

SAMPLE COURSE OUTLINE

Course Code, Number, and Title:

DGMD 2500: Capstone

Course Format:

[Course format may vary by instructor. The typical course format would be:]

Laboratory Hours 4.0 h

Credits: 3.0

Transfer Credit: For information, visit bctransferguide.ca

Course Description, Prerequisites, Corequisites:

In this culminating experience in the Digital Media and Design Diploma, students design and develop digital products such as websites, apps, and interactive touchscreens in response to real-world challenges. Working in teams, students engage in the entire project lifecycle, from initiation and planning to execution and evaluation. They apply project management methodologies, conduct user research, and implement design revisions based on testing. Through hands-on experience, students demonstrate their technical, creative, and professional competencies while developing a portfolio-ready project that incorporates reflection on learning on Indigenization and Equity, Diversity, and Inclusion.

One of the following prerequisite combinations:

A minimum "C" grade in all of the following: DGMD 1125, 1155, 1175, 2225, 2275, and 2400;

or

A minimum "C" grade in all of the following: DGMD 1125, 1155, 1415, 1425, 2400, and 2425.

Learning Outcomes:

Upon successful completion of this course, students will be able to...

1. Compare and contrast traditional and agile project management principles.
2. Select appropriate project management techniques based on project needs.
3. Plan, track, and monitor a project using agile and traditional methods.
4. Use project management techniques to shape UX testing and product development.
5. Collaborate effectively within a project team, assuming various roles.
6. Draft a design and development proposal that includes audience research and prototyping.
7. Develop a business case for a digital product or service.
8. Design and implement an interactive product using project management principles.
9. Offer and accept constructive feedback on technical/professional documents and presentations.
10. Communicate technical information clearly and professionally to different audiences.

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11. Conduct research to inform UI/UX design and development processes.
12. Analyze testing results and implement design revisions to improve user experience.
13. Reflect on and articulate learning on Indigenization and Equity, Diversity, and Inclusion across the program.

Instructor(s): TBA
Office: TBA
Office Hours: TBA

Phone: (604) 323-XXXX
Email: TBA

Textbook and Course Materials:

[Textbook selection may vary by instructor. An example of texts and course materials for this course might be]

- Ries, E. *The Lean Startup*. 2011
- Knapp, J. *Sprint: How To Solve Big Problems and Test New Ideas in Just Five Days*. 2016
- *Agile project management resources Scrum guides, Kanban playbooks*

For textbook information, visit https://mycampusstore.langara.bc.ca/buy_courselisting.asp?selTerm=3|8

Note: This course may use an electronic (online) instructional resource that is located outside of Canada for mandatory graded class work. You may be required to enter personal information, such as your name and email address, to log in to this resource. This means that your personal information could be stored on servers located outside of Canada and may be accessed by U.S. authorities, subject to federal laws. Where possible, you may log in with an email pseudonym as long as you provide the pseudonym to me so I can identify you when reviewing your class work.

Assessments and Weighting:

Final Exam

Other Assessments 100%

[An example of other assessments might be:]

Assignments: 20%

Project: 70%

Participation: 10%

Grading System:

Specific grading schemes will be detailed in each course section outline.

Topics Covered:

[Topics covered may vary by instructor. An example of topics covered might be:]

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1. Project Management Fundamentals

- Traditional vs. Agile methodologies
- Risk assessment, budgeting, scheduling

2. Client Selection & Industry Collaboration

- Understanding client needs
- Managing expectations

3. Team Roles & Collaboration

- Defining roles in a project team
- Effective team communication

4. UI/UX Design Process

- Prototyping, usability testing
- Implementing feedback into design

5. Technical Implementation

- Implement design using web technologies

6. Business and Professional Ethics

- Intellectual property, accessibility, and inclusivity
- Ethical decision-making in digital design

7. Marketing & Pitching

- Creating a business case
- Storytelling and persuasion in presentations

8. Communication & Documentation

- Writing proposals, project reports, and technical documents
- Professional speaking skills for presentations

As a student at Langara, you are responsible for familiarizing yourself and complying with the following policies:

College Policies:

E1003 - Student Code of Conduct

F1004 - Code of Academic Conduct

E2008 - Academic Standing - Academic Probation and Academic Suspension

E2006 - Appeal of Final Grade

F1002 - Concerns about Instruction

E2011 - Withdrawal from Courses

Departmental/Course Policies:

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Information unavailable, please consult Department for details.

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