DESIGNING APPLICATIONS WITH FLASH - *DANA BASS AND CYANE TORNATZKY*
ARTSX 264 - MONDAY AND WEDNESDAY 6:00 TO 9:00PM
CYANOWSKI@YAHOO.COM WWW.CYANOWSKI.COM
DBASS@CCSF.EDU FOG.CCSF.CC.CA.US/~DBASS/180DOCS.HTML

CLASS OVERVIEW

A course that combines design and programming to show students an overview of what's possible in Flash and provide hands-on experience building web sites and other Flash applications. The class format includes lecture, discussion, hands-on exercises and a final project.

REQUIRED SUPPLIES

A way to **save** your work (i.e. a jump drive, an external hard drive, an ipod, a cd), and an account on **Hills**.

GRADING POLICY - 100 Total Points
Lab Assignments 20 points
Midterm 25 points
Final 25 points
Final Project 30 points

Lab Assignments

Lab Assignments from the CS 180/Scripting portion of the class account for 20 points of your total grade. Students must complete assignments and upload them to their Hills account to receive full credit.
Students will attempt to complete these 10 lab assignments using partial code provided by Instructor Bass. These assignments are:
Movieclip Controller
Custom Menus
Dynamic Text
Event Handlers
Custom Scrolling Text Fields
Scripted Slides
XML for Images
XML for MP3s
Preloader
FLV files/Video Scrubber

Final Project

Assignments from the IDST 146/Design portion of the class are part of Final Project grade. The four design assignments are worth one point each.
You will take the completed lab assignments from the CS 180 portion of the class and replace the labs with content from your own site. In your final project, each of the 8 included labs is worth three points and 2 points will be given for your presentation. The final project does not have to be fully completed, but each section must contain some of your own content, and it must work as an interface.

CLASSROOM ATMOSPHERE

Please do not engage in side conversations during lectures, demonstrations or presentations. Be sure to turn off your cell phone/pager before coming to class.

Also, please let the instructor know if they can do something to help you with a learning disability or other special need.

CONTENT LIMITATIONS

Students may not include in class assignments material that is sexist, racist, homophobic, ageist, or offensive in nature. Offensive content may include, but is not limited to: sexually-explicit material, offensive or off-color language, content that is degrading to women or men, or material that is offensive to any ethnic or religious group. This content may be expressed in words, images, sounds, videos, or animations.

If you are uncertain whether some content you contemplate including in an assignment would violate this rule, you should consult the instructor before you work on the assignment, when it is still in the planning stage. If you are concerned that
other material you plan to use may possibly be offensive, but which is not listed in the previous paragraph, consult the instructor.

LAB ASSIGNMENTS

Your lowest lab grade will be dropped when calculating your course average. Lab assignment submissions are due in class on the date indicated in the schedule. Thereafter, assignments will be accepted up to one week late with a penalty of 15%. Assignments will not be accepted after the end of the late week. Assignment submissions shall consist of a listing of your source code, and a functioning web page containing a Flash .swf file. Assignments must also be uploaded to your Hills account for you to get credit.

COMPUTER LAB ACCESS

Assignments are to be worked on during the scheduled lab times. You may work outside of class on a computer with the necessary software. The computer lab in Batmale Hall on Phelan Campus is also open to IDST 142 students. To use this lab you must present identification: a photo ID, and/or a CCSF ID. You must abide by the rules of the lab to use the lab.

SOFTWARE POLICY

It is illegal to copy programs from the computers in the labs at City College. This includes fonts. You will be expelled if you are caught doing this.

DROPPING CLASSES

If you stop attending class, please remember to officially drop the class. It is your responsibility to DROP. If you simply stop attending, you may receive a grade of "F".

You may drop per telephone or in person and you do need the instructor's permission to drop.

SCHEDULE

The following is the general outline for the class and the dates that assignments are due. The topics will remain flexible and could change depending on interest and experiences of the class, speaker and presentation opportunities and freak acts of nature.

FIRST SECTION OF CLASS: Taught by Dana Bass
In this first section of the class, you will gain an understanding of how ActionScript works, and learn how to "reverse engineer" a file that already contains code. We will be using ActionScript 2.0 code in Flash CS3.

	Lecture	**Assignment**		**Lecture**	**Assignment**
			Aug 15	**Introductions: Bass and Rollins** - Introductions and examples of assignments - Use of Flash in a wide variety of applications - History of the new medium - Flash Challenge Test	
Aug 20	Unix and Student Accounts: Terminal application, Fugu, navigating directory structure	Log on to Hills server. Change password, and create course directory.	Aug 22	Programming Design I -Writing Algorithms	Practice writing everyday algorithms ASSIGN: Algorithm for a game
Aug 27	Instances and variables	ASSIGN: movieclip properties, variable data, and legal values.	Aug 29	Control structure loops; conditionals Scope of variables and instances. Manipulating mc properties.	ASSIGN: **Lab 1** – movieClip controller
Sept 3	Labor Day Holiday No class		Sept 5	Text Fields for input and output Creating and controlling the look and feel of Dynamic Text Fields	DUE: **Lab 1** – MovieClip controller ASSIGN: **Lab 2** - Dynamic Text Field
Sept 10	Event Driven Interface: Writing Event Handlers	ASSIGN: **Lab 3** - Event Handlers DUE: **Lab 2** - Dynamic Text Field	Sept 12	Scrolling Text fields	ASSIGN: **Lab 4 –** Custom Scrolling Text Field DUE: **Lab 3** - Event Handlers

Sept 17	Scripted Slides	DUE: **Lab 4** - Custom scrolling Text field ASSIGN: **Lab 5** Scripted Slides	Sept 19	**XML for Images**	ASSIGN: **Lab 6** – XML for images DUE: **Lab 5** - **Scripted Slides**
Sept 24	Preloader/Progress Bar	ASSIGN: **Lab 7** - Preloaders DUE: **Lab 6** – XML for images	Sept 26	Sound Class – loading mp3s from an external file	ASSIGN: **Lab 8** - XML for external mp3s DUE: **Lab 7** - Preloaders
Oct 1	Using the FLV format	DUE: **Lab 8** - XML for external mp3s ASSIGN: **Lab 9 -** FLV/Video Scrubber	Oct 3	Coding for Menus and Submenus: Creating a Custom Menu	DUE: **Lab 9** - FLV/Video Scrubber ASSIGN: **Lab 10** - Custom menus
Oct 8	Faculty Day Holiday No class		Oct 10	Open Lab	DUE: **Lab 10** - Custom Menu
Oct 15	**REVIEW FOR MIDTERM**		Oct 17	**MIDTERM**	

SECOND SECTION OF CLASS: Taught by Cyane Rollins Tornatzky
In the second portion of this class, you will gain an overview of design principals and how to assemble your interactive Flash Application.

Oct 22	A look at contemporary designers using Flash *In class Flash assignment: Screen basics, button creation*	ASSIGN: Research Assignment "Pick a designer"	Oct 24	Presentation of Research Assignment *Review of Flash Interface* *Analog vs. Digital and Raster vs. Vector: Compression*	DUE: Research Assignment "Pick a designer"
Oct 29	Interaction Design and Information Architecture *In class Flash assignment: Using buttons to control movie clips*	ASSIGN: Create a Flowchart from an existing site	Oct 31	Basic Principles of Screen Design Basic Elements of Design *Design your basic interface, apply movieClip controller*	DUE: Flowchart from an existing application or website ASSIGN: Create your site's wireframes and flowchart
Nov 5	Fonts and Design Semiotics and Metaphors *Fonts in Flash: Dynamic, Static, In the .fla Using CSS*	ASSIGN: "Nightclub" Exercise DUE: Wireframes and flowchart for your site	Nov 7	Students Present "Nightclub" Exercise Mastering Color: Color Theory Reductive vs. Additive Psychology of color *Studying color for your design*	ASSIGN: Pick a website with a great interface DUE: "Nightclub" Exercise
Nov 12	Veteran's Day Holiday No class		Nov 14	Creation and examples of interfaces – Students must present and defend a website *Assembling content for your application*	DUE: Website interfaces

Nov 19	Cross Cultural Sensitivity: Creating websites for all audiences *In class exercise* *Overview of how to display look and feel for your application*	ASSIGN: Design a look and feel for your application	Nov 21	No class, Thanksgiving Eve	
Nov 26	Creation and design for submenus *Apply code to your static menu*	DUE: Overall look and feel for your application	Nov 28	loadMovie vs getURL: How you will assemble your files *Using an XML exercise with your own images*	
Dec 3	Preloaders and assembling your files *View Streaming: Ways to see how your file will download*		Dec 5	Compression for Streaming: Video, sound and large bitmaps *Students should be filling their lab exercises with content*	
Dec 10	Sound and Video in Flash: Best Practices and alternate options		Dec 12	**REVIEW FOR FINAL** **Open Lab**	
DEC 17	**PRESENTATIONS**	All Files are due.	Dec 19	**FINAL EXAM** **6 – 8 PM**	