

how to create and control content with ActionScript to make dynamic projects that can respond uniquely to a user's input. Software: Adobe Flash
Prerequisite: DGME 165 Digital Animation: Flash 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 166 Web Authoring: ActionScript

This course will cover advanced ActionScript programming. Students will learn the basics of scripting in Flash to work more efficiently in a production environment and bring their ActionScript skills to a viable level to work in a professional team. Students will learn several different scripting methods and techniques in order to adapt to multiple working environments. Students will learn how to create and control content with ActionScript to make dynamic projects that can respond uniquely to a user's input. Software: Adobe Flash

Prerequisite: DGME 165 Digital Animation: Flash or Equivalent

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

(3) (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 software interface elements
2. Demonstrate how and where to write ActionScript
3. Demonstrate the Flash project construction process
4. Demonstrate how to create classes, objects, and functions
5. Demonstrate use of external 3rd party libraries
6. Demonstrate how to build dynamic Flash content

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.)

- Overview of ActionScript and its uses
- Core language fundamentals
- Properties, methods and events, timeline
- Object oriented programming (OOP)

- Drawing with vectors and pixels
- Sound, video and text
- Loading assets
- XML, E4X
- Programming design methodologies
- 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 demonstrations & explanations on course topics

B. Labs

Students will demonstrate examples of course topics on lab computers

C. Reading assignments

Students will be given a reading assignment to become familiar with the material presented in a corresponding lecture, lab, or quiz.

D. Project assignments

Students will be given a project assignment to demonstrate their knowledge of the software

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

Students will be tested on their retention of important principles

In-class Demonstrations

Students will be asked to demonstrate course topics

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

Learning ActionScript 3.0: A Beginner's Guide (Paperback)

Authors: [Rich Shupe](#) and [Zevan Rosser](#)

Publisher: O'Reilly/Adobe Developer Library; 1st edition (January 4, 2008)

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