Interactive Design and Technology Diploma

PLAR Candidate Guide
Prior Learning Assessment and Recognition (PLAR)

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Prior learning credit options at Saskatchewan Polytechnic

See Get Credit for What you Know for important information about all options to get credit for prior learning at Sask Polytech, including PLAR, transfer credit, Canadian Armed Forces credit, and equivalency credit.

How to navigate this document

This document contains links to other document sections or webpages. To return to where you were from another section in this document, press the *ALT* key and *left arrow* key at the same time. To return to this webpage from another webpage, close the other webpage or click back on the browser tab for this document.

Contents of this guide

This guide contains the following specific PLAR information and tools for this program

A. PLAR fees

Fees for PLAR challenges are set to cover our costs for consultation, assessment, and related administrative tasks. PLAR fees are non-refundable and non-transferrable.

The PLAR fees policy is subject to change for each new academic year. Please see the **Cost** section on the PLAR webpage for current fee information.

B. PLAR eligibility and options

To be eligible for PLAR for courses in this program, you must be a registered student at Sask Polytech. You must also consult with the PLAR contact person and be approved for PLAR assessment.

Course prerequisites and corequisites

Some courses have one or more other courses that must be completed first (prerequisite) or at the same time (corequisite). See course outlines in this guide to identify any pre- or co-requisites for each course. Discuss with your PLAR contact person how to deal with courses with corequisites.

Block assessment

Some programs may assess a cluster of courses together in one block, which may save you time and effort. Ask the PLAR contact person whether there are any block assessment options in this program.

C. Dates when PLAR assessment is available

PLAR assessment for this program is available from Sept 1 to June 15 in each academic year.

> **All PLAR assessments must be completed by June 15 of each academic year**.

D. Special directions for this program

1. **Review** the PLAR process and FAQs and the information in this guide.

2. **Self-rate** your learning for each course using the Course Outlines in this guide.

3. **Consult** with the PLAR contact person for PLAR approval. Be prepared to provide your resume, course self-ratings (see section F), and a partially completed PLAR application. If you are approved for PLAR, the contact person will sign your PLAR application and explain next steps.

4. **Register** for PLAR at Registration/Enrolment Services once you have signed approval on your PLAR Application Form. The PLAR fee will be added to your student account.

5. **Finalize** an assessment plan with your assigned assessor.

6. **Complete** assessment before your PLAR registration expires.

E. PLAR contact person

Contact one of the Program Heads below to arrange a consultation **after** you have read this guide and general PLAR information **and** rated yourself for each course (see next section). Consultation may be by phone, online, or in person. Be prepared to provide your resume, course self-ratings, and a partially completed PLAR application. If agreement is reached to go ahead with PLAR, the contact person will sign approval on your PLAR application and explain the next steps. Admission to the program is required before you can register for PLAR.

Kevin Mahlberg, Program Head
Saskatchewan Polytechnic, Saskatoon Campus
Phone: 306 – 659 - 4691
Email: mahlberg@saskpolytech.ca

F. Self-rating course outlines

Clicking on a course code below opens a page where you can rate yourself on the knowledge and skills assessed for PLAR credit. For Arts & Sciences courses, clicking on the course code opens another PLAR guide. The PLAR contact person for this program will refer you to another person to discuss PLAR for courses delivered by Arts & Sciences or another program/department.

COURSE CODE	COURSE NAME	Delivered by another department/program
Semester 1		
DSGN 103	User Experience Design 1	
DSGN 110	Design Fundamentals	
GRPH 109	Image Editing	
GRPH 118	Vector Graphics	
MULT 120	Web Authoring 1	
PHOT 126	Photography	
MULT 124	Web Authoring 2	
PROF 100	Professional Practices 1	
Semester 2		
DGTL 101	Audio	
DGTL 105	Video 1	
DGTL 112	Social Media	

COURSE CODE	COURSE NAME	Delivered by another department/program
DSGN 202	User Experience Design 2	
GRPH 200	Advanced Image Editing	
MKTG 203	Digital Marketing 1	
MULT 114	Web Authoring 3-Javascript	
MULT 128	Web Development 4	
Semester 3		
DSGN 210	Introduction to Mobile Application Design	
GRPH 201	Advanced Vector Graphics	
GRPH 202	Electronic Publishing	
MKTG 206	Digital Marketing 2	
MULT 123	3D Fundamentals 1	
MULT 205	Content Management Systems	
MULT 213	Web Development 5	
PROF 200	Professional Practices 2	
Semester 4		
COMP 265	Introduction to Mobile Application Development	
DGTL 206	Video 2	
INDG 100	Introduction to Indigenous Studies	Arts & Sciences
MULT 208	Emerging Interactive Technologies	
MULT 212	3D Fundamentals 2	
MULT 215	Immersive Technologies 1	
MULT 216	Immersive Technologies 2	
MULT 217	Creative Computing	
PROJ 202	Interactive Media Project	

DSGN 103 - User Experience Design 1

You will learn the core concepts of User Experience (UX) design, the modern toolset, and the conventions of its use. You will develop concepts using wireframes and mockups. You will create prototypes using UX design tools.

Credit unit(s):	3.0
Prerequisites:	none
Corequisites:	none
Equivalent course(s):	none

Use a checkmark (✓) to rate yourself as follows for each learning outcome **Competent:** I can apply this outcome without direction or supervision. **Learning:** I am still learning skills and knowledge to apply this outcome. **None:** I have no knowledge or experience related to this outcome.	Competent	Learning	None
1. Define User Experience (UX) design.			
2. Use UX design tools.			
3. Apply UX design principles.			
4. Examine inclusive design.			
5. Develop prototype workflow.			
6. Construct a prototype.			

DSGN 110 – Design Fundamentals

You will explore the elements of design and principles of organization. You will learn about grids and how they enhance layout and composition. You will gain an understanding of colour theory and the use of the colour wheel. You will explore the application of typography in relation to effective graphic design. You will apply these skills to create effective design communication solutions.

Credit unit(s):	3.0
Prerequisites:	GRPH 109(concurrent)
Corequisites:	none
Equivalent course(s):	DSGN 101, GRPH 150

Use a checkmark (✓) to rate yourself as follows for each learning outcome **Competent:** I can apply this outcome without direction or supervision. **Learning:** I am still learning skills and knowledge to apply this outcome. **None:** I have no knowledge or experience related to this outcome.	Competent	Learning	None
1. Describe the elements and principles of design.			
2. Analyze colour theory.			
3. Identify the form and function of type.			
4. Examine layout and composition.			
5. Use grids to organize visual elements.			
6. Produce effective design solutions.			

GRPH 109 – Image Editing

Your studies will include an introduction to the basic concepts of image editing, including file types and resolution. You will develop the skills required to use an image editing application, and perform image editing techniques, including image compositing. You will also prepare images for output.

Credit unit(s): 3.0
Prerequisites: none
Corequisites: none
Equivalent course(s): GRPH 102, GRPH 153

Use a checkmark (✓) to rate yourself as follows for each learning outcome **Competent:** I can apply this outcome without direction or supervision. **Learning:** I am still learning skills and knowledge to apply this outcome. **None:** I have no knowledge or experience related to this outcome.	Competent	Learning	None
1. Describe image editing.			
2. Describe file types and resolution.			
3. Use an image editing application.			
4. Apply image editing techniques.			
5. Apply compositing techniques.			
6. Prepare images for output.			

GRPH 118 - Vector Graphics

Your studies will include an introduction to the basic concepts of vector graphics. You will develop the skills required to use a vector graphic application, while learning techniques for creating and modifying vector graphics. You will also prepare graphics for output.

Credit unit(s): 3.0
Prerequisites: none
Corequisites: none
Equivalent course(s): GRPH 103, GRPH 152

Use a checkmark (✓) to rate yourself as follows for each learning outcome **Competent:** I can apply this outcome without direction or supervision. **Learning:** I am still learning skills and knowledge to apply this outcome. **None:** I have no knowledge or experience related to this outcome.	Competent	Learning	None
1. Describe vector graphics.			
2. Use a vector graphic application.			
3. Practice basic vector creation.			
4. Build intermediate vector graphics.			
5. Create advanced vector graphics.			
6. Prepare graphics for output.			

MULT 120 - Web Development 1

You will learn the basics of web authoring and publishing. You will create webpages using basic Hypertext Markup Language and Cascading Stylesheets. You will use industry-standard software to create and manage webpages. You will publish webpages to your own web hosting service.

Credit unit(s):	4.0
Prerequisites:	none
Corequisites:	none
Equivalent course(s):	GRPH 260

Use a checkmark (✓) to rate yourself as follows for each learning outcome **Competent:** I can apply this outcome without direction or supervision. **Learning:** I am still learning skills and knowledge to apply this outcome. **None:** I have no knowledge or experience related to this outcome.	Competent	Learning	None
1. Define internet fundamentals.			
2. Use internet fundamentals.			
3. Use web development tools.			
4. Use basic Hypertext Markup Language (HTML).			
5. Use semantic HTML.			
6. Use basic Cascading Stylesheets (CSS).			
7. Use semantic CSS.			
8. Build webpages.			

PHOT 126 - Photography

Your studies will focus on photography fundamentals. You will focus on camera operation for natural light photography and off-camera lighting techniques. Camera operation will be examined through aperture, shutter speed, ISO, white balance, and focusing techniques. You will learn about various lighting and composition techniques for capturing professional images.

Credit unit(s):	4.0
Prerequisites:	GRPH 109(concurrent)
Corequisites:	none
Equivalent course(s):	PHOT 100, PHOT 124

Use a checkmark (✓) to rate yourself as follows for each learning outcome **Competent:** I can apply this outcome without direction or supervision. **Learning:** I am still learning skills and knowledge to apply this outcome. **None:** I have no knowledge or experience related to this outcome.	Competent	Learning	None
1. Examine photography fundamentals.			
2. Describe natural light photography.			
3. Demonstrate natural light photography.			
4. Describe off-camera lighting techniques.			
5. Demonstrate off-camera lighting techniques.			
6. Develop an image workflow.			

MULT 124 - Web Authoring 2

You will use intermediate Hypertext Markup Language (HTML) and Cascading Style Sheets (CSS) to design and create websites with a variety of layouts. You will begin implementing strategies for building websites and you will learn how to build interactive, media rich, and responsive websites. You will create and publish a website. You will explore website builders and Content Management Systems (CMS).

Credit unit(s):	3.0
Prerequisites:	MULT 120
Corequisites:	none
Equivalent course(s):	none

Use a checkmark (✓) to rate yourself as follows for each learning outcome **Competent:** I can apply this outcome without direction or supervision. **Learning:** I am still learning skills and knowledge to apply this outcome. **None:** I have no knowledge or experience related to this outcome.	Competent	Learning	None
1. Examine HTML/CSS strategies.			
2. Explore layout techniques.			
3. Apply layout techniques.			
4. Explore responsive techniques.			
5. Apply responsive techniques.			
6. Create and publish a website.			
7. Explore content management systems (CMS).			

PROF 100 - Professional Practices 1

You will study professional practices and communication skills that are needed to work in a digital design and development environment. You will study personal management, employability, communication, teamwork, time management, and ethics. You will also explore the development of an online professional presence.

Credit unit(s):	3.0
Prerequisites:	none
Corequisites:	none
Equivalent course(s):	COMM 127

Use a checkmark (✓) to rate yourself as follows for each learning outcome **Competent:** I can apply this outcome without direction or supervision. **Learning:** I am still learning skills and knowledge to apply this outcome. **None:** I have no knowledge or experience related to this outcome.	Competent	Learning	None
1. Describe professional practices.			
2. Demonstrate personal management skills.			
3. Develop employability skills.			
4. Demonstrate workplace communications skills.			
5. Demonstrate teamwork.			
6. Identify time management principles, techniques, and software tools.			
7. Discuss ethics.			
8. Develop a professional online presence.			

DGTL 101 - Audio

You will learn introductory techniques and processes for audio production. Your studies will include audio capture, editing, and compositing. You will explore sound design and create sound that can be integrated into a project or digital portfolio.

Credit unit(s):	3.0
Prerequisites:	none
Corequisites:	none
Equivalent course(s):	none

Use a checkmark (✓) to rate yourself as follows for each learning outcome **Competent:** I can apply this outcome without direction or supervision. **Learning:** I am still learning skills and knowledge to apply this outcome. **None:** I have no knowledge or experience related to this outcome.	Competent	Learning	None
1. Describe audio capture.			
2. Use audio capture techniques.			
3. Implement audio editing software.			
4. Produce composite audio.			
5. Analyze sound design.			
6. Create audio.			

DGTL 105 - Video 1

You will learn introductory production techniques and processes for basic video production and animation. Your studies will include the theory behind current industry techniques, the core principles of motion video, and how to capture and edit your own work. You will also learn to incorporate basic motion graphics and prepare your content for dissemination on several prominent platforms.

Credit unit(s):	3.0
Prerequisites:	PHOT 126
Corequisites:	none
Equivalent course(s):	none

Use a checkmark (✓) to rate yourself as follows for each learning outcome **Competent:** I can apply this outcome without direction or supervision. **Learning:** I am still learning skills and knowledge to apply this outcome. **None:** I have no knowledge or experience related to this outcome.	Competent	Learning	None
1. Describe motion picture fundamentals.			
2. Describe animation principles.			
3. Capture video.			
4. Construct edited video.			
5. Produce keyframe overlays.			
6. Demonstrate output codecs.			

DGTL 112 - Social Media

You will learn the basics of creating and curating content for popular social media platforms. Your studies will include techniques for creating, monitoring, and evaluating social media content.

Credit unit(s):	3.0
Prerequisites:	GRPH 109, GRPH 118, DGTL 105(concurrent)
Corequisites:	none
Equivalent course(s):	CRWT 100

Use a checkmark (✓) to rate yourself as follows for each learning outcome **Competent:** I can apply this outcome without direction or supervision. **Learning:** I am still learning skills and knowledge to apply this outcome. **None:** I have no knowledge or experience related to this outcome.	Competent	Learning	None
1. Describe social media.			
2. Develop a brand strategy.			
3. Use social media analytic tools.			
4. Demonstrate content curation.			
5. Create social media content.			
6. Design branded content for social media platforms.			

DSGN 202 - User Experience Design 2

You will explore User Experience (UX) testing methods, conventions, and test a full-scale prototype. You will consider the impact of ethics and accessibility while creating an industry ready prototype.

Credit unit(s):	3.0
Prerequisites:	DSGN 103(concurrent)
Corequisites:	none
Equivalent course(s):	none

Use a checkmark (✓) to rate yourself as follows for each learning outcome	Competent	Learning	None
Competent: I can apply this outcome without direction or supervision. **Learning:** I am still learning skills and knowledge to apply this outcome. **None:** I have no knowledge or experience related to this outcome.			
1. Define User Experience (UX) testing methods.			
2. Identify UX design conventions.			
3. Plan a prototype.			
4. Create a prototype.			
5. Perform user testing.			
6. Revise a prototype.			

GRPH 200 - Advanced Image Editing

You will study advanced image editing techniques including colour correction, batch processes, automation, and photo retouching. You will learn to produce consistent work as you research and employ advanced image editing techniques.

Credit unit(s):	3.0
Prerequisites:	GRPH 109
Corequisites:	none
Equivalent course(s):	none

Use a checkmark (✓) to rate yourself as follows for each learning outcome **Competent:** I can apply this outcome without direction or supervision. **Learning:** I am still learning skills and knowledge to apply this outcome. **None:** I have no knowledge or experience related to this outcome.	Competent	Learning	None
1. Describe plugins.			
2. Describe colour correction and management.			
3. Use colour correction techniques.			
4. Create custom tools.			
5. Describe advanced image editing techniques.			
6. Research advanced image editing techniques.			
7. Practice advanced image editing techniques.			
8. Apply advanced image editing techniques.			

MKTG 203 - Digital Marketing 1

Your studies will include developing, planning, and monitoring online digital marketing products, tools, and strategies. You will develop online marketing materials and evaluate their effectiveness.

Credit unit(s): 3.0
Prerequisites: GRPH 109, GRPH 118, MULT 120
Corequisites: none
Equivalent course(s): none

Use a checkmark (✓) to rate yourself as follows for each learning outcome **Competent:** I can apply this outcome without direction or supervision. **Learning:** I am still learning skills and knowledge to apply this outcome. **None:** I have no knowledge or experience related to this outcome.	Competent	Learning	None
1. Describe online marketing.			
2. Identify online marketing goals.			
3. Identify online marketing strategies.			
4. Describe web analytics.			
5. Use web analytics.			
6. Develop an online marketing strategy.			

MULT 114 - Web Development 3

You will be introduced to programming in JavaScript (JS). Your studies will include data types, variables, basic operations, decisions structures, looping structures, functions, and objects. You will also study the Document Object Model (DOM). You will use these elements to create interactive websites.

Credit unit(s):	4.0
Prerequisites:	MULT 124
Corequisites:	none
Equivalent course(s):	none

Use a checkmark (✓) to rate yourself as follows for each learning outcome **Competent:** I can apply this outcome without direction or supervision. **Learning:** I am still learning skills and knowledge to apply this outcome. **None:** I have no knowledge or experience related to this outcome.	Competent	Learning	None
1. Describe programming and JavaScript.			
2. Practice development tools, debugging, and error handling.			
3. Use data types, variables, and basic operations.			
4. Use decision structures.			
5. Use looping structures.			
6. Use functions.			
7. Use Objects.			
8. Use the Document Object Model (DOM).			
9. Develop interactive websites.			
10. Describe cross platform and cross browser compatible code.			
11. Submit forms.			

MULT 128 - Web Development 4

You will learn about the intricacies of front-end development by exploring several web design approaches. You will use Cascading Style Sheets (CSS) preprocessor, front-end frameworks, and JavaScript libraries to create advanced websites.

Credit unit(s): 3.0
Prerequisites: none
Corequisites: MULT 114
Equivalent course(s): none

Use a checkmark (✓) to rate yourself as follows for each learning outcome **Competent:** I can apply this outcome without direction or supervision. **Learning:** I am still learning skills and knowledge to apply this outcome. **None:** I have no knowledge or experience related to this outcome.	Competent	Learning	None
1. Define front-end development.			
2. Practice web design approaches.			
3. Use Cascading Style Sheets (CSS) preprocessors.			
4. Practice front-end frameworks.			
5. Practice JavaScript libraries.			
6. Use JavaScript libraries.			
7. Build advanced websites.			

DSGN 210 - Introduction to Mobile Application Design

You will learn the basics of designing mobile applications and creating mobile application prototypes. You will examine current mobile application design patterns and technologies. You will create a mobile application prototype using prototyping tools.

Credit unit(s):   3.0
Prerequisites: DSGN 103
Corequisites: none
Equivalent course(s):   none

Use a checkmark (✓) to rate yourself as follows for each learning outcome **Competent:** I can apply this outcome without direction or supervision. **Learning:** I am still learning skills and knowledge to apply this outcome. **None:** I have no knowledge or experience related to this outcome.	Competent	Learning	None
1. Describe mobile applications.			
2. Describe image optimization.			
3. Demonstrate design and interface guidelines.			
4. Demonstrate mobile navigation.			
5. Use prototyping tools.			
6. Create a mobile application prototype.			

GRPH 201 - Advanced Vector Graphics

You will study advanced vector techniques to create quality vector graphics. You will learn to produce consistent work as you research and employ advanced vector techniques.

Credit unit(s):	3.0
Prerequisites:	GRPH 118
Corequisites:	none
Equivalent course(s):	none

Use a checkmark (✓) to rate yourself as follows for each learning outcome	Competent	Learning	None
Competent: I can apply this outcome without direction or supervision. **Learning:** I am still learning skills and knowledge to apply this outcome. **None:** I have no knowledge or experience related to this outcome.			
1. Use vector graphic plugins.			
2. Create custom vector tools.			
3. Describe advanced vector techniques.			
4. Research advanced vector techniques.			
5. Practice advanced vector graphic techniques.			
6. Apply advanced vector techniques.			

GRPH 202 - Electronic Publishing

Using popular layout software, you will learn to create professionally formatted print and digital documents. You will learn to optimize your production workflow and create interactive documents.

Credit unit(s):	3.0
Prerequisites:	GRPH 109, GRPH 118
Corequisites:	none
Equivalent course(s):	MULT 132

Use a checkmark (✓) to rate yourself as follows for each learning outcome **Competent:** I can apply this outcome without direction or supervision. **Learning:** I am still learning skills and knowledge to apply this outcome. **None:** I have no knowledge or experience related to this outcome.	Competent	Learning	None
1. Describe electronic publishing and tools.			
2. Configure electronic publishing workspace.			
3. Describe electronic file types and output.			
4. Use an electronic publishing application.			
5. Practice electronic publishing for print.			
6. Practice electronic publishing for a digital environment.			
7. Practice creation of interactive forms.			

MKTG 206 - Digital Marketing 2

Your studies will include developing, planning, and monitoring advanced online digital marketing products, tools, and strategies. You will develop advanced online marketing materials and evaluate the effectiveness of them with web analytics.

Credit unit(s):   3.0
Prerequisites: MKTG 203
Corequisites: none
Equivalent course(s):   none

Use a checkmark (✓) to rate yourself as follows for each learning outcome **Competent:** I can apply this outcome without direction or supervision. **Learning:** I am still learning skills and knowledge to apply this outcome. **None:** I have no knowledge or experience related to this outcome.	Competent	Learning	None
1. Apply advanced digital marketing techniques.			
2. Perform search engine optimization (SEO).			
3. Manage search engine marketing (SEM).			
4. Manage search media marketing (SMM).			
5. Evaluate emerging digital marketing strategies.			
6. Develop components of an online marketing campaign.			

MULTI 123 - 3D Fundamentals 1

You will learn the basics of 3D modeling. Your studies will include 3D surfacing, mapping, lighting techniques, and simulation. You will develop the skills to produce an animated 3D scene.

Credit unit(s):	3.0
Prerequisites:	none
Corequisites:	none
Equivalent course(s):	none

Use a checkmark (✓) to rate yourself as follows for each learning outcome **Competent:** I can apply this outcome without direction or supervision. **Learning:** I am still learning skills and knowledge to apply this outcome. **None:** I have no knowledge or experience related to this outcome.	Competent	Learning	None
1. Define 3D concepts.			
2. Examine the 3D workspace.			
3. Manipulate 3D objects.			
4. Construct a 3D composition.			
5. Apply textures to 3D objects.			
6. Use 3D Lights and Cameras.			
7. Implement 3D animation tools.			
8. Create a 3D animated sequence.			

MULT 205 - Content Management Systems

You will learn about Content Management Systems (CMS) for managing large, interactive web sites. You will select an appropriate CMS and modify the content and interface to build custom projects.

Credit unit(s):	3.0
Prerequisites:	DSGN 103(concurrent), MULT 128(concurrent)
Corequisites:	none
Equivalent course(s):	none

Use a checkmark (✓) to rate yourself as follows for each learning outcome **Competent:** I can apply this outcome without direction or supervision. **Learning:** I am still learning skills and knowledge to apply this outcome. **None:** I have no knowledge or experience related to this outcome.	Competent	Learning	None
1. Create custom visual themes.			
2. Design visual themes.			
3. Build visual themes.			
4. Select appropriate Content Management Systems (CMS).			
5. Use a CMS to build specific projects.			

MULT 213 - Web Development 5

You will learn the principles of asynchronous JavaScript. You will create dynamic webpages that use asynchronous JavaScript to request and change content.

Credit unit(s):	3.0
Prerequisites:	MULT 128(concurrent)
Corequisites:	none
Equivalent course(s):	none

Use a checkmark (✓) to rate yourself as follows for each learning outcome **Competent:** I can apply this outcome without direction or supervision. **Learning:** I am still learning skills and knowledge to apply this outcome. **None:** I have no knowledge or experience related to this outcome.	Competent	Learning	None
1. Describe asynchronous JavaScript.			
2. Demonstrate advanced development tools, debugging, error handling.			
3. Demonstrate modern JavaScript techniques.			
4. Practice markup languages and data formats.			
5. Demonstrate Application Programming Interfaces (API).			
6. Use callbacks, promises, async/await.			
7. Evaluate different JavaScript frameworks and libraries.			
8. Create a webpage using asynchronous JavaScript.			

PROF 200 - Professional Practices 2

You will develop the knowledge, skills, and attitudes to be a successful interactive project leader and team member. You will study freelance and project management processes and apply them to the creation of projects.

Credit unit(s): 3.0
Prerequisites: PROF 100
Corequisites: none
Equivalent course(s): none

Use a checkmark (✓) to rate yourself as follows for each learning outcome **Competent:** I can apply this outcome without direction or supervision. **Learning:** I am still learning skills and knowledge to apply this outcome. **None:** I have no knowledge or experience related to this outcome.	Competent	Learning	None
1. Describe interactive media development processes.			
2. Employ project management software.			
3. Implement client research to support project goals.			
4. Maintain project-related documentation.			
5. Collaborate with clients and team members.			
6. Use freelance project management practices.			
7. Use team project management practices.			

COMP 265 - Introduction to Mobile Application Development

You will learn the basics of designing and building mobile applications. You will examine current mobile application design patterns and technologies. You will create a mobile application using a mobile application development framework.

Credit unit(s):	3.0
Prerequisites:	DSGN 210(concurrent), MULT 213
Corequisites:	none
Equivalent course(s):	none

Use a checkmark (✓) to rate yourself as follows for each learning outcome **Competent:** I can apply this outcome without direction or supervision. **Learning:** I am still learning skills and knowledge to apply this outcome. **None:** I have no knowledge or experience related to this outcome.	Competent	Learning	None
1. Describe mobile development environments.			
2. Describe signing certificates.			
3. Use simulators and emulators.			
4. Examine user interfaces.			
5. Use frameworks.			
6. Demonstrate mobile debugging.			
7. Use persistent storage.			
8. Create a mobile application.			

DGTL 206 - Video 2

You will develop video skills for intermediate use in the interactive design space. You will learn about post processing techniques and create motion graphics. You will be exposed to developing video technologies, composite work, and prepare it for the web and live streaming services.

Credit unit(s):   3.0
Prerequisites: DGTL 105
Corequisites: none
Equivalent course(s):   MULT 122

Use a checkmark (✓) to rate yourself as follows for each learning outcome **Competent:** I can apply this outcome without direction or supervision. **Learning:** I am still learning skills and knowledge to apply this outcome. **None:** I have no knowledge or experience related to this outcome.	Competent	Learning	None
1. Implement video post processing.			
2. Construct motion graphics.			
3. Investigate emerging film tools.			
4. Demonstrate video compositing.			
5. Employ animation for the web.			
6. Develop streamed live video.			

INDG 100 - Introduction to Indigenous Studies

You will receive an introduction to the Indigenous cultural groups within Saskatchewan. You will learn about the colonization of Indigenous peoples by the Canadian state. Your studies will help you discuss current issues and explore possible solutions.

Credit unit(s):	1.0
Prerequisites:	none
Corequisites:	none
Equivalent course(s):	none

Use a checkmark (✓) to rate yourself as follows for each learning outcome **Competent:** I can apply this outcome without direction or supervision. **Learning:** I am still learning skills and knowledge to apply this outcome. **None:** I have no knowledge or experience related to this outcome.	Competent	Learning	None
1. Describe Indigenous nations of Saskatchewan.			
2. Explain how colonization has impacted Indigenous peoples.			
3. Discuss current issues and possible solutions.			

MULT 208 - Emerging Interactive Technologies

You will research and discuss the use, impact, capabilities, and limitations of emerging technologies. Studies will include how industry adopts new technology, and how it impacts you as a digital design and development professional.

Credit unit(s):	3.0
Prerequisites:	none
Corequisites:	none
Equivalent course(s):	none

Use a checkmark (✓) to rate yourself as follows for each learning outcome **Competent:** I can apply this outcome without direction or supervision. **Learning:** I am still learning skills and knowledge to apply this outcome. **None:** I have no knowledge or experience related to this outcome.	Competent	Learning	None
1. Describe interactive technologies.			
2. Research emerging interactive technologies.			
3. Identify the capabilities and limitations of interactive technologies.			
4. Describe uses for interactive technologies.			
5. Discuss the impact of interactive technologies on society.			
6. Explain ethics of technology.			

MULT 212 - 3D Fundamentals 2

Using 3D printing theory, popular modeling and printing software, you will learn to design, model, refine, and print decorative and functional 3D objects. The objects created in this course will have practical business and entertainment applications.

Credit unit(s):	3.0
Prerequisites:	MULT 123
Corequisites:	none
Equivalent course(s):	none

Use a checkmark (✓) to rate yourself as follows for each learning outcome **Competent:** I can apply this outcome without direction or supervision. **Learning:** I am still learning skills and knowledge to apply this outcome. **None:** I have no knowledge or experience related to this outcome.	Competent	Learning	None
1. Describe 3D printing processes.			
2. Use 3D scanning techniques.			
3. Apply 3D modeling techniques.			
4. Use 3D printing best practices.			
5. Identify 3D printing issues.			
6. Prepare 3D models for print.			
7. Use a 3D printer.			

MULT 215 - Immersive Technologies 1

In this course, you will draw upon your existing skill set to bring content into game engine software that is used to create immersive experiences. Studies will include learning the essential skills you need to build immersive user experiences, including lighting, effects, visual scripting, and optimizing the performance for your projects for distribution.

Credit unit(s):	3.0
Prerequisites:	MULT 123
Corequisites:	none
Equivalent course(s):	none

Use a checkmark (✓) to rate yourself as follows for each learning outcome **Competent:** I can apply this outcome without direction or supervision. **Learning:** I am still learning skills and knowledge to apply this outcome. **None:** I have no knowledge or experience related to this outcome.	Competent	Learning	None
1. Describe software for immersive experiences.			
2. Use immersive software.			
3. Apply scene techniques.			
4. Employ immersive interactivity.			
5. Examine visual scripting techniques.			
6. Prepare immersive experiences for output.			

MULT 216 - Immersive Technologies 2

In this course, you will learn more about immersive experiences. This will include integrating virtual reality (VR) into 3D environments, overlaying digital 3D space on real space using augmented reality (AR), and leveraging devices specifically designed for immersion. You will also study immersive prototyping, interface design, and immersive best practices and considerations.

Credit unit(s):	3.0
Prerequisites:	MULT 215(concurrent)
Corequisites:	none
Equivalent course(s):	none

Use a checkmark (✓) to rate yourself as follows for each learning outcome **Competent:** I can apply this outcome without direction or supervision. **Learning:** I am still learning skills and knowledge to apply this outcome. **None:** I have no knowledge or experience related to this outcome.	Competent	Learning	None
1. Explain immersive technologies.			
2. Describe immersive experience best practices.			
3. Examine immersive media components.			
4. Identify immersive devices.			
5. Develop immersive augmented reality projects.			
6. Create immersive virtual reality projects.			

MULT 217 - Creative Computing

In this course, you will learn how to use JavaScript libraries to create interactive graphics, animations, and projects. You will learn how to evaluate the creative potential of different programming techniques and tools, and understand the implications of creative computing on society, culture, and industry. By the end of the course, you will be able to analyze, apply, and evaluate programming concepts, as well as create interactive projects using user input and data.

Credit unit(s):	3.0
Prerequisites:	MULT 114(concurrent)
Corequisites:	none
Equivalent course(s):	none

Use a checkmark (✓) to rate yourself as follows for each learning outcome **Competent:** I can apply this outcome without direction or supervision. **Learning:** I am still learning skills and knowledge to apply this outcome. **None:** I have no knowledge or experience related to this outcome.	Competent	Learning	None
1. Evaluate creative techniques and tools.			
2. Apply creative programming concepts.			
3. Create interactive graphics.			
4. Synthesize interactive projects.			
5. Assess the implications of creative computing on society, culture, and industry.			
6. Evaluate computational thinking approaches for creative projects.			

PROJ 202 - Interactive Media Project

This course provides you the opportunity to explore a specific project for your portfolio. You will select the project, learn about its relevance/context in industry, critically assess their work, and obtain feedback.

Credit unit(s):   3.0
Prerequisites: DSGN 202, DSGN 210, MULT 217(concurrent)
Corequisites: none
Equivalent course(s):   none

Use a checkmark (✓) to rate yourself as follows for each learning outcome **Competent:** I can apply this outcome without direction or supervision. **Learning:** I am still learning skills and knowledge to apply this outcome. **None:** I have no knowledge or experience related to this outcome.	Competent	Learning	None
1. Describe an interactive medium.			
2. Explain industry context.			
3. Design an interactive media project.			
4. Create an interactive media project.			
5. Present an interactive media project.			
6. Critique interactive media projects.			