

Course Syllabus - Spring 2012

DIG 102 - Interactive Media: Flash

Instructor: Brian Larson Clark

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Course Hours: 11:00 am - 12:15pm Tuesday/Thursday

Office Hours: 12:30pm - 1:30pm Tuesday

Textbook: Kendra, Erika. *Adobe Flash CS5: the Professional Portfolio*. Saint Petersburg, FL.: Against the Clock, 2010. Print.

(available in the college bookstore)

Supplies:

A USB pocket size storage device

Software:

The software you need to prepare projects is available in D-108 and D-106. We will be using Flash CS5.5 this semester. You may wish to purchase the software for use on your home computer. You are better off purchasing Flash as part of one of the Adobe Creative Suites. You can purchase the software at the UBMicro store or online from the Adobe Education Store (Adobe Design Premium CS5.5 at \$429.95 or just Flash CS5.5 at \$179.00).

Course Description:

In this course students are introduced to the planning and production of interactive media. Students will learn how to integrate graphics, still images, text, animation, audio, and video into interactive media projects. Students will gain a thorough grounding in basic design and animation techniques using the multimedia authoring software: Adobe Flash.

Course Objectives:

Upon successful completion of this course, students will be able to:

- A. Demonstrate an understanding of the steps involved in producing an interactive media project.
- B. Create and import various multimedia elements such as graphics, audio, video, still images, and text into an interactive project.
- C. Identify the various tools and components of Adobe Flash
- D. Create Frame, Motion Tween, Shape Tween, and Classic Tween animations using Flash.
- E. Develop basic navigation using ActionScript.
- F. Use Flash to design and create interactive media interfaces.

Class Conduct:

- Please arrive on time.
- Please silence all electronic devices during class.
- Please do not work on outside materials during class.
- Refrain from using the computers when asked to do so by the instructor
- Text messaging is not permitted during class

Computer Usage:

This course requires you to use a computer both in and out of class. You must be prepared to spend time out of class to work on assignments for this course. If you do not own Flash, then you need to plan your time so you can use the classroom during open lab hours to complete your work. Any files worked on during class must be saved to an external storage medium such as a USB portable storage device. **ANY FILES SAVED TO THE HARD DRIVE OR COMPUTER DESKTOP WILL BE DELETED WHEN THE COMPUTER IS REBOOTED.**

ANGEL (<https://niagaracc.sin.suny.edu>): **All course materials are accessed using the Angel Course Management Software.** This includes syllabus, calendar, assignment explanations, tests, and supplementary materials for the in class activities (PowerPoint presentations, Web Resources, etc.) *Any changes to the calendar can be viewed on ANGEL, so please check often.* It is YOUR responsibility to check ANGEL for these materials. All assignments, unless otherwise specified, will be handed in by uploading files to ANGEL. Procedures for using ANGEL will be explained in class.

PLEASE NOTE: If you have a disability (physical, learning, or other) and are in need of special accommodations, please let me know as soon as possible. You should contact Karen Darling (716-614-6280) for assistance in setting up any accommodations.

ASSIGNMENTS AND GRADING:

Your grade in this class will be computed based upon the completion of the following requirements:

Tutorial #1	10%	Grading Breakdown:	
Tutorial #2	10%	Grade	Percentage
Tutorial #3	10%	A	92 - 100%
30 Sec. Animation	25%	A-	90 - 91%
Final Project	35%	B+	87 - 89%
Attendance/Participation	10%	B	82 - 86%
Total	100%	B-	80 - 81%
		C+	77 - 79%
		C	72 - 76%
		C-	70 - 71%
		D+	67 - 69%
		D	62 - 66%
		D-	60 - 61%
		F	0 - 59%
		S	70 - 100%
		U	0 - 69%

Request for an S/U grade must be submitted to the Records office by the 10th week of the semester.

Attendance Policy: Your success in this course is dependent on regular attendance. This course follows the Digital Media Department's Attendance Policy. You are allowed (3) absences without penalty. After that, your attendance grade will be configured as follows:

<u>Attendance Grade</u>	
1- 3	100%
4	90%
5	85%
6	80%
7	75%
8	70%
9	65%
10	60%
11	55%
12 or more	0%

If you arrive in class after I have taken attendance, you will be marked absent.

Grading Policies:

Assignments must be handed in on time. I will deduct points for late assignments. **No assignments will be accepted after seven (7) calendar days.**

Plagiarism will not be tolerated. This includes copying a classmate's work, copying from the web or other resources without attribution, and submitting another's work as your own without attribution. Any work that is plagiarized will be given a grade of "0".

An "I" (Incomplete) grade will only be given when special circumstances arise and a small percentage of the coursework must be completed. A student must initiate the request for an "I" grade by completing an Incomplete Request Form (available in the Records Office) and discussing the circumstances with the instructor of the course. If extended time is agreed upon by the instructor, the form **MUST** be completed and signed by the instructor no later than the last day of class. The work must be completed in the time frame agreed to by the faculty and student but no later than one year from the day the course ends. If the coursework is not completed in one year, the "I" grade will be changed to an "F".

Please consult ANGEL for TEST, ASSIGNMENT, and READING DUE DATES! It is YOUR responsibility to know when tests are scheduled and assignments/projects are due. Please note: Course Requirements and due dates may be changed during the semester. Notifications of such changes will be made in class and on ANGEL.