WILMINGTON UNIVERSITY
COLLEGE OF TECHNOLOGY
MASTERS OF SCIENCE - INFORMATION SYSTEMS TECHNOLOGIES
BASIC COURSE INFORMATION

Course Title: Advanced Multimedia and Animation
Course Number: DSN 6030

I. MAJOR INSTRUCTIONAL GOALS

GOAL A: The student will demonstrate educational and professional responsibility.
Learning Outcomes: The student will:
A-1. Make every effort to submit original, personally-created projects.
A-2. Meet deadlines by having all assignments completed by specified dates.
A-3. Keep to task during class.
A-4. Maintain proper attendance in this class: avoiding absences, tardiness or early dismissals.
A-5. Follow directions by completing assignments.
A-6. Use independent research and development to go beyond the class instruction.
A-7. Provide proper documentation and permissions for all sources used within a project.
A-8. Demonstrate an ability to cooperate with the instructor and/or fellow students in the completion of this class.

GOAL B: Students will use appropriate written and oral communication skills.
Learning Outcomes: The student will:
B-1. Communicate information orally in a logical manner.
B-3. Proof read all materials to guarantee that there are no spelling errors, grammatical errors or logical errors in the project.

GOAL C: The student will demonstrate an understanding of multimedia elements and the steps needed to create an interactive project.
Learning Outcomes: During this course, the student will:
C-1. Create a flowchart or brainstorming sheet (8½ x 11 filled) outlining the logic of all interactive projects.
C-2. Create storyboards depicting the design of final interactive project.
C-3. Create a prototype of a self-created final interactive multimedia project using Flash MX®.
C-4. Present a completed self-created final interactive multimedia project emphasizing Flash MX®.

GOAL D: Students will demonstrate a working knowledge of the basic ActionScript techniques and elements of Macromedia Flash MX®.
Learning Outcomes: The student will demonstrate his or her:
D-1. Working knowledge of all aspects of the Actions Panel within the Flash MX® interface.
D-2. Ability to publish the project as a stand alone movie, as a project viewable in a browser, as an image (can be used to hand in storyboards), and as a QuickTime® movie.
D-3 Working knowledge Debugging techniques, including trace actions, thorough use of the debugging panel, and remote debugging.
D-4. Ability to use Movie Control actions including stop, play, gotoAndPlay, gotoAndStop, nextFrame, nextScene, on, previousFrame, previousScene, and stopAllSounds actions.
D-5. Working knowledge of all Browser Network actions including FSCommand, getURL, loadMovie, loadMovieNum, loadVariables, loadVariablesNum, unloadMovie, and unloadMovieNum.

D-6. Working knowledge of all Movie Clip Control actions including duplicateMovieClip, onClipEvent, removeMovieClip, setProperty, startDrag, stopDrag, and updateAfterEvent.

D-7. Working knowledge of all Variables actions including var, delete, setVariable, and with.

D-8. Working knowledge of all Conditions and Loop Actions especially (but not limited to) break, do while, if, else, else if, for, for in, and while.

D-9. Working knowledge of Printing Actions including print, printAsBitmap, printAsBitmapNum, printNum.

D-10. Working knowledge of User-Defined Function actions including function, call, return.

D-11. Working knowledge of Macromedia’s Miscellaneous actions including #initclip, #include, #endinitclip, clearInterval, comment, setInterval, and trace (also used in debugging).

D-12. Ability to target movie clips and variables from multiple and nested timelines.

D-13. Ability to decipher the differences between absolute and relative paths.

D-14. Ability to use external documents (swf, as, jpg, xml, and txt) files in projects.

D-15. Ability to use preloaders for externally loaded items and general preloaders.

D-16. Working knowledge of all Properties in the actions panel including (but not limited to) _x, _y, _xscale, _yscale, _rotation, _height, _width, _framesloaded, _totalframes, _xmouse, and _ymouse.

GOAL E: Students will demonstrate an advanced knowledge of ActionScript within the authoring program, Flash MX®.

Learning Outcomes: The student will demonstrate his or her:

E-1. Working knowledge of basic programming terminology: scripts, programs, expression, literals, command, argument, operations, operands, conditionals, loops, movie clip symbols, instances, functions, batch programming vs event-based programming, event handler, text field, other key terms as used in class or through required readings.

E-2. Ability to create and use variables.

E-3. Working knowledge of datatypes.

E-4. Working knowledge of operators and operands.

E-5. Working knowledge of the types and use of statements.

E-6. Working knowledge of conditional statements.

E-7. Working knowledge of Loop Statements.

E-8. Working knowledge of Functions.


E-10. Working knowledge of Arrays.

E-11. Working knowledge of Objects, Classes and SubClasses.

E-12. Working knowledge of Movie Clips.

E-13. Ability to use Flash MX® in Creative, imaginative ways.

E-14. Working knowledge of techniques in code to reduce file size of projects.

E-15. Working knowledge of Shared Objects and saving information about an swf.

E-16. Working knowledge of components, ability to use Flash UI Components 1 and 2, and the Charting Components, and the ability to create custom components.

E-17. Working knowledge of the LoadVars object in its connection to tapping into a database.

E-18. Complete knowledge of how to manipulate text fields in a form for a project.

E-19. Ability to create Custom Objects in an abstract way (without the use of hard coded scripting).

GOAL F: Students will author a complete final interactive project, employing ActionScript within Flash MX®.

Learning Outcomes: When creating the project, the student will:

Syllabus is sole property of Wilmington University
F-1. Demonstrate proper utilization of basic (described in Goal D) actionScript techniques within the interactive project.

F-2. Integrate principles of graphic design.

F-3. Integrate principles of user-interface design.

F-4. Demonstrate proper utilization of advanced (described in goal E) actionScript techniques within the interactive project.

F-5. Integrate the principles related to other included elements.

II. CLASS PARTICIPATION:

Students are expected to attend class and participate actively and in a positive way. Questions and relevant observations are encouraged and enrich the experience of the entire class.

Computers in the classrooms are intended to be used as tools to enhance the students' learning experience. Instant messaging, gaming, emailing, and surfing the web are distractions to the student, the surrounding students, and the instructor and constitute inappropriate behavior. Students are ethically obliged to avoid these and similar practices.

III. CLASS SCHEDULE - OUTLINES – READINGS:

A “structured external assignment” will constitute the closing activity for this course. Students will be asked to submit a topic for instructor approval that integrates IT concepts discussed in class into the student’s vocational or educational interests or workaday environment. Ideally, a “planning paper” will result that is topical, and possesses significant utility within the student’s job-related responsibilities or educational/vocational interests.

*Instructor will include weekly outline to reflect what has to be achieved by the student in the 5 hours Out-of-Classroom project (Structured External Assignment) including submission deadline and grading criteria.*

Semester = 15 weeks with a reading week at Week 8

Blocks = 7 weeks, with a Reading Week between Blocks I and II.

The syllabus must reflect which preliminary reading all students should complete during the week prior to the start of the course.

*Note: Grades are due five (5) working days after your last class session and are to be submitted directly to the registrar.*

Note: A cooperative and participative learning strategy will be deployed with every expectation that the student will contribute heavily, in a self-directed action-learning mode, to this educational experience. Students should anticipate that assignments, and this syllabus, will be adjusted to match the pace of the course, the class size, and to meet the needs of individual students.