

# Youngstown State University

## Computer Science and Information Systems Department

### Advanced Multimedia Authoring--IT 5875

Course 0697: T-Th 11:00-12:15 pm; T-Th, Lab: 12:15-1:05 pm

Meshel Hall 306 Computer Lab

Spring Semester 2007

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<b>Office Hours:</b>	MW 10:00 – 10:45 am & 1:45 – 2:45 pm TTh 10:00 – 10:45 am & by appt.	T 7:30 – 8:30 am & 1:15 pm - 2:00 pm; W 5:00 pm – 6:30 pm; Th 7:30 – 8:30 am & 1:15 pm - 2:00 pm & by appt.

**COURSE DESCRIPTION:** This course is a study of advanced multimedia authoring principles. Beginning to advanced scripting language concepts will be presented. Design principles and integrating scripting languages, text, graphics, sound, and animation will be emphasized. Scanning, video digitizing, and programming will be integrated into project development. Projects and teamwork are required. Primary software tools will be Macromedia Flash Pro 8 and image editing software; Internet and the Web will be emphasized as resources. Imaging tools including Adobe Photoshop and Illustrator will be made available.

**Prereq.:** IT 3777 or IT 3775, or admission to the C&IS graduate program. A working knowledge of Windows, hard drive management, Web search tools, electronic mail, introductory design principles, HTML and PowerPoint is essential. Programming experience (such as CSIS 1560 or 2610) is also extremely useful.

**Semester Hours:** 4

## REQUIRED TEXTBOOKS AND MATERIALS

*Macromedia Flash Professional 8: Hands on Training*, James Gonzalez, Macromedia Press 2006

*Macromedia Flash 8 ActionScript: Training from the Source*, Jobe Makar/ Danny Patterson, Adobe Press 2006

Several 128 mb or higher flash drives and 5 + blank CD-R's

## OPTIONAL

*Macromedia Flash Professional 8, Beyond the Basics: Hands on Training*, Shane Rebenschied, Macromedia Press 2006

## COURSE OBJECTIVES

1. To develop a perspective of programming for multimedia applications.
2. To demonstrate proficiency with a multimedia scripting language and follow good programming style conventions.
3. To create detailed storyboards identifying each project's functionality, navigability, and asset management scheme
4. To integrate and utilize elements essential for effective screen design and user interface.
5. To utilize feedback and beta test teams for project enhancement and improvement.
6. To demonstrate proficiency using Macromedia Flash 8 including sound, animation, and video.
7. To experience the process of a real-world project that is functional, client oriented and interactive.

## **ACADEMIC INTEGRITY**

You are required to adhere to the CSIS Department Policy and all University policies related to academic integrity. All copyright materials must be fully credited, both in storyboards, client proposals, and in the delivery of the final products.

## **POLICY RELATED TO ASSIGNMENTS**

All projects must be turned in by the date specified in order to obtain full credit. No credit will be given for projects/exercises after one week. A 10% daily penalty will be applied to all late exercise/projects.

## **POLICY RELATED TO ATTENDANCE**

Regular attendance is necessary for the successful completion of this course. Regular class attendance, arriving to class on time, class participation and attention, respect for the lab guidelines and classroom group learning environment will be considered in computing the final course grade.

## **STUDENTS WITH DISABILITIES**

In accordance with University procedure, if you have a documented disability and require accommodations to obtain equal access in this course, please contact the Office of Equal Opportunity and Disability Services at the beginning of the semester or when given an assignment for which an accommodation is required. Students with disabilities must verify their eligibility through the Office of Disability Services (941-3370) intake procedures.

## **LAB POLICY STATEMENT**

Improper use of equipment, software, and laboratory facilities will result in disciplinary action. Classroom and laboratory facilities are to be used for class work only. You are not permitted to install, remove, or copy licensed software.

Help us to run the labs more efficiently by reporting any maintenance problems promptly. Please do not move to a different machine without reporting problems to your instructor. E-mail any maintenance problems to [support@cis.yzu.edu](mailto:support@cis.yzu.edu) so problems can be reported to support staff members. Be clear and concise. Include the workstation number, the room, a description of the problem, and the date. Thank you.

### **Before reporting any problems:**

Check all cables, including network cables

Exit all programs except the program you need to use

Shut down computer using Start/Shut Down

Wait 15 seconds

Reboot system

Try procedure again--if you were animating, try the animation. Do one thing at a time to analyze what caused the system to malfunction.

If problem persists, report the problem to [as-support@as.cis.yzu.edu](mailto:as-support@as.cis.yzu.edu).

### **Reminders from in-class discussion the first day of class.**

Admittance is via lab assistants outside of Room 302. Show your ID card; Please, no food or drinks in the lab at any time; always sign in during lab time; no audible music at any time, use headsets.

## Tentative Weekly Outline and Evaluation Calendar

<b>Week</b>	<b>Class Date</b>	<b>Requirement</b>	<b>Topics/Lab</b>
<b>01</b>	01/16		Introduction, Syllabus
	01/18	Exercise/Project 1	Background, Interface, Using the Drawing and Color Tools
<b>02</b>	01/23	Exercise/Project 2	Flash elements you need to know. Manipulate a movie clip.
	01/25		Intro to Actionscript and movie clip objects.
<b>03</b>	01/30		Basic Actionscript syntax
	02/01	Exercise/Project 3	Animation basics
<b>04</b>	02/06		Actionscript and animation
	02/08		Timeline Design
<b>05</b>	02/13	Exercise/Project 4	Shape tweening and Motion tweening
	02/15		Actionscript and motion
<b>06</b>	02/20	Exercise/Project 5	Dynamic clip generation
	02/22		Dynamic drawing
<b>07</b>	02/27		Buttons
	03/01	Exercise/Project 6	UI components
<b>08</b>	03/06		Actionscript and UI components
	03/08		Validation
	03/12 03/18	Spring Break	
<b>9</b>	03/20	Exercise/Project 7	Image acquisition and bitmaps and image manipulation
	03/22		Sound acquisition
<b>10</b>	03/27		Sound manipulation
	03/29	Final Project assigned	Custom Actionscript classes
<b>11</b>	04/03		Object-oriented design
	04/05		Importing video
<b>12</b>	04/10		Video and Actionscript manipulation
	04/12		External data connections
<b>13</b>	04/17		External data connections XML
	04/19		Publishing your site
<b>14</b>	04/24	Project beta testing	
	04/26	Project beta testing	
<b>15</b>	05/01	Final Project presentations	
	05/03	Final Project presentations	
<b>16</b>	TBA	Finals Week	Feedback for projects.

**Please note that the order of items and date due is subject to change.**