

**EDIT 772 Section CT1: Adobe Flash
(2 Credits)**

DAYS / TIME / LOCATION	INSTRUCTOR: Wanda Mally
Online July 6 – August 5, 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:

- Instructionals tutorials at Lynda.com
- 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 add interactivity
- 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 CS5** (or earlier).
- We will cover and use ActionScript 3.0. You will also have the option to cover an ActionScript 2.0 tutorial because ActionScript 2.0 is still available in Flash CS5, CS4, CS3, and Flash 8.
- Students will be required to use the software-provided documentation that accompanies software.
- Students will be required to register at the **Lynda.com** site for the tutorials that have been assigned for this course.

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	7/6-7/7	Verify successful Blackboard access; Student/Instructor intro discussion (using Blackboard discussion tool) 7/6-7/7 (5 pts). Late postings will not receive credit; Begin course using Blackboard and Lynda.com tutorials; Submit Assignment 0 due no later than 7/7 to avoid penalty (5 pts).
1	7/8-7/10	Creating your first movie; Basic Animation, Publishing a Movie Project, Install Flash software; See Blackboard for specific Lynda.com tutorials to review; Submit Assignment 1 due no later than 7/13 to avoid penalty (50 pts).
2	7/12-7/17	Graphic Symbols and Instances; Achieving Animation Effects with Shape and Motion Tweening; Achieving Animation Effects with Layers; See Blackboard for specific Lynda.com tutorials to review; Submit Assignment 2 due no later than 7/20 to avoid penalty (50 pts).
3	7/19-7/24	Introduction to ActionScripts; Integrating Media Files; See Blackboard for specific Lynda.com tutorials to review; Submit Assignment 3 by 7/27 to avoid penalty (55 pts).
4	7/26-7/30	Begin work on Project and Paper; Make draft project available. Turn in Draft Paper no later than 7/30 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.
	7/31-8/1	Instructor review/feedback of draft papers and projects.
5 (Course Wrap)	8/2-8/3	Monday – Tuesday, Finalize Paper and Project per instructor feedback; Upload and test access to your Project; Post Final Project and Final Paper by 11:59 pm 8/3 to avoid penalty;
	8/4-8/5	Wednesday 8/4 – Thursday 8/5, Participate in Virtual Student Presentations Hosted Online (Post all comments on other showcases by 11:59 pm 8/5 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 7/7)	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
Assignment 0 (Due 7/7)	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 7/13)	Create a tutorial on frame-by-frame animation. See Blackboard for details. See the Blackboard "Submitting Assignments" link for details.	50
Assignment 2 (Due 7/20)	Create a tutorial that provides an overview of a selected software application's interface. (Use Actionscript 3.0 to start this Flash file.) See the Blackboard "Submitting Assignments" link for details.	50
Assignment 3 (Due 7/27)	Update the software tutorial (created for assignment 2) by adding audio, a drag and drop quiz component, and a button to start the quiz. See the Blackboard "Submitting Assignments" link for details.	55
Procedure Paper Draft due 7/30; Final Paper and Project (Due 8/3)	<p>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 <i>any</i> Flash tools or techniques not addressed in the course materials. The procedure must be clear and tested for accuracy and:</p> <ul style="list-style-type: none"> • 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) <p>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.</p>	70

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Assignment and Due Date	Assignment Description	Grading (Points)
<p>Virtual Presentation of Project and Participation in Project Showcase (Must be posted 11:59 pm 8/3; Showcase Starts 8/4 and continues through 8/5)</p>	<p>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:</p> <ul style="list-style-type: none"> • 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) <p>We will cover the following 7 major tools/techniques in the course:</p> <ul style="list-style-type: none"> • Frame-by-Frame Animation • Shape Tweening • Motion Tweening • Layers • ActionScripts • Incorporating Audio • Incorporating Video <p>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:</p> <ul style="list-style-type: none"> • 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 <p>You will present your project online the final week of class and will be graded using the following criteria:</p> <ul style="list-style-type: none"> • 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) 	<p>Project=30 Showcase=35 Total=65</p>

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

GSE Syllabus Statements of Expectations

The Graduate School of Education (GSE) expects that all students abide by the following:

Students are expected to exhibit professional behavior and dispositions. See gse.gmu.edu for a listing of these dispositions.

Students must follow the guidelines of the University Honor Code. See http://www.gmu.edu/catalog/apolicies/#TOC_H12 for the full honor code.

Students must agree to abide by the university policy for Responsible Use of Computing. See <http://mail.gmu.edu> and click on Responsible Use of Computing at the bottom of the screen.

Students with disabilities who seek accommodations in a course must be registered with the GMU Office of Disability Services (ODS) and inform the instructor, in writing, at the beginning of the semester. See <http://www2.gmu.edu/dpt/unilife/ods/> or call 703-993-2474 to access the ODS.

Approved March 2004

Revised January 2010