EDIT 772 Section 5T2: Adobe Flash
(2 Credits)

DAYS / TIME / LOCATION	INSTRUCTOR: Wanda Mally
Online February 23 – May 4, 2010	Email Address: wmally@gmu.edu Phone Number: (207) 738-2414; (207) 738-2449 (FAX) Teleconference and Online Office Hours are available by Appointment Monday through Friday.

Course Description
EDIT 772 provides an overview of Adobe Flash 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 and demos
- 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, Blackboard CE6, their GMU email accounts, their Mason Academic Research accounts as well as the Flash software.

Each week we will cover different features and topics on Flash.   Downloadable lecture notes will be released every Monday 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 Blackboard chat forum.

Course Objectives
Upon completing the course, students will be able to:
- Identify and use the major components and tools of the Flash 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
- Blackboard Account
- GMU Email Account
- Mason Academic Research System Account
- Access to Blackboard (CE6) http://www.irc.gmu.edu/ce6transition/studentquickguidece6.pdf provides information on how to log in)
- Adobe Acrobat Reader
- 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 **Flash CS4** (or earlier).
- We will cover and use ActionScript 3.0 for students using a later version of Flash (CS4 or CS3). We will also cover ActionScript 2.0 which is common to Flash 8, Flash CS3 and Flash CS4 so that users who have an earlier version of Flash are accommodated.
- Students will be required to use the software-provided documentation that accompanies software.

Optional Texts (Choose one for the software version you are using)
- You are encouraged to purchase a text of your choice that you might continue to find useful as a reference after the course has ended.

Schedule of Topics

The following is a summary of the topics and activities covered in the course. Items in **green** hold a point value. Please carefully note the due dates for assignments.

Session	Dates	Topics / Activities / Assignments

0	2/23-2/26	Verify successful Blackboard access;
		Student/Instructor intro discussion (using Blackboard discussion tool) 2/23-2/26 (5 pts). Late postings will not receive credit.
		Begin course using Blackboard
		    Flash Software Overview
		    Overview of Flash Drawing Tools--
		    ("What's My Line" discussion game due by 2/26, 20 pts)
		
		Submit Assignment 0 due no later than 2/26 to avoid penalty (5 pts)

1	3/1-3/5	Creating your first movie
		    Basic Animation
		    Publishing a Movie Project
		Install Flash software
		
		Submit Assignment 1 due no later than 3/5 to avoid penalty (30 pts)

		SPRING BREAK 3/8-3/14
2	3/15-3/26	Graphic Symbols and Instances; Achieving Animation Effects with Shape and Motion Tweening Achieving Animation Effects with Layers **Submit Assignment 2 due no later than 3/26 to avoid penalty (50 pts)**
3	3/29-4/9	Introduction to ActionScripts Integrating Media Files **Submit Assignment 3 by 4/9 to avoid penalty (55 pts)**
4	4/12-4/23	More on ActionScripts; Begin work on Project and Paper Make draft project available. **Turn in Draft Paper no later than 4/23 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. Number your steps and pages.
	4/26-4/27	Instructor review/feedback of draft project and papers.
5 (Course Wrap)	4/28-4/30 5/3-5/4	Wednesday – Friday, Finalize Paper and Project per instructor feedback; Upload and test access to your Project; **Post Final Project and Final Paper by 11:59 pm 4/30 to avoid penalty;** **Monday 5/3 – Tuesday 5/4, Participate in Virtual Student Presentations Hosted Online (Post all comments on other showcases by 11:59 pm 5/4 to avoid penalty);** **Course Ends;** **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. Late draft procedure papers will be penalized 35 points. If assignment 0 is late, it will receive 0 points. All other late or incomplete assignments (1 through 3) will each be penalized 50% of the point value. Late final projects & papers will be penalized 25 points each**. Contact the instructor if you do not understand these course expectations. Additional details concerning each assignment is provided are in Blackboard.

Assignment and Due Date	Assignment Description	Grading (Points)
Participation in online discussion first week of class (Due 2/26)	Student / Instructor introductions will be held asynchronously. 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 Blackboard. Again, postings must be made no later than 11:59 pm 2/26.	5
Participation in the online discussion "What's My Line" game (Due 2/26)	Each message in this blog contains one or more pictures of a Flash drawing tool. Use the **Comments** button to be the first to correctly identify and describe the tool(s) in *one* of the messages. [See the discussion for details.]	20
Assignment 0 (Due 2/26)	Complete the "Getting Started" procedures to set up your web site (if it is not already set up). Email the URL of your GMU web site to the instructor.	5
Assignment 1 (Due 3/5)	Create the artwork and a movie using frame-by-frame animation.	30
Assignment 2 (Due 3/26)	Create the artwork and a movie that incorporates the use of at least **two** of the following: • Shape tweening • Motion tweening • Animation created using layers	50
Assignment 3 (Due 4/9)	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.	55
Procedure Paper Draft due 4/23; Final Paper and Project (Due 4/30)	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: • Be in Word format, using 1.5 line spacing and, at a minimum, be between 5 and 10 pages in length (10 pts) • Include a short paragraph at the beginning that explains what the project is; list the major steps used to create it (10 pts) • Include subsections (based on the major steps in the opening paragraph) and **numbered steps** within the subsections, using complete sentences (20 pts) • Include screen shots for major steps (20 pts) • Include a list of references cited at the end (10 pts) 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 (Must be posted 11:59 pm 4/30; Showcase Starts 5/3 and continues through 5/4)	**OPTION 1:** Create a Flash project that includes tools/techniques addressed in the course (30 pts). The project must be instructional in nature. The content can be on a topic needed for your coursework at GMU or it can be based on another topic. Examples include: • The Dynamics of a Golf Swing • Household Safety for Kids • Basic Animal Anatomy (you pick the animal) • Basic Plant Anatomy or Gardening • Baseball Basics (infield scoring positions) • Gridiron Basics (field/zone layout) • Basketball Basics (getting to the final four or something on basketball court layout) We will cover the following 7 major tools/techniques in the course: • Frame-by-Frame Animation • Shape Tweening • Motion Tweening • Layers • ActionScripts • Incorporating Audio • Incorporating Video You are expected to demonstrate your ability to employ as many of these tools/techniques as possible in your final project. The following rubric will be used to determine the point value of your final project. The maximum number of points that can be earned for the project will be 30. The criteria listed below refer to the list of 7 general tools/techniques (see above) covered in the course: • Use of 1 to 2 of the tools/techniques addressed in the course, 10 points • Use of 3 to 4 of the tools/techniques addressed in the course, 20 points • Use of 5 or more tools/techniques addressed in the course, 30 points You will present your project online the final week of class and will be graded using the following criteria: • Introduction posted on time in the showcase area that includes a single link to an integrated, published project. The procedure paper attached to the showcase area introduction thread. (15 pts) • Participation as virtual host (willingness and ability to reply to questions/comments regarding your paper and/or project) (up to 10 pts) • Participation as virtual visitor to **six** other classmates' project showcases (up to 10 pts) **OPTION 2:** Use an intermediate or advanced Flash tool/technique not already covered in the course. Produce a sample file that illustrates the results. The approach to this option for the project will be similar to what was provided for demos in the course materials (such as the flying bat on the motion guide). You must get instructor approval on the tool/technique before you start the project. The procedure paper that accompanies the sample file must explain what the tool/technique is; why or when you would use it; and how to achieve the effects in the sample file (30 pts).	Project=30 Showcase=35 Total=65

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

Grade	Points
A	300-270
B	269-239
Failure	238-0

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. Students may subscribe to the IT listserv. 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 listserv icon). The IT listserve keeps you informed about program announcements, special topics courses, job announcements, internships, etc.

3. Extended Studies students may transfer up to 12 credits to a graduate program. To transfer credits students must submit a formal graduate application. Check the IT website for information admission regarding requirements and procedures. On acceptance you should transfer your extended study courses into the graduate program by submitting the Transfer of Credit form at http://cehd.gmu.edu/assets/docs/forms/grad_transfer_credit_request.pdf

4. Students who will earn a graduate degree or certificate should submit an intent to graduate at the beginning of the semester in which they will fulfill their course requirements. Information about graduation processes can be found at: http://registrar.gmu.edu/gif/index.html

5. Students should direct advising questions to their advisor. Adjunct faculty members are not responsible for advising students on programmatic issues.