COURSE SYLLABUS

Tunxis Community College

Education That Works For a Lifetime

Course Title:	Programming for New Media	**Date submitted:**	Spring 2014 (AAC: 14-28)
Department:	Computer Information Systems		
Curriculum:	New Media Communication/ CIS		

Course Descriptors: Make certain that the course descriptors are consistent with college and Board of Trustees policies, and the current course numbering system.

Course Code: (eg. ACC 101)	CSA*157
Course Type:	M

A: Clinical B: Lab D: Distance Learning
I: Individual/Independent L: Lecture N: Internship
M: Seminar P: Practicum U: Studio
X: Combined Lecture/Lab Y: Combined Lecture/ Clinical/Lab Z: Combined Lecture/Studio

Elective Type:	FA/G/HU/LAS

AH: Art History E: English FA: Fine Arts FL: Foreign Language
G: General HI: History HU: Humanities LAS: Liberal Arts & Sciences
M: Math S: Science SS: Social Science

Credit Hours:	1
Developmental: (yes/no)	No
Contact Hours: Lecture:	1
Clinical:	0
Lab:	0
Studio	0
Other:	0
TOTAL:	1
Class Maximum:	20
Semesters Offered:	F/Sp/Su

Prerequisites:

C- or better in Programming Logic and Design with Visual Basic (CSC*126) and Intermediate Algebra (MAT*137).

Corequisites:

None

Other Requirements:

None

Ability Based Education (ABE) Statement:

At Tunxis Community College students are assessed on the knowledge and skills they have learned. The faculty identified the General Education Abilities critical to students' success in their professional and personal lives. In every class, students are assessed on course abilities, sometimes program abilities, and, in most classes, at least one General Education Ability. Students will receive an evaluation of the degree to which they have demonstrated or not demonstrated that General Education Ability.

Catalog Course Description:

Introduces students to programming technologies, with focus on Web-based interactions, database technologies, and emergent coding environments. This course emphasizes problem solving, project building, and new media literacy. The subject for this course changes by semester.

Topical Outline: List course content in outline format.

Suggested Topics only one or a reasonable combination of which will form the content of each Programming for New Media offering:

1. RESTful Applications
2. Formal Specifications and Data Formats
3. Server-side Scripting Languages
4. Client-side Scripting Languages
5. Asynchronous Communication
6. Code Libraries
7. Frameworks

8. SDKs
9. Independent Development Environments
10. Research
11. Software Life Cycle
12. Open Source
13. Closed Source
14. Team Collaboration

Outcomes:
Describe measurable skills or knowledge that students should be able to demonstrate as evidence that they have mastered the course content.

Upon successful completion of this course, the student will be able to do the following:

COURSE: Problem Solving

C. Articulates processes for solving problems

Level 2: Identifies and describes the steps involved in a problem solving process

Project Building

A. Develops and follows production processes, sequences, and techniques

Level 3: Develops and applies a process to a specific project and connects that process to a project's outcome

B. Evaluates the complexities and limitations of project development given different information delivery methods, systems, and the needs of multiple audiences

Level 2: Compares and evaluates an information delivery method in relation to another and draws inferences about their audiences and use

New Media Literacy

A. Describes, evaluates, and compares systems

Level 2: Analyzes and evaluates the inherent properties of a system in relation to another
Level 3: Uses critical strategies to interpret the structural and aesthetic elements of traditional and digital systems

B. Effectively communicates new media concepts, experiences, and their contexts

Level 3: Describes, evaluates, and compares using research processes

PROGRAM: *(Numbering reflects Program Outcomes as they appear in the college catalog)*

Problem Solving

C. Articulates processes for solving problems

Project Building

A. Develops and follows production processes, sequences, and techniques

B. Evaluates the complexities and limitations of project development given different information delivery methods, systems, and the needs of multiple audiences

New Media Literacy

A. Describes, evaluates, and compares systems

B. Effectively communicates new media concepts, experiences, and their contexts

GENERAL EDUCATION: *(Numbering reflects General Education Outcomes as they appear in the college catalog)*

2. **Critical Analysis/ Logical Thinking -** Students will be able to organize, interpret, and evaluate evidence and ideas within and across disciplines; draw reasoned inferences and defensible conclusions; and solve problems and make decisions based on analytical processes.

Demonstrates: Identifies the issue(s); formulates an argument; explains and analyzes relationships clearly; draws reasonable inferences and conclusions that are logical and defensible; provides support by evaluating credible sources of evidence necessary to justify conclusions.

Does Not Demonstrate: Identifies few or no issues; formulates an argument without significant focus; provides an unclear explanation of analysis and relationships; drawing few reasonable inferences and conclusions that are illogical and indefensible; provides little to no support using credible sources of evidence necessary to justify conclusions.

Evaluation: List how the above outcomes will be assessed.	**Assessment will be based on the following criteria:** Programming assignments Written reports Self-assessments Short design documents
Instructional Resources: List library (e.g. books, journals, on-line resources), technological (e.g. Smartboard, software), and other resources (e.g. equipment, supplies, facilities) required and desired to teach this course.	Required: Existing resources are adequate for this course. Desired: None
Textbook(s)	Content subject to change.