

**College of San Mateo**  
**Official Course Outline**

1. **COURSE ID:** DGME 166    **TITLE:** Web Authoring: ActionScript

**Units:** 3.0 units    **Hours/Semester:** 40.0-45.0 Lecture hours; 24.0-27.0 Lab hours; and 80.0-90.0 Homework hours

**Method of Grading:** Grade Option (Letter Grade or P/NP)

**Recommended Preparation:**

Eligibility for ENGL 838 or ENGL 848

DGME 165

2. **COURSE DESIGNATION:**

**Degree Credit**

**Transfer credit:** CSU

3. **COURSE DESCRIPTIONS:**

**Catalog Description:**

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 Creative Cloud®

4. **STUDENT LEARNING OUTCOME(S) (SLO'S):**

Upon successful completion of this course, a student will meet the following outcomes:

1. Identify software interface elements
2. Demonstrate how and where to write ActionScript
3. Demonstrate how to create classes, objects, and functions
4. Demonstrate how to build dynamic Flash content

5. **SPECIFIC INSTRUCTIONAL OBJECTIVES:**

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

1. Identify software interface elements
2. Demonstrate how and where to write ActionScript
3. Demonstrate how to create classes, objects, and functions
4. Demonstrate how to build dynamic Flash content

6. **COURSE CONTENT:**

**Lecture Content:**

- 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 and workflow with other software

**Lab Content:**

Lab time will be completed in Digital Media Center, where students will apply their learning by demonstrating the design to production phases and integration with appropriate software.

7. **REPRESENTATIVE METHODS OF INSTRUCTION:**

Typical methods of instruction may include:

- A. Lecture
- B. Lab

- C. Critique
- D. Discussion
- E. Observation and Demonstration
- F. Other (Specify): A. Lecture/Discussion Encompassing in-class demonstrations 8: 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

#### 8. REPRESENTATIVE ASSIGNMENTS

Representative assignments in this course may include, but are not limited to the following:

##### **Writing Assignments:**

- Weekly Forums
- Weekly Homework Assignments
- Mid Term
- Final Exam
- Self Reflection assignment

##### **Reading Assignments:**

- Required Textbook Assignments
- Online Resources
- Instructor Resources

#### 9. REPRESENTATIVE METHODS OF EVALUATION

Representative methods of evaluation may include:

- A. Class Participation
- B. Class Work
- C. Exams/Tests
- D. Group Projects
- E. Homework
- F. Oral Presentation
- G. Papers
- H. Portfolios
- I. Projects
- J. Quizzes
- K. Written examination
- L. Projects Student will be assigned projects to execute to specifications. Students will be graded on performance of these projects. Exams/Tests Students will be tested on their retention of important principles In-class Demonstrations Students will be asked to demonstrate course topics Paper Students will be completing written self reflections for projects Oral Presentations Students will be completing oral presentations of projects to class

#### 10. REPRESENTATIVE TEXT(S):

Possible textbooks include:

- A. Rosenzweig, Gary. *ActionScript 3.0 Game Programming University*, 2nd ed. Que Publishing; 2 edition, 2011

**Origination Date:** February 2016

**Curriculum Committee Approval Date:** February 2017

**Effective Term:** Fall 2017

**Course Originator:** Diana Bennett