

**LAST REVIEW: 2009-2010**

*(i.e. 2003-2004)*

**NEXT REVIEW: 2014-2015**

*(i.e. 2008-2009)*

**STATUS: A**

*(A, I, D)*

**COURSE TITLE: Adobe Flash**

**COMMON COURSE NUMBER: CTS 1801C**

**CREDIT HOURS: 3**

**CONTACT HOUR BREAKDOWN**

*(per 16 week term)*

**CLOCK HOURS:**

*(Voc. Course ONLY)*

Lecture: **36**

Lab: **12**

Clinic:

Other:

**PREREQUISITE(S): CTS 1851C (with a grade of C or higher)**

**COREQUISITE(S): None**

**PRE/COREQUISITE(S): None**

**COURSE DESCRIPTION** *(750 characters, maximum):*

This course teaches students how to produce vector-based animated and interactive Web sites using Adobe's Flash toolset. The course will cover everything from the basic interface to advanced button design and form interaction. Students will learn about the multimedia features in Flash, and learn how to take advantage of them.

### **UNIT TITLES**

- 1. Setting Project Requirements**
- 2. Identifying Rich Media Design Elements**
- 3. Understanding Adobe Flash Interface**
- 4. Building Rich Media Elements by Using Flash**
- 5. Evaluating Rich Media Elements by Using Flash**

## **EVALUATION:**

Please provide a brief description (250 characters maximum) that details how students will be evaluated on the course outcomes.

Evaluation instruments will include written and/or skills-based examinations and individual in-class and/or take-home assignments. Evaluation methods may also include group in-class and/or take-home assignments.

**Common Course Number: CTS 1801C**

## **UNITS**

### **Unit 1: Setting Project Requirements**

#### **General Outcome:**

**1.0 The student shall learn to balance project requirements with rich media content needs and relevancy.**

#### **Specific Measurable Learning Outcomes:**

**Upon successful completion of this unit, the student shall be able to:**

- 1.1. Identify the purpose, audience, and audience needs for rich media content.**
- 1.2. Identify rich media content that is relevant to the purpose of the media in which it will be used (websites, mobile devices, and so on).**
- 1.3. Understand options for producing accessible rich media content.**
- 1.4. Demonstrate knowledge of standard copyright rules (related terms, obtaining permission, and citing copyrighted material).**
- 1.5. Understand project management tasks and responsibilities.**
- 1.6. Communicate with others (such as peers and clients) about design and content plans**

**Common Course Number: CTS 1801C**

**Unit 2: Identifying Rich Media Design Elements**

**General Outcome:**

- 2.0 The student shall be able to demonstrate a general understanding of rich media design elements and principles as well as Flash-specific practices techniques.**

**Specific Measurable Learning Outcomes:**

**Upon successful completion of this unit, the student shall be able to:**

- 2.1 Identify general and Flash-specific best practices for designing rich media content for a website.**
- 2.2 Demonstrate knowledge of design elements and principles.**
- 2.3 Identify general and Flash-specific techniques to create rich media elements that are accessible and readable.**
- 2.4 Use a storyboard to produce rich media elements.**
- 2.5 Organize a Flash document.**

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**Unit 3: Understanding Adobe Flash Interface**

**General Outcome:**

**3.0 The student shall demonstrate proficiency in navigating the Adobe Flash program.**

**Specific Measurable Learning Outcomes:**

**Upon successful completion of this unit, the student shall be able to:**

- 3.1 Identify elements of the Flash interface.**
- 3.2 Use the Property inspector.**
- 3.3 Use the Timeline.**
- 3.4 Use the Motion Editor.**
- 3.5 Understand Flash file types.**
- 3.6 Identify best practices for managing the file size of a published Flash document.**

**Common Course Number: CTS 1801C**

**Unit 4: Building Rich Media Elements by using Flash**

**General Outcome:**

**4.0 The student shall demonstrate hands-on proficiency building rich media content using the Adobe Flash program.**

**Specific Measurable Learning Outcomes:**

**Upon successful completion of this unit, the student shall be able to:**

- 4.1 Make rich media content development decisions based on your analysis and interpretation of design specifications.**
- 4.2 Adjust document properties.**
- 4.3 Use Flash guides and rulers.**
- 4.4 Use tools on the Tools panel to select, create, and manipulate graphics and text.**
- 4.5 Import and modify graphics.**
- 4.6 Create text.**
- 4.7 Adjust text properties.**
- 4.8 Create objects and convert them to symbols, including graphics, movie clips, and buttons.**
- 4.9 Understand symbols and the library.**
- 4.10 Edit symbols and instances.**
- 4.11 Create masks.**
- 4.12 Create animations (changes in shape, position, size, color, and transparency).**
- 4.13 Add simple controls through ActionScript.**
- 4.14 Import and use sound.**
- 4.15 Add and export video.**
- 4.16 Publish Flash documents.**
- 4.17 Make a document accessible**

**Common Course Number: CTS 1801C**

**Unit 5: Evaluating Rich Media Elements by using Flash**

**General Outcome:**

**5.0 The student shall demonstrate proficiency evaluating rich media elements using the Adobe Flash program.**

**Specific Measurable Learning Outcomes:**

**Upon successful completion of this unit, the student shall be able to:**

- 5.1 Conduct basic technical tests.**
- 5.2 Identify techniques for basic usability tests.**