



Ontario College Graduate
Certificate Program

Trafalgar Road Campus

School of Applied Computing
and Engineering Sciences

Program Code

INTERACTIVE MULTIMEDIA

PINMM

PLEASE NOTE: THE FOLLOWING IS FOR INFORMATION PURPOSES ONLY. PLEASE DO NOT SUBMIT ANY OF THE MATERIALS REFERENCED BELOW OR TAKE ANY ACTION UNLESS YOU ARE SPECIFICALLY INSTRUCTED TO DO SO AFTER APPLYING TO THE PROGRAM.

Selection Process for Applicants

Eligible applicants are selected on the basis of previous academic achievement, work sample assessment, and response to a questionnaire (see details below). Preference will be given to applicants with degrees/diplomas in Graphic Design, Fine Arts or Computer Science disciplines. All applicants must have a solid grounding in computer technologies and applications. Postsecondary transcripts, indicating courses completed to date, must be submitted at the time of application.

Applicants selected for the program will be notified by mail and their Sheridan email account. These decisions may not be released over the phone. Information regarding fees, registration process, and timetables will follow. Classes for the fall term begin Tuesday, September 7, 2010.

Instructions for Applicants

After applying to the program **some** applicants will be asked to provide the following:

1. Résumé:

Your résumé must outline your academic background and/or work experience as well as detail your computer experience.

2. Response to Questionnaire:

Complete and return the questionnaire provided to help us assess your knowledge of multimedia tools and techniques, and your suitability for a career as a multimedia professional.

3. Work Samples – include one or more of the following:

- a) Samples of visualization design work (digital or print)
- b) Samples of computer programming work
- c) Samples of new media management work
- d) Samples of online work/web development work

2010-2011

Applicant Information

Interactive Multimedia

You can submit any combination of a), b) and c) or d) if you have work in these areas but you do not need to submit in more than one area, nor are you expected to. An important part of the program is to cross train students in all three areas of design, programming and management with an emphasis on training non-programmers to program interactivity in a design environment.

Additional Information

- Check your Sheridan email account frequently. Many of the communications you receive from Sheridan come to you exclusively via your Sheridan email account.

SAMPLE



SHERIDAN COLLEGE INSTITUTE OF TECHNOLOGY AND ADVANCED LEARNING

Interactive Multimedia APPLICANT QUESTIONNAIRE (AY 2010-2011)

Please complete the following questionnaire and submit with your application, please include your name on every page. Submit with your résumé and design/programming examples.

1. Please explain why you are applying to the Interactive Multimedia Program and what you wish to learn from this program(100 –200 words).
2. Define, ***in your own words***, the term(s) **interactive multimedia** (100 – 200 words).
3. List any multimedia-related Web sites you visit regularly, and/or any CD-ROM or DVD-ROM applications you have used, and explain why they appeal to you.
4. The three key disciplines in the IMM Program are:
 - **Graphic Design** (visualization, interface design image creation/manipulation)
 - **Programming** (Scripting for Web or other authoring environments)
 - **Project Management** (organization, time management, record-keeping, teamwork)
 - a) In which of these areas would you say your skills are **strongest**? Explain why (include relevant experience or levels of expertise in this area).
 - b) Of the three areas above, do you have an area of **secondary skill** strength? Explain your answer.
 - c) What experience or skills (if any) do you have in the remaining discipline (of the three above)?

For each section below, please indicate your current skill level (by number: 1 to 5).

5. Graphics Creation/Manipulation

1. No experience in creating or manipulating original graphic images
2. Some experience in capturing/scanning graphics and editing using basic tools and software
3. Knowledge of basic graphic creation tools and techniques using common software; understand the difference between raster and vector graphics
4. Work with high-end software (Adobe PhotoShop/Illustrator) to create, edit and optimize custom images
5. Advanced-level skills creating and editing complex images, using multiple techniques and software applications, design theory and interface theory.

NOTE: if you chose #3, 4, or 5, please indicate the software you have used.

6. Programming (e.g. Javascript, ActionScript, PHP, Perl, C, VB, SQL etc.)

1. No programming experience
2. No experience but good at logic and problem solving
3. Read and understand some basic code
4. Write basic code using variables, “if” tests, and a few commands
5. Use function, arrays, and loops regularly in coding

NOTE: if you chose #4, or 5, please indicate the programming languages you have used and provide examples of original scripting.

7. Web Authoring (e.g. Flash)

1. No Web authoring experience
2. Basic understanding of time-based Software (e.g. have used Flash a couple of times)
3. Worked with drawing tools, channels, animation, tweens and perhaps masks
4. Use nested animation (clips within clips) and simple scripting
5. Use complex scripting to control animations and interactivity

NOTE: if you chose #3, 4, or 5, please indicate the software you have used and provide links to (or examples of) web site(s) you have created (or worked on)

8. Web Site Development

1. No experience in developing Web sites
2. Basic Web site development using WYSIWYG tools (e.g. Dreamweaver)
3. Basic Web site development using hand-coded HTML (including the creation of tables)
4. Intermediate-level Web site development using HTML (hand-coded or utilizing a tag editor) including the creation of frames and/or forms
5. Advanced-level Web site development using a variety of tools; use of cascading styles, dynamic HTML elements, database utilization

NOTE: if you chose #3, 4, or 5, please indicate the software you have used and provide links to (or examples of) Web site(s) you have created (or worked on)

9. Audio Video

1. No experience in audio or video
2. Basic understanding of audio and video
3. Have created home movies using a consumer level camcorder and used the editing software provided
4. Have created audio and video using semi-professional software and equipment, have had previous training in audio and video, video for multimedia and streaming video.
5. Advanced-level audio and video development, using professional based tools and formal training in audio and video production, DVD production, streaming video etc.

NOTE: if you chose #3, 4, or 5, please indicate the software you have used and provide links to (or examples of) Audio and or Video you have created (or worked on)

10. Project Management/Teamwork

1. No experience working in collaborative teams to develop an end product
2. Teamwork/ project experience limited to classroom environments
3. Some experience working in teams in a 'real-world' scenario to produce an end product
4. Managed at least one team in a 'real-world' scenario to produce an end product
5. Extensive experience working in and/or managing teams to produce product(s) that meet client needs

NOTE: if you chose #3, 4, or 5, please provide details of the project(s), and your role in producing the end product(s).

Please answer the following questions in short essay format (about 100 words per question).

11. A multimedia team is comprised of several people with diverse skills who must work collaboratively to produce a complex product that meets both the client's requirements and the end user's needs. Have you ever worked in a team where you didn't see 'eye-to-eye' with another team member? If so, explain the situation and how you resolved the situation.
12. The multimedia industry is an intense, deadline-driven environment. The IMM Program emulates this environment, in order to prepare students for employment upon graduation. You will be expected to work at least 40 – 60 hours per week in order to learn and practice the necessary concepts, and complete projects on time. Do you have any experience in this type of environment? If so, please provide details and your reflections on the experience. If not, explain how you would cope with the demands of this type of Program/job.
13. Please describe yourself in terms of each of the following:
 - a) work ethic
 - b) time management skills
 - c) self-directed learning
 - d) willingness to experiment and try new things
 - e) creative problem-solving
14. Is there any other information we should be aware of in considering your application?