MEDIA ARTS SEMINAR, SAMPLE PLAN AND SCHEDULE OF DELIVERABLES.

media/arts
& TECHNOLOGY

October 4 – Create list of relevant research materials

October 13 – Present your initial ideas to advisory team for feedback

October 25- develop thumbnail sketches, game design ideas for presentation November 1

November 1 – Initial prototypes due, presentation and feedback

November 3 – Revise designs and ideas based on feedback

November 8 – How to put content online. An examination of content management systems

November 10 – Critique 2

November 15 – finalizing content

November 17 – Print lab training day, how to cut and mount work.

November 23- Critique 3 Prints/Electronic files finalized and sent to print lab

December 2 – Install day

December 6 - Final files will be delivered in their native file format and final critique 2:30 -5:30