**EDIT 772 Section 5T2: Macromedia Flash MX**
**(Updated September 24, 2005)**

| DAYS / TIME / LOCATION | INSTRUCTOR:  Wanda Mally |
|---|---|
| Online | Email Address: wmally@gmu.edu |
| October 5 – December 14 | Phone Number:  (207) 738-2414; (207) 738-2449 (FAX) |
| | Teleconference and Online Office Hours by Appointment |

**Course Description**
EDIT 772 provides an overview of Macromedia Flash MX using guided lecture materials and a hands-on approach.  The course includes a review of the Flash interface, features, tools, and specific concepts relating to how graphics and animation are created using the product. Students apply the knowledge and skills learned by creating several Flash products plus a semester project.

**Delivery Format**
All course activities for the semester will be held online.  The course will be conducted using an asynchronous format consisting of the following:

- Instructor-provided lecture notes
- Assigned readings & research
- Student hands-on assignments
- One paper and a final project/presentation hosted online

To successfully participate in the course, Students are required to have access to and use the Internet, WebCT and their GMU email accounts, as well as the Flash software.

Each week we will cover different features and topics on Macromedia Flash MX. Downloadable lecture notes will be released every Wednesday morning and will remain available through the end of the semester. It is the student's responsibility to keep track of the weekly course schedule of topics, readings, activities, and assignments due.

During the semester, the instructor may 'post and host' a discussion or disseminate information via email to ensure student questions, and/or interesting findings/techniques or tips are communicated to the class.  Instructor online office hours are available by appointment and can be conducted via telephone or via a private WebCT chat forum.

**Course Objectives**
Upon completing the course, students will be able to:
- Identify and use the major components and tools of the Flash MX interface
- Create and manipulate graphics using various Flash tools and techniques
- Manage symbols and instances using the library feature
- Create animation using frame-by-frame, layers, shape and motion tweening techniques
- Use ActionScripts to apply other animation techniques and control movies
- Incorporate media files into a Flash project
- Publish a Flash project

**Resources Required by Students**
- Internet access
- WebCT Account
  (go to http://www.irc.gmu.edu/coursetools/webct/quickstart.html to review system requirements for running WebCT from your home)
- GMU Email Account
- Mason Cluster Account
- WS FTP or Secure Shell (free File Transfer Protocol software downloadable from the school server)

**Required Software and Course Texts**
- Students will be required to purchase or have access to Macromedia Flash MX or Macromedia Flash MX 2004
- Students will be required to use the software-provided documentation that accompanies the Macromedia Flash MX or Flash MX 2004 software.

**Optional Texts (Choose one for the software version you are using)**
- Macromedia Studio MX Bible (ISBN 0-7645-2523-9)  **or**
- Macromedia Studio MX 2004 Bible (ISBN 0-7645-4472-1)

## Schedule of Topics

The following is a summary of the topics and activities covered in the course. Items in **green** hold a point value.

| Week | Dates | Topics / Activities / Assignments |
|---|---|---|
| 1 | 10/5 -10/11<br><br>**(Student/Instructor intro discussion runs 10/5 – midnight 10/7. Late postings will not receive credit)** | Verify successful installation FTP software (SSH or WS_FTP)<br>**Verify successful login and folder setup using Mason Cluster Account then email your URL to the instructor by midnight 10/11 (5 pts)**<br>Verify successful WebCT access<br>**Student/Instructor intros (using WebCT discussion tool) (5 pts)**<br>Begin course using WebCT<br>　　Flash Software Overview<br>　　Overview of Flash Drawing Tools |
| 2 | 10/12 – 10/18 | Creating your first movie<br>　　Basic Animation<br>　　Publishing a Movie Project<br><br>**Submit Assignment 1 by midnight 10/18 to avoid penalty** |
| 3 | 10/19 – 10/25 | Graphic Symbols and Instances<br><br>Achieving Animation Effects with Shape and Motion Tweening |
| 4 | 10/26 – 11/1 | Achieving Animation Effects with Layers<br><br>**Submit Assignment 2 by midnight 11/1 to avoid penalty** |
| 5 | 11/2 – 11/8 | Introduction to ActionScripts |
| 6 | 11/9 – 11/15 | Integrating Media Files<br><br>**Submit Assignment 3 by midnight 11/15 to avoid penalty** |
| 7 | 11/16 – 11/22 | More on ActionScripts |
| 8 | 11/28 – 11/29 | Capstone Challenge (Contest runs until a winner is identified up to 11/29) |
| 9 | 11/30 – 12/6 | Work on Project and Draft Paper then **turn in Draft Paper no later than midnight 12/6 to avoid a 35 point penalty.** To receive credit for the Draft paper, you must at least have all sections of the paper outlined and have at least all steps for one of the sections completed, including screen shots. |
| 10 | 12/7 – 12/12 | Instructor/Student consultation/feedback on draft papers<br><br>Finalize Paper and Semester Project<br><br>Upload and test access to your Project<br><br>**Post Final Project and Final Paper by midnight 12/12 to avoid penalty** |
| Course Wrap (During part of the Semester Exam Period) | 12/13 – 12/14 | **Virtual Student Presentations Hosted Online (Post all comments on other showcases by midnight 12/14 to avoid penalty)**<br><br>**Course Evaluations** |

## Grading and Course Assignments

The following table is a schedule of the assignments and their point value towards your final grade totaling 300 points. All assignments are due at midnight on the date specified. **Late discussion postings will receive 0 points. Students who mail their URLs late will be penalized 5 points. Late draft procedure papers will be penalized 35 points. All other late or incomplete assignments (1 through 3) will each be penalized 25 points**.

| Assignment and Due Date | Assignment Description | Grading (Points) |
|---|---|---|
| Participation in online discussion first week of class (Due 10/7) | Student / Instructor introductions will be held asynchronously between 6:00 a.m. 10/5 and midnight 10/7. To receive 5 points for this activity, your participation in this discussion must occur within this timeframe. Instructions for information that you must post will be provided in WebCT. Again, postings must be made no later than midnight 10/7. | 5 |
| Site Setup & URL (Due 10/11) | Follow the instructions in the "Getting Started" document provided by the Instructor. Email your URL to the Instructor by midnight 10/11 | 5 |
| Assignment 1 (Due 10/18) | Create the artwork and a movie using frame-by-frame animation. | 50 |
| Assignment 2 (Due 11/1) | Create the artwork and a movie that incorporates the use of at least **two** of the following:<br>• Shape tweening<br>• Motion tweening<br>• Animation created using layers | 50 |
| Assignment 3 (Due 11/15) | Create a Flash file that incorporates media files and the use of an ActionScript. The Flash file can be either a slideshow or a movie. | 50 |
| Procedure Paper Draft due 12/6; Final Paper due 12/12) | Write a procedure paper that explains the details of how you created your Flash project. The procedure must be presented in your **own words**—do not merely copy procedures already provided in the course. Be sure to include descriptive information about *any* Flash tools or techniques not addressed in the course materials. The procedure must be clear and tested for accuracy and:<br><br>• Be in Word format, using 1.5 line spacing and, at a minimum, be between 5 and 10 pages in length (10 pts)<br>• Include a short paragraph at the beginning that explains what the project is; list the major steps used to create it (10 pts)<br>• Include subsections (based on the major steps in the opening paragraph) and numbered steps within the subsections, using complete sentences (20 pts)<br>• Include screen shots for major steps (20 pts)<br>• Include a list of references cited at the end (10 pts)<br><br>To receive credit for the Draft paper, you must at least have all sections of the paper outlined and have at least all steps for one of the sections completed, including screen shots. | 70 |

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| Assignment and Due Date | Assignment Description | Grading (Points) |
|---|---|---|
| Virtual Presentation of Project and Participation in Project Showcase<br><br>(Must be posted midnight 12/12; Showcase Starts 12/13 and continues through 12/14) | Create a Flash project that includes techniques addressed in the course. The project must be instructional in nature. The content can be on a topic needed for your coursework at GMU or it should be based on one of the following areas:<br>• The Dynamics of a Golf Swing<br>• Household Safety for Kids<br>• Basic Animal Anatomy (you pick the animal)<br>• Basic Plant Anatomy or Gardening<br>• Baseball Basics (infield scoring positions)<br>• Gridiron Basics (field/zone layout)<br>• Basketball Basics (getting to the final four or something on basketball court layout)<br><br>You will present your project online the final week of class and will be graded using the following criteria:<br>• **Single link to an integrated, published project** and 'introduction' posted on time (10 pts)<br>• Final procedure paper posted on time; raw .fla files attached (10 pts)<br>• Participation as virtual host (willingness and ability to reply to questions/comments regarding your paper and/or project) (25 pts)<br>• Participation as virtual visitor to ALL other classmates' project showcases (25 pts) | 70 |

Using the following scale, the final grade is based on your performance out of the possible 300 points:

| Grade | Points |
|---|---|
| A | 300-269 |
| B | 268-239 |
| C | 238-209 |
| D | 208-179 |
| F | 178-0 |

**Student Pointers from the Graduate School of Education**

1. The IT program website is at: http://it.gse.gmu.edu/
Check this website periodically for course descriptions, program requirements, applications requirements, and other useful information.

2. All students must subscribe to the IT listserve. Instructions on how to subscribe can be found at: http://it.gse.gmu.edu/itlist.htm (or from the IT homepage, click on Resources and then on the IT listserve icon). The IT listserve keeps you informed about course schedule changes, program announcements, special topics courses, important deadlines, job announcements, internships, etc.

3. If you are an Extended Studies student, you must submit a formal graduate application in order to qualify for the multimedia development certificate. Check the IT website for information on how to obtain a graduate application and what the admission requirements and procedures are.

4. If you are an Extended Studies student, you can only take up to 12 credits under this status. Once you submit a graduate application and you are accepted into one of our IT programs, you can transfer up to 12 credits to your degree program.

5. A student who is pursuing a multimedia development certificate (or any certificate) should follow all procedures for graduation. This includes activating your intent to graduate and meeting with your advisor to get appropriate signatures and paperwork submitted. Information about graduation processes can be found at: http://registrar.gmu.edu/grad/graduation.html

6. Every student must consult with their advisor periodically to make sure that they are registering for the right courses and in the right sequence. Adjunct faculty are not responsible for advising students on programmatic issues.