourse that challenges students, both intellectually and personally, to be [Socially Responsible Leaders](#). It is the expectation that all dialogue in this course is civil and respectful of the dignity of everyone in class.

DePaul University Policies:

Online Course Evaluations: Evaluations are a way for students to provide valuable feedback regarding their instructor and the course. Detailed feedback will enable the instructor to continuously tailor teaching methods and course content to meet the learning goals of the course and the academic needs of the students. They are a requirement of the course and are key to continue to provide you with the highest quality of teaching. The evaluations are anonymous; the instructor and administration do not track who entered what responses. A program is used to check if the student completed the evaluations, but the evaluation is completely separate from the student's identity. Since 100% participation is our goal, students are sent periodic reminders over three weeks. Students do not receive reminders once they complete the evaluation. Students complete the evaluation online in [CampusConnect](#).

Academic Integrity and Plagiarism: This course will be subject to the university's academic integrity policy. More information can be found at <http://academicintegrity.depaul.edu/>. If you have any questions be sure to consult with your professor.

Academic Policies: All students are required to manage their class schedules each term in accordance with the deadlines for enrolling and withdrawing as indicated in the [University Academic Calendar](#). Information on enrollment, withdrawal, grading and incompletes can be found under [Enrollment Policies](#).

Students with Disabilities: Students who feel they may need an accommodation based on the impact of a disability should contact the instructor privately to discuss their specific needs. All discussions will remain confidential. To ensure that you receive the most appropriate accommodation based on your needs, contact the instructor as early as possible in the quarter (preferably within the first week of class), and make sure that you have contacted the Center for Students with Disabilities (CSD) at: csd@depaul.edu.

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