**ESSEX COUNTY COLLEGE**

**Humanities Division**

**NMT 201 – Flash and ActionScripting**

**Course Outline**

**Course Number & Name:**  NMT 201 Flash and ActionScripting

**Credit Hours:**  4.0 **Contact Hours:**  5.0 **Lecture:** N/A **Lab:**  4.0 **Other:**  N/A

**Prerequisites**:  Grade of “C” or better in ART 171

**Co-requisites:** None **Concurrent Courses:** None

**Course Outline Revision Date:**  Fall 2010

**Course Description**: This course introduces students to animation technology using Flash software. Students will develop original Flash presentations, creating the storyboard, implementing ActionScripting and creating a Flash movie.

**Course Goals:** Upon successful completion of this course, students should be able to do the following:

1. use Flash software to develop Flash presentations; and

2. utilize various problem-solving techniques to implement ActionScripting to create a Flash movie.

**Measurable Course Performance Objectives (MPOs)**: Upon successful completion of this course, students should specifically be able to do the following:

1. Use Flash software to develop Flash presentations:

1.1 *access and apply various levels of Flash software;*

1.2 *build a storyboard;* and

1.3 *develop characters and plots*

2. Utilize various problem-solving techniques to implement ActionScripting to create a Flash movie:

2.1 *trouble-shoot storyboard problems;* and

2.2 *revise and reshoot plot and dialogue as necessary*

**Methods of Instruction**: Instruction will consist of computer demonstrations and production work.

**Outcomes Assessment:** Rubrics are used to evaluate the completed projects (Flash movies) for the presence of course objectives. Data is collected and analyzed to determine the level of student performance on these assessment instruments in regards to meeting course objectives. The results of this data analysis are used to guide necessary pedagogical and/or curricular revisions.

**Course Requirements:** All students are required to:

1. Maintain regular attendance.

2. Complete the assigned project on time.

**Methods of Evaluation:** Final course grades will be computed as follows:

**% of**

**Grading Components final course grade**

* **Attendance 0 – 20%**

Students must be present in class to benefit from the expertise of the instructor.

* **Project 80 – 100%**

Students will create a Flash movie, which requires them to understand and synthesize all course material. The movies, as well as student progress in the process of creating the movies, will be evaluated for the presence of course objectives using rubrics.

Note: The instructor will provide specific weights, which lie in the above-given ranges, for each of the grading components at the beginning of the semester.

**Academic Integrity:** Dishonesty disrupts the search for truth that is inherent in the learning process and so devalues the purpose and the mission of the College. Academic dishonesty includes, but is not limited to, the following:

* plagiarism – the failure to acknowledge another writer’s words or ideas or to give proper credit to sources of information;
* cheating – knowingly obtaining or giving unauthorized information on any test/exam or any other academic assignment;
* interference – any interruption of the academic process that prevents others from the proper engagement in learning or teaching; and
* fraud – any act or instance of willful deceit or trickery.

Violations of academic integrity will be dealt with by imposing appropriate sanctions. Sanctions for acts of academic dishonesty could include the resubmission of an assignment, failure of the test/exam, failure in the course, probation, suspension from the College, and even expulsion from the College.

**Student Code of Conduct:** All students are expected to conduct themselves as responsible and considerate adults who respect the rights of others. Disruptive behavior will not be tolerated. All students are also expected to attend and be on time for all class meetings. No cell phones or similar electronic devices are permitted in class. Please refer to the Essex County College student handbook, *Lifeline*, for more specific information about the College’s Code of Conduct and attendance requirements.

**Course Content Outline:** based on the text by Shupe, Rich, Zevan Rosser. *Learning ActionScript 3.0: The Non-Programmer’s Guide to ActionScript 3.0.* O’Reilly Media/Adobe Dev Library 2007.

**Week Topic**

1 Overview of Class Syllabus/Introduction to Flash ActionScript

2 ActionScript Overview

3 Core Language Fundamentals

4 Properties, Methods, and Events

5 The Display List

6 Timeline Control/OOP

7 Motion

8 Drawing with Vectors/Pixels and Using Text

9 Sound and Video

10 Input/Output

11 Programming Design and Resources

Begin Work on the Project (Flash movie)

12 Work on the Project (Flash movie) (continued)

13 Work on the Project (Flash movie) (continued)

14 Work on the Project (Flash movie) (continued)

15 **Project (Flash movie) due** – Individual Conferences

Note: The above weekly calendar is subject to changes based on explanatory circumstances/needs of the class.