

College of San Mateo Course Outline

- New Course
 Update/No change
 Course Revision (Minor)
 Course Revision (Major)

Date: September 18, 2010

Department: DGME Number: 165

Discipline:

Course Title: Digital Animation: Flash Units: 3.0

Hours/Week: Lecture: 48 Lab: 16 Homework: 80 By Arrangement: 0

Length of Course

- Semester-long
 Short course (Number of weeks ___)
 Open entry/Open exit

Grading

- Letter
 Pass/No Pass
 Grade Option (letter or Pass/No Pass)

Faculty Load Credit: 3.7 Calculations: Lecture $48 \div 16 = 3$ Lab $16 \div 16 \times .7 = 0.7$

1. Prerequisite (Attach Enrollment Limitation Validation Form.)

DGME 167 Web Design I: Fireworks or equivalent

2. Corequisite (Attach Enrollment Limitation Validation Form.)

3. Recommended Preparation (Attach Enrollment Validation Form.)

Eligibility for ENGL 838 or ENGL 848 or equivalent.

4. Catalog Description (Include prerequisites/corequisites/recommended preparation.)

DGME 165 Digital Animation: Flash
(3) (Pass/No Pass or letter grade)
Minimum of 48 lecture hours and 16 lab hours per term.

This project-based course will cover the design principles for creating animations and interface solutions for web-based media. Students will learn basic techniques used to create interactive web sites and animation. Topics include: creating vector graphics, importing and optimizing bitmaps, symbols and instances, tweening, keyframes, audio, interactivity, graphic user interface design, usability and accessibility. Students will build a basic website or interactive project. Software: Adobe Flash®

Prerequisite: DGME 167 Web Design I: Fireworks or equivalent
Recommended Preparation: Eligibility for ENGL 838 or ENGL 848 or equivalent.
(AA, CSU)

5. **Class Schedule Description** (Include prerequisites/corequisites/recommended preparation.)

DGME 165 Digital Animation: Flash

This project-based course will cover the design principles for creating animations and interface solutions for web-based media. Students will learn basic techniques used to create interactive websites and animation. Topics include: creating vector graphics, importing and optimizing bitmaps, symbols and instances, tweening, keyframes, sound, interactivity, graphic user interface design, usability and accessibility. Students will build a basic website or interactive project. Software: Adobe Flash®

Prerequisite: DGME 167 Web Design I: Fireworks or equivalent,

Recommended Preparation: Eligibility for ENGL 838 or ENGL 848 or equivalent

Pass/No Pass or letter grade (AA, CSU)

6. **Student Learning Outcomes** (Identify 1-6 expected learner outcomes using active verbs.)

Upon successful completion of the course, the student will be able to:

1. Identify interface elements
2. Identify and demonstrate the drawing tools
3. Identify basic animation techniques
4. Demonstrate the power of symbols
5. Demonstrate the ability to build basic animations with basic action script
6. Demonstrate the ability to prepare and publish movies

7. **Course Objectives** (Identify specific teaching objectives detailing course content and activities. *For some courses, the course objectives will be the same as the student learning outcomes. If this is the case, please simply indicate this in this section).*

Same as Student Learning Outcomes

8. **Course Content** (Brief but complete topical outline of the course that includes major subject areas [1-2 pages]. Should reflect all course objectives listed above. In addition, you may attach a sample course syllabus with a timeline.)

- Interface Elements
- Drawing Tools
- Animation Basics (frame x frame)
- Shape Tweening
- Symbols and Instances
- Motion Tweening & Timeline Effects
- Use of Bitmaps

- Buttons
- Movie Clips
- Text
- Sound
- Video
- Publishing and Exporting
- Project Management
- Integration with other software

9. **Representative Instructional Methods** (Describe instructor-initiated teaching strategies that will assist students in meeting course objectives. Include examples of out-of-class assignments, required reading and writing assignments, and methods for teaching critical thinking skills.)

A. Lecture/Discussion

Encompassing in-class demonstration and explanations on course topics.

B. Lab

Students will demonstrate examples of course topics on lab computers

C. Reading Assignments

Students will be given reading assignments to become familiar with the material presented corresponding lecture, lab, quiz, mid-term, or final.

D. Project Assignments

Student will be given project assignments to demonstrate their knowledge of the software and theory of concepts

10. **Representative Methods of Evaluation** (Describe measurement of student progress toward course objectives. Courses with required writing component and/or problem-solving emphasis must reflect critical thinking component. If skills class, then applied skills.)

Projects

Student will be assigned projects to execute to specifications. Students will be graded on performance of these projects.

Quizzes/Mid-Term/Final Exam

Students will be tested on their retention of important principles

In-class Demonstrations

Students will be asked to make presentations and demonstrate course topics

11. **Representative Text Materials** (With few exceptions, texts need to be current. Include publication dates.)

Adobe Flash Professional CS5 Classroom in a Book

By Adobe Creative Team

Published May 19, 2010 by Adobe Press. Edition: 1st Book

ISBN-10: 0-321-70180-1

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