

**JEFFERSON COLLEGE**

**COURSE SYLLABUS**

**CIS210**

**FLASH**

3 Credit Hours

Revised by:  
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August 18, 2012

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## CIS210 Flash

### I. CATALOGUE DESCRIPTION

- A. Pre-requisite and/or Co-requisite: CIS133 Microcomputer Software Applications and Reading Proficiency
- B. 3 Credit Hours
- C. Hands-on experience with Macromedia Flash as used in a typical Web/Graphics design environment. Master the basics of drawing, creating animations, and manage Flash tools. Master the basics of drawing, creating animations, and manage Flash tools. Manage and use libraries, organize projects, create interactive buttons, add sounds, and publish movies. Integrate graphics from other sources including FireWorks and Freehand. (S,O)

### II. EXPECTED LEARNING OUTCOMES/CORRESPONDING ASSESSMENT MEASURES

Demonstrate effective technical ability to use drawing tools to develop basic shapes and text	Project Writing Assignments Tests
Develop application skills using selection tools to make and edit selections of drawing	Presentation Class Participation Tests Projects
Analyze animation practices and problems to effectively develop business animations and graphics	Presentation Class Participation Tests Projects
Use interaction to improve quality of web pages using animation. Demonstrate the ability to use sound, video to enhance site	Presentation Class Participation Tests Projects
Investigate and examine various methods to edit, optimize, and enhance graphics and applications	Class Participation Tests Projects
Develop projects to demonstrate Actionscript coding	Tests Projects
Develop projects to publish, load, and optimize Flash content	Presentation

### III. OUTLINE OF TOPICS

- A. Drawing Fundamentals
  1. Drawing basic shapes
  2. Drawing lines, freehand, and brush tools
  3. Creating basic animation using frames
  4. Working with text and editing drawn objects in layers
  
- B. Working with layers, libraries, and importing graphics
  1. Organizing content with layers
  2. Importing graphics from other sources
  3. Creating layer and guide masks
  4. Interactive introduction
  
- C. Creating Animations
  1. Working with frames
  2. Techniques for creating animations
  3. Creating frame by frame animations
  4. Guidelines for Flash project design
  5. Creating motion tweens
  
- D. Adding Sound, Video, and Basic Interactivity with Buttons
  1. Adding a sound to a movie
  2. Importing video
  3. Creating buttons
  4. Animated buttons
  
- E. Animating using Symbols and Masks with Flash Movies
  1. Mask brushes
  2. Custom brushes
  3. Patching and optimizing an image
  4. Action scripts and creating templates
  5. Animating using a layer mask
  6. Publishing a movie
  7. Using the test environment
  8. Using HTML templates

- F. Using ActionScripts
  - 1. Understanding ActionScripts using buttons
  - 2. Using buttons to control playing a sound
  - 3. Video and ActionScripts
  
- G. Web Menus, Preloaders, and Slideshow
  - 1. Menu techniques
  - 2. Incorporating web construction
  - 3. Using Dreamweaver for Flash navigation

#### IV. METHOD(S) OF INSTRUCTION

- A. Lectures: Important material from the text and outside sources will be covered in class. The major objective is to prepare you for the project assignments during the lecture. Discussion is encouraged as is outside material relevant to topics being covered.
  
- B. Assignments: Projects will be periodically assigned to reinforce material in the text.
  
- C. Exams: Two graphic projects will be used as testing material. This will be very similar to projects that are assigned in class. The exams will be open book and open notes.
  
- D. Presentation - Student demonstrations of projects: Students develop their own projects and give a demonstration and explanation in class of the construction process.

#### V. REQUIRED TEXTBOOK(S)

Shuman, James E.; *Adobe Flash CS5 Revealed*, Cengage Learnings, (current edition)

#### VI. REQUIRED MATERIALS

USB Storage Device (Flash Drive)

#### VII. SUPPLEMENTAL REFERENCES

Library Resources: Present offerings and anticipated texts, journals, video/audio tapes, software, etc. (Current library holdings are sufficient to support this.)

## VIII. METHOD OF EVALUATION

A.	Class Participation	30%	Students will have opportunities to question, present ideas, and concepts; respond to questions from other students and instructors
B.	Project Assignments	30%	Students will be assessed on individual presentation and writing projects
C.	Tests	20%	Two graphic project tests will measure student student performance
D.	Student Presentation	10%	One student presentation project

## IX. ADA AA STATEMENT

Any student requiring special accommodations should inform the instructor and the Coordinator of Disability Support Services (Technology Center 101; phone 636-481-3169).

## X. ACADEMIC HONESTY STATEMENT

All students are responsible for complying with campus policies as stated in the Student Handbook (see College website, <http://www.jeffco.edu>).

## XI. ATTENDANCE STATEMENT

Regular and punctual attendance is expected of all students. Any one of these four options may result in the student being removed from the class and an administrative withdrawal being processed: (1) Student fails to begin class; (2) Student ceases participation for at least two consecutive weeks; (3) Student misses 15 percent or more of the coursework; and/or (4) Student misses 15 percent or more of the course as defined by the instructor. Students earn their financial aid by regularly attending and actively participating in their coursework. If a student does not actively participate, he/she may have to return financial aid funds. Consult the College Catalog or a Student Financial Services representative for more details.

## XII. OUTSIDE OF CLASS ACADEMICALLY RELATED ACTIVITIES

The U.S. Department of Education mandates that students be made aware of expectations regarding coursework to be completed outside the classroom. Students are expected to spend substantial time outside of class meetings engaging in academically related activities such as reading, studying, and completing assignments. Specifically, time spent on academically related activities outside of class combined with time spent in class meetings is expected to be a minimum of 37.5 hours over the duration of the term for each credit hour.