

## course(s) – creative technology / new media

outline(s)

### *interactive video* – media in context

assignment(s)

- canonical example(s) – *iv*
- (online) reference material(s) – instruction(s)
- challenging target(s) – [www.youtube.com](http://www.youtube.com)

### *web technology* – html, javascript, css, xml, (*php*)

assignment(s)

- canonical example(s) – *game / calculator / slogan(s)*
- (online) reference material(s) – [www.w3schools.com](http://www.w3schools.com) / example(s)
- challenging target(s) – *heart(s) / labs.google.com (edu / code)*

### *animation* – actionscript, mathematics

assignment(s)

- canonical example(s) – *animation / draw*
- (online) reference material(s) – adobe live docs
- challenging target(s) – *flash art / sample(s)*

### *virtual environments* – web3D/VR

assignment(s)

- canonical example(s) – *vr*
- (online) reference material(s) – resource(s)
- challenging target(s) – *demo(s)*

### *game development* – game

assignment(s)

- canonical example(s) – *wack'em*
- (online) reference material(s) – game development / resource(s)
- challenging target(s) – rethoric(s) of chabge