



MASTER COURSE OUTLINE

A. CPRO 1641 Web Animation

B. COURSE DESCRIPTION:

This course focuses on creating Animation and Interactive web sites using the HTML 5 Canvas and WebGL (Web Graphics Library). The HTML5 Canvas allows multimedia elements to be added to web pages. No programming experience is required to be successful in this class. Completion of CPRO 1002 or concurrent enrollment in CPRO 1002 is recommended. This course is part of the Computer Technology program which is an accredited program in World Organization of Webmaster (WOW) Professional Academy. **(3 Cr – 3 lect, 0 lab)**

C. **Core Theme: Critical Thinking

D. RIVERLAND INSTITUTIONAL LEARNING OUTCOMES:

This course addressed the following Riverland Institutional Learning Outcome(s):

- ILO 1: critical thinking (*Core Theme Goal 2*)
- ILO 2: awareness of the larger global community (*Core Theme Goal 7 or 8*)
- ILO 3: ethical, engaged citizenship (*Core Theme Goal 9 or Goal 10*)
- ILO 4: communication and collaboration (*Discipline Goal 1 and by any learning outcome(s) involving communication or collaboration*)

E. MAJOR CONTENT AREAS:

- Program interface
- Animation basics
- Shape Tweening
- Vector and bitmap images
- Basic JavaScript
- HTML5 canvas
- WebGL

F. GOAL TYPE, OBJECTIVES, AND OUTCOMES:

<u>GOAL TYPE</u>	<u>OBJECTIVES</u> Students will be able to:	<u>OUTCOMES</u> The student will successfully:
<u>**Critical Thinking</u>	gather factual information and apply it to a given problem in a manner that is relevant, clear, comprehensive and conscious of possible bias in the information selected.	1. create a HTML5 canvas movie that conveys the desired results
<u>CS</u>	create animation for the web.	1. create an animation utilizing tweening and cell animation techniques.
<u>CS</u>	program a HTML5 canvas button to launch an Internet web site.	1. apply proper java script code snippets to launch an Internet web site.
<u>CS</u>	program a HTML5 canvas interactive movie using JavaScript.	1. create a multiple-choice question that provides feedback based on the user answer.
<u>CS</u>	program interactive 2d game using game engine.	1. publish game on the Internet using a WebGL hosting site.

G. SPECIAL INFORMATION:

This course may require use of the Internet, the submission of electronically prepared documents and the use of a course management software program. Students who have a disability and need accommodations should contact the instructor or the Student Success Center at the beginning of the semester. This information will be made available in alternative format, such as Braille, large print, or current media, upon request.

H. COURSE CODING INFORMATION:

Course Code T/Class Maximum 30; Letter Grade

Revision date: 11/28/17; 12/20/17; 1/03/22

AASC Approval date: 1/23/18; 3/22/22

*Riverland Community College Disciplines	MnTC Goal Number
Communication (CM)	1
Natural Sciences (NS)	3
Mathematics/Logical Reasoning (MA)	4
History and the Social & Behavioral Sciences (SS)	5
Humanities and Fine Arts (HU)	6

**Riverland Community College Core Themes	MnTC Goal Number
Critical Thinking (CT)	2
Human Diversity (HD)	7
Global Perspective (GP)	8
Ethical and Civic Responsibility (EC)	9
People and the Environment (PE)	10

*These five MnTC Goals have been identified as Riverland Community College Disciplines.

** These five MnTC Goals have been identified as Riverland Community College Core Themes.

NOTE: The Minnesota Transfer Curriculum “10 Goal Areas of Emphasis” are reflected in the five required discipline areas and five core themes noted in the Riverland Community College program of study guide and/or college catalog.