

Printinteractive iPad Publishing

A Masterclass in the Methods & Techniques of Tablet Storytelling

What Will I Create?

This 10-week session shows you how to create, produce and publish innovative and interactive tablet publications, taking you from idea to App store in a hands-on "doing to learn" environment that blends Harrington's curriculum with expert one-on-one consulting.

You receive private access to our textbook and class materials through iTunesU and work in our iMac labs, so your iPad is all you need to bring to class. With our hi-speed internet, your project is always available in the cloud.

Students who successfully complete the class will receive a statement of accomplishment signed by the instructor.

What "Tools" Will We Use?

Adobe InDesign's Digital Publishing Suite (DPS) is our primary tool. The same software used to create iPad magazines like *Wired* and *Martha Stewart* provides an easy introduction to tablet publishing.

We also teach two innovative (but less well-known) tools for adding amazing animation and rich interactivity using HTML5/Javascript without the complexity of traditional coding methods.

Finally, you'll explore Apple's iBooks Author to understand the similarities and differences of choosing to create an iBook instead of an App.

What Will I Be Taught?

- Principles of Interactive Storytelling
- Best Practices in iPad Publication Design
- Mastery of the Adobe InDesign DPS tool suite
- Using iBooks Author for printinteractive ePubs
- Creating HTML5/JS Animation using Hype & GSAP
- Developing Advanced Interactivity with Hype & GSAP
- Examine the Usability of Gestural Interfaces
- Optimize images for iPad and Retina Display
- Negotiating the Apple iOS Developer Program
- Publishing to the App Store and the iBookstore

Who Should Apply?

Anyone with publications they would love to see on an iPad: Magazines, comics, children's books, product manuals, photography portfolios, travel guides, and sales presentations.

In addition to classroom instruction, this unique program provides two all-day intensive sessions to design, build and complete your own project with the expert assistance of our instructors and staff.



MEET YOUR PROFESSOR

Creator of the award winning children's book app *Dragon Brush* Andy Hullinger has been exploring, teaching, and designing on the iPad right from its start. As a visiting professor at Northwestern's Medill School of Journalism, he pioneered the Magazine Innovation Project's efforts with tablet publishing.

As Harrington College of Design's Program Chair for Web Design + Development his "coding for creatives" curriculum is helping to change the way designers work with creative technologies.

SPRING SCHEDULE

April 4 - May 11

- Thursdays 6pm - 9pm
- Saturday, May 4 9am - 4pm
- Saturday, May 11 9am - 4pm
 - *All day workshops*

Tuition \$ 2,100

*Application deadline March 15th by midnight
Flexible payment plans available*

APPLY