

CLASS NUMBER AND NAME:	CMN190C- Web Authoring III
TOTAL HOURS/ UNITS:	24 HOURS/1.0 UNIT
PREREQUISITES:	CMN190B- Web Authoring II
TEXTS AND MATERIALS:	<i>Adobe Flash Professional CC: Classroom in a book</i> , Adobe Press, 2015 (ISBN 9780133927108)
CLASS DESCRIPTION:	A combination of lab exercises, and hands-on training designed to teach the student the fundamental concepts and features of Flash including drawing, image, text, animation, sound, and basic action scripting integration.
CLASS OBJECTIVES:	To provide the student with the ability to create and design websites and graphics with Flash.
CLASS FORMAT OVERVIEW:	<p>The class is conducted as a Lab class using hands-on assignments. Students should read the chapters beforehand to familiarize themselves with the material.</p> <p>Time spent in preparation for or reflection on course lecture will approximate two hours outside of class for each lecture credit hour utilized by the instructor in delivery of the material and ¼ hour outside of class for each hour of structured lab time.</p>
METHOD OF INSTRUCTION:	This class uses the laboratory method of instruction. Students will complete hands-on training and complete assignments given by the Instructor. The Instructor is available to answer questions and offer assistance as students work through the assignments.
ATTENDANCE:	It is expected that each student will be in class <u>when class begins</u> . Should the student arrive more than <u>five minutes late</u> they should notify the instructor of their presence, it will be up to the instructor to decide if the student has arrived in time to be counted as present- the instructor's decision is final.
TESTING:	Testing in this class will consist of the completion of Flash Challenge assignments.
LATE TESTING:	Not available

GRADING POLICIES:

The grading system for this module consists of the following:

Attendance, participation, professional attitude	10%
Tutorials	55%
Flash Challenge Assignments	35%

**ANTICIPATED LEARNING
OUTCOMES:**

Upon completing this course, the student will be able to:

- 1.Add layers and keyframes in a timeline
- 2.Understand the tools and panels of Flash
- 3.Import and modify video, graphics and sound
- 4.Animate graphics
- 5.Create Masks
- 6.Create Symbols, Buttons and Video Clips
- 7.Animate Text
- 8.Create animated scenes
- 9.Create interactive files
- 10.Create motion, shape, and path tweens
- 11.Write and modify ActionScript
- 12.Publish Flash documents

CMN190C – Web Authoring III Schedule

Class assignments and exercises are to be submitted through Moodle.

<http://moodle.empirestudent.com/moodle>

Week 1

- Chapter 1 – Getting Acquainted
- Chapter 2 – Working with Graphics
- Chapter 3 – Creating and editing symbols

Week 2

- Chapter 4 – Animating Symbols
- Chapter 5 – Advanced Motion Tweening

Week 3

- Chapter 6- Animating Shapes and using Masks

Week 4

- Chapter 7 – Creating Interactive Navigation

Week 5

Chapter 8 – Using Text

Chapter 9 – Working with Sound and Video

Week 6

Chapter 10 - Publishing