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Prerequisite: • ARTC 1302 Digital Imaging I

Required Textbook • Lessons will be provided in both hand out and online video form.

Materials • USB Flash Drive & CD's for project submission. All class lessons and materials are available online at school.smple.com as well as a commenting system for thoughts or questions on a lesson
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Course Description

Exploration of the use of graphics and sound to create interactive multimedia applications and/or animations using industry standard authoring software.

Course Objectives/ Skill Standards/ SCANS

Course Learning Objectives

- Build an interactive multimedia presentation integrating different types of media [*A2, A4, A5, B1, B2, C3, C4, C8, D1, D2]
- Develop and design a navigation scheme [*A4, D2]
- Demonstrate storyboarding techniques [*B2, C2]
- Create 2d animations
- Create multimedia presentations/simulations integrating text, graphics, sound, video and animation for various delivery methods, including copyright and make or buy decisions [*A1, A2, A4, A5, A8, B1, B2, B3, B4, B5, C1, C2, C3, C4, C6, C8, D1, D4]
- Identify and apply the process of using various software programs to prepare various media for a multimedia presentation [*A2, A3, B1, B6, B7, C5, D4]
- Utilize a scripting language to create interactivity [*C1]
- Identify and apply interface design principles to design and create consistent style, size and content across the project [*B4, C4, D2, D5]
- Participate in class critiques [*A7, E5]
- Apply Disney's 12 animation design principles in the creation of animated objects, characters, and scenes.

**Skill standards for digital media are recognized by the Texas Skill Standards Board and were developed by a group of employers within the digital media industry. Only these designated key activities for digital media that are listed below are a component of the identified learning outcomes for this course.*

- A1. Gather data to identify internal and external customer requirements
- A2. Define scope of work
- A3. Develop, present and test concepts
- A4. Create preliminary design
- A5. Research content
- A7. Prepare and present functional requirements
- A8. Identify technical constraints and prepare specifications and project plan
- B1. Determine media types and delivery platform
- B2. Complete basic design and storyboard
- B3. Develop and produce rough cuts.
- B4. Design and evaluate user interface, visual appeal and functional design.

- B5. Develop, evaluate and refine simulations.
- B6. Select appropriate software and hardware tools.
- B7. Document design process.
- C1. Develop, evaluate and revise text and scripts
- C2. Create prototypes.
- C3. Identify available media and content sources.
- C4. Produce or acquire content elements
- C5. Map project to design specifications and timelines.
- C6. Substantiate make or buy decisions
- C8. Ensure media productions and acquisitions meet legal and copyright requirements
- D1. Create and produce finished content
- D2. Implement and refine navigation and interactive design.
- D4. Create and incorporate application components.
- D5. Optimize design for maintainability.
- E5. Conduct periodic reviews and gather data for revisions.

Secretary of Education's Commission on Achieving Necessary Skills – SCANS
(Visit following links for course SCANS information on
Foundation Skills & Workforce Competencies)

Foundation Skills Web Link:
research.lonestar.edu/cat/0809/ics4a.asp?su=IMED&crs=1345&ct=INTERACTIVE+MULTIMEDIA+I

Evaluation Policies and Procedures

Students are expected to complete projects on time according to their class calendar. Any difficulty in meeting deadlines will need to be approved by your instructor.

Attendance and Participation Policies

Class attendance is required. Generally, the course material is covered in the textbooks or class demonstrations; however, group critiques augment and clarify well-designed projects. You are encouraged to get to know your fellow students in order to have a source for notes and handouts if you cannot attend a class session. Students are expected to assume the responsibility for learning. Your instructor will assist you, but the actual responsibility rests with you. Students are also expected to devote their energy to attaining the skills and knowledge required for their particular career goals.

The instructor is **not responsible** for dropping students from the course for excessive absences. Tardiness could count as absence. Dropping a course can cause serious consequences. See information on the recent Six Course Drop Limit Ruling passed by the Texas State legislation.

Important information on Six Course Drop Limit Rule:

Students who enrolled in Texas public institutions of higher education as first-time college students during the Fall 2007 term or later are subject to section 51.907 of the Texas Education Code, which states that an institution of higher education may not permit a student to drop (withdraw with a grade of “W”) from more than six courses. This six-course limit includes courses that a transfer student has previously dropped at other Texas public institutions of higher education if they fall under the law.

Students should be sure they fully understand this drop limit before they drop a course. Please visit the admissions office or counseling/advising center for additional information and assistance.

[LSCS Student Policy \(Student Responsibilities Section E2 Specific Violations of Student Code of](#)

Conduct E.2.02 Disruptions):

Conduct by students either in or out of class which, for any reason—whether because of time, place, or manner of behavior—materially disrupts class work, involves substantial disorder, or invades the rights of others is prohibited. Students shall be subject to the provisions of the System policy prohibiting disruption of classes, and disruption of lawful assembly. (See Chapter II. Community and Governmental Relations, Board Policy Manual).

E.1.09 –Classroom Misconduct:

LSCS seeks to provide an environment where discussion and expression of all views relevant to the subject matter of the class are recognized as essential to the teaching and learning process. However, students do not have the right to interfere with the freedom of the faculty to teach or the rights of other students to learn.

Faculty are to set the standards of conduct that are acceptable in the classroom at the beginning of the semester. If a student behaves disruptively in the classroom after the faculty member has explained the unacceptability of such conduct and the consequences that will result, the student may be asked to leave the room for the remainder of the class time. If the student refuses to leave the room when directed, the faculty member may request the assistance of LSCS's Police Department. If such assistance is requested, the police officer will inform the student that he or she is not to return to class until he or she has met with the academic dean and received written permission to return to class.

When a student is asked to leave the class, the faculty member shall prepare and submit a written report of the incident to the Chief Academic Officer and the Chief Student Affairs Officer. The report shall include the date, time, place, and student conduct. The office of the Chief Student Affairs Officer shall maintain the written report of the incident.

Open Lab Time and Policy

The Visual Communication lab is located in DTC 109. They are open six days a week during fall and spring semesters, and fewer days and hours during a summer term. For lab open hours, check the schedule posted on the lab door. You can use the lab at any of the posted times, but depend on your instructor to be able to answer all your questions about the software. Sign in when you arrive.

The computers in the lab have been configured to meet the needs of all courses. Please do not reconfigure the system set up. If you are experiencing difficult, contact the lab assistants or instructors for assistant. In addition, please follow all directions posted in the labs or given by the lab assistant.

Important Note> The lab assistants and instructors reserve the right to ask you to leave the lab in event of disruptive behavior, illegal activities, or malicious intent on the computer.

Incomplete Contract

Under special circumstances, incomplete contracts may be considered by the instructor after a student discusses his or her situation. The student needs to have completed almost all course work to qualify for consideration of an incomplete contract; otherwise, the student should withdraw from the course before the official withdrawal date and re-take the course in another semester.

Academic Integrity

LSCS Student Policy E. Student Responsibilities E.1.10 – Academic Integrity

LSCS upholds the academic core values of learning: honesty, respect, fairness, and accountability. It

promotes the importance of personal and academic honesty. It embraces the belief that all learners - students, faculty, staff, and administrators - will abide by the aforementioned academic core values providing their own work and giving appropriate credit to the work of others. Fabrication of sources, cheating, or unauthorized collaboration is prohibited on any work submitted within LSCS.

Academic dishonesty includes, but is not limited to, plagiarism and cheating.

Any occurrence of academic dishonesty is to be determined in accordance with Section "Academic Achievement", Chapter V - INSTRUCTION, LSCS Board Policy Manual.

Virus Protection

The college will not be held liable for any corruption of data caused by virus contamination. The college computers are regularly screened and are protected against computer viruses to the best of our ability. However, we do not guarantee that viruses do not exist on our systems. Procedures are in place in all labs for you to scan your diskettes. It is your responsibility to protect your data from corruption due to virus.

Student Services

LSC-North Harris Library

The library provides print and non-print resources and services for students. The materials have been selected to serve the curricular, vocational, and recreational needs of the college community. The Library also provides computer access to a variety of information in electronic form including bibliographic indexes to journals, Internet resources, and multimedia publications.

The Learning Center

Located on the second floor in the Academic Building, the center provides print, **tutorial** assistance and **computers** for students who need academic support services.

Internet & E-mail

The college system provides computing and network resources to students. Students are encouraged to use the computers, software packages, and electronic mail (e-mail), for educational or system-related activities and to facilitate the efficient exchange of useful information. However, the equipment, software and network capacities provided through the system computer services are and remain the property of the system. Use of the equipment and networks is to comport with the policies and procedures of the system, and access may be denied to any student who fails to comply with the system's policies and procedures regarding its use.

Access to the system's e-mail and similar electronic communication systems are a privilege and certain responsibilities accompany that privilege. System users are expected to demonstrate the same level of ethical and professional manner, as is required in face-to-face or written communications. Anonymous or forged messages will be treated as a violation of this policy.

For additional information, refer to the Lone Star College catalog.

NOTE: Lone Star College-North Harris provides reasonable accommodations, in compliance with Section 504 of the Rehabilitation Act and the Americans with Disabilities Act. Please inform your

professor of any special accommodations which you may need as a result of disability. It is the student's responsibility to request these accommodations.

Means of Assessment

Your final grade for the course will be based on a 500 point grading scale. Evaluation is based on successful completion of the following requirements:

Attendance and Participation	100 points (25 points off per class missed) you are allowed 1 free absence for emergencies
4 Assignments	50 points equaling 200 points total
Mid-term Project	100 points
Final Project	100 points

A 450-500	B 400-449	C 350-399	D 300-349	F 0-299
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Late assignments and projects:

Submit all assignments and project at due date; otherwise 10% of its grade will be deducted. After 2 weeks, assignments will not be accepted.

Helpful Information

For class registration, declaring or changing your major, questions about your degree plan, etc, contact your advisor:

Laurie Boyd
Counseling and Advisement
Student Success Coordinator
DTC 101
281-618-5743
Laura.L.Boyd@lonestar.edu

Repeat Course Policy:

The Texas Legislature has mandated that funding will be withheld for state-funded college courses when students are enrolling for the third time in a course taken since fall 2002. Students who enroll in the same course for the third or more time will be assessed an additional fee of \$60 per credit hour unless waived by appeal prior to the payment deadline. For appeal process and detailed information on this policy, visit the Admission Office or online at lonestar.edu/repeat-policy.htm.

Six Course Drop Limit Rule:

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Students should be sure they fully understand this drop limit before they drop a course. Please visit the Admissions office or Counseling/Advising center for additional information and assistance.

Soft Skills at School

Employers place a high value on your soft skills (interpersonal skills). Students who develop hard skills (technical skills) alone without soft skills will be hard to employ or to hold on to a job. Employers often ask instructors for references because they feel **your conduct in school can predict your success in the workplace. At school, you have the opportunity to develop soft skills.** The classroom is a lot like the workplace. You are expected to function effectively in the same place, with the same people, every day. Practicing the following soft skills at school will help you get job referrals from your instructors, and help you succeed at work.

1. I know I need to attend class. If I have a valid reason for being absent, I call and let my instructor know. I take responsibility for catching up on work I have missed.
2. I try to arrange my schedule so I can arrive at school on time, well rested and ready to learn. I try my best to leave my family and personal issues at home when I come to school.
3. I know not to chat online or surf non-class related web sites during a class. I stay focused at class, and I'm ready to contribute. Paying attention, concentrating on my work, talking with my classmates after, rather than during, class. My behavior in class shows respect for my instructor and other students.
4. I don't take more than my share of the instructor's time or attention. If I need more help and the rest of the class is ready to move on, I make an appointment to meet with the instructor outside of class.
5. I realize using school computers to access inappropriate web sites usually results in disciplinary action. I know swearing, vulgar language and inappropriate humor don't belong in the classroom or any other public setting.
6. I know I don't have to like someone to learn from them or work with them. I'm aware well-mannered people treat everyone with respect, regardless of age, gender, status or position. I accept that everyone has different life experiences. The other adults in my classes may live, think, talk and act in ways very different from mine.
7. I'm aware teamwork is part of almost every workplace. Group work with other students gives me an opportunity to practice teamwork skills. I learn to be open to other people's style of working, to depend on others and to contribute my share.
8. Unless the instructor assigns a group project, I know most work is done individually. I am aware that if I am found helping other classmates during tests or doing projects for other students, I will be disciplined.

Good personal management, communication, teamwork and other soft skills will help you stay focused, keep a positive attitude and get along well with other students and instructors. **These soft skills increase your employability, and help you succeed in the workplace.**

CLASS CALENDAR

This calendar is subject to revision depending on the class success.

Activities
<p>Week 1: introduction Class overview, look over syllabus, overview of Flash CS4 Professional</p>
<p>Week 2: what happens if I push this button? Familiarizing ourselves with the different tools and panels in Flash</p>
<p>Week 3: learn how to draw Use Flash's extensive tool bar to draw a simple character</p> <p>ASSIGNMENT 1: draw a scene that can be animated</p>
<p>Week 4: recycle Learn how to use your library and instances to manage your art</p>
<p>Week 5: making things move / ASSIGNMENT 1 DUE Make movie clips and graphics move using timeline animation</p> <p>ASSIGNMENT 2: create a short animation</p>
<p>Week 6: the necessities Adding and manipulating text and graphics</p>
<p>Week 7: making noises / ASSIGNMENT 2 DUE Adding and manipulating sound</p> <p>MID-TERM: add sound to assignment 2 & publish a .swf file</p>
<p>Week 8: Action what? Intro to Action Script 3.0 and button creation</p>
<p>Week 9: the pre-packaged flash / MID-TERM PROJECT DUE Understanding Flash Components, what they are, how to use them, and why not to use them.</p>

<p>Week 10: break the mold Show creative techniques when creating Flash based web sites and how to think out of the box with user interface.</p> <p>ASSIGNMENT 3: create layout for final project</p>
<p>Week 11: shed some bytes Use external calls to load text and graphics.</p> <p>Friday Nov. 6, Last day to drop class to receive "W" grade.</p>
<p>Week 12: streaming video / ASSIGNMENT 3 DUE Encode and add an .flv to the stage.</p> <p>ASSIGNMENT 4: bring assignment 3 into Flash to prep for coding</p>
<p>Week 13: advance features / ASSIGNMENT 4 DUE An overview of some other features Flash has to offer and what you will learn in Multimedia II.</p> <p>FINAL PROJECT: design a Flash based website</p>
<p>Week 14 - 16: work on final project By 7p on week 16, all projects are due and class critique will start at that time.</p>