

# The Art Institute of California<sup>SM</sup> - San Diego

## Course Syllabus

<b>Course Number:</b>	WDM1132
<b>Course Title:</b>	Fundamentals of Authoring
<b>Catalog Description:</b>	An introduction to interactive design using authoring tools. Students will create animation and interactivity using basic scripting techniques.
<b>Course Prerequisites:</b>	WDM1123 Fundamentals of Web-based Programming
<b>Course Day and Time:</b>	Wednesday, 8:00, North 159
<b>Session/Year:</b>	Winter 2012, Section A
<b>Instructor Name:</b>	Corey Fayman
<b>Contact Information:</b>	Email: <a href="mailto:cfayman@aii.edu">cfayman@aii.edu</a> Skype: clfayman Online Office Hours: Monday 9:00 – 11:00 AM, Tuesday 1:00 – 3:00
<b>Availability Out of Class:</b>	I will be available for questions immediately after class and during breaks. I will respond within 24 hours to emails sent to the above address. You may also contact me for chat/conferencing through the Skype address above.
<b>Course Length:</b>	11 Weeks
<b>Credit Values:</b>	3 Credits
<b>Contact Hours:</b>	44 Hours
<b>Lecture:</b>	22 Hours
<b>Lab:</b>	22 Hours

### Quarter Credit Hour Definition

A quarter credit hour is an amount of work represented in intended learning outcomes and verified by evidence of student achievement that is an institutionally established equivalency that reasonably approximates not less than:

- (1) One hour of classroom or direct faculty instruction and a minimum of two hours of out-of-class student work each week for 10-12 weeks, or the equivalent amount of work over a different amount of time; or
- (2) At least an equivalent amount of work as required in paragraph (1) of this definition for other academic activities as established by the institution including laboratory work, internships, studio work, and other academic work leading to the award of credit hours.

**Course Competencies:** Upon successful completion of this course, the student should be able to:

- Understand the basic concepts of interactive site and page structure
- Create animation with shape and motion tweens
- Understand and apply fundamental programming concepts to create interaction
- Create usable navigation and basic interaction functions
- Demonstrate basic skills in debugging and testing interactive media

### Instructional Materials and References:

This class is available via eCompanion – visit [www.myaicampus.com](http://www.myaicampus.com) for access.

**Required Text(s):** *ActionScript® 3.0 for Adobe® Flash® Professional CS5 Classroom in a Book*  
By: Adobe Creative Team ISBN:0-321-70447-9

**Materials and Supplies:** All supplies necessary for project's completion, including graphics, audio files, video files, prepared logos, and storage media.

**Estimated Homework Hours per week *minimum*:**

<i>Number of Lecture Hours per week</i>	<i>Estimated Homework Hours per week minimum</i>
1	2
2	4
3	6
4	8

**These estimations reflect a minimum standard and may be exceeded as appropriate.**

**Technology Needed:** Computer labs, Flash Professional CS5, Adobe Photoshop and/or Adobe Illustrator

**Assessment Criteria and Method for Evaluating Students:**

Grading Scale:

All assignments must have clear criteria and objectives to meet. All students shall be treated equitably. It will be that student's right to know his/her grade at any reasonable point that information is requested by that student. The criteria for determining a student's grade shall be as follows (on a percentage of total points basis):

A	100-93	C	76-73
A-	92-90	C-	72-70
B+	89-87	D+	69-67
B	86-83	D	66-65
B-	82-80	F	64 or below
C+	79-77		

**Point Values:**

<b>Assignment</b>	<b>Points Available</b>	<b>Points Earned</b>	<b>Percentage of Final Grade</b>	<b>Percentage Earned</b>
In Class Exercises/Quizzes	100		10	
Textbook Exercises	100		10	
Audio Player Assignments	100		10	
Midterm Exam	100		15	
Functional Specifications	100		15	
Final Project	100		30	
Class Participation	100		10	
<b>TOTAL</b>	<b>700</b>		<b>100</b>	

**Course Policies:**

Food and drink are not allowed in any computer lab.

Lab time will be made available during some classes for students to work on homework assignments and projects. Students are required to stay in class during this time and will not be excused from class because they have not brought work with them, don't like to use a Mac (or PC), can't be creative in the classroom environment, don't have the right font with them, etc., etc. In the professional business

world, you will often have to work under conditions that are less than ideal for being creative. Now is a good time to learn how to work under any conditions.

Class Participation evaluation is based on three criteria:

- Students do not leave early and remain in class until they have been dismissed by the instructor
- Students return to classroom on time after breaks
- Students participate in class activities and assignments when required, rather than surfing the Internet, instant messaging, emailing, eating or engaging in any other non-class related entertainment or activity

Scores for individual assignments will be provided to the student within two weeks of assignment completion.

**Makeup and Late Work:** Assignments are due within 15 minutes of the beginning of class on the assignment date listed in the syllabus. Assignments turned in after the beginning of class will be subject to a 10% deduction from graded score. Assignments turned in after original date will be subject to an automatic deduction of 50% from graded score.

**Website:** Students may access additional course materials and a record of their scores through the course website at <http://www.coreyfayman.com/teaching/wdm1132> or the course progress section in eCompanion. Students who miss a class should check the course website or eCompanion to keep up with course assignments.

### Course Calendar Outline

- Week 1:**      **Assignments Due:** None  
**Lecture:** Introduction to course, instructor and authoring programs.  
**Activities:** Webquest: A Short History of Authoring. Introduction to Flash interface and tools. Importing Photoshop files into Flash. Flash buttons, movie clips and instances.  
**Lab:** Begin Homework Exercise 1.  
**Assignments Due next class:** Read chapters 1&2. Complete chapter exercises. Audio Player Assignment 1.
- Week 2:**      **Assignments Due:** Read chapters 1&2. Complete chapter exercises. Audio Player Assignment 1.  
**Lecture:** Trace Statements and Commenting Code. Functions and Mouse Event Listeners. Getting and setting movie clip properties and instances.  
**Activities:** In-class exercises.  
**Lab:** Audio Player Assignment 2.  
**Assignments Due next class:** Read chapter 3. Complete chapter exercise. Audio Player Assignment 2.
- Week 3:**      **Assignments Due:** Read chapters 3. Complete chapter exercise. Audio Player Assignment 2.  
**Lecture:** Review Audio Player Assignment 2. Actionscript Variables. Loading external .swf files, images and audio files. Playing external audio files.  
**Activities:** In-class exercises.  
**Lab:** Audio Player Assignment 3.  
**Assignments Due next class:** Read chapters 5&9. Complete chapter exercise. Audio Player Assignment 3.

- Week 4:**     **Assignments Due:** Read chapters 5&9. Complete chapter exercises. Audio Player Assignment 3.  
**Lecture:** Keyboard, Frame and Tween Events.  
**Activities:** In-Class Exercises. Practice Midterm.  
**Lab:** Study/Practice for Midterm Exam. Audio Player Assignment 4.  
**Assignments Due next class:** Study/Practice for Midterm Exam. Audio Player Assignment 4.
- Week 5:**     **Assignments Due:** Study/Practice for Midterm Exam. Audio Player Assignment 4.  
**Lecture:** Actionscript Conditional Statements. Drag and Drop. Detecting Collisions. Volume Slider.  
**Activities:** Midterm Exam.  
**Lab:** Audio Player Assignment 5.  
**Assignments Due next class:** Read chapter 8. Complete chapter exercise. Audio Player Assignment 5. Project Proposal.
- Week 6:**     **Assignments Due:** Read chapter 8. Complete chapter exercise. Audio Player Assignment 5. Project Proposal.  
**Lecture:** Manipulating text strings. Working with Loops and Arrays.  
**Activities:** In-class exercises.  
**Lab:** Audio Player Assignment 6 (optional).  
**Assignments Due next class:** Read chapter 7. Complete chapter exercise. Functional Specifications. Audio Player Assignment 6 (extra credit).
- Week 7:**     **Assignments Due:** Read chapter 7. Complete chapter exercise. Functional Specifications. Audio Player Assignment 6 (extra credit).  
**Lecture:** Timer Events, Random Numbers, Mouse Position and Custom Cursors  
**Activities:** In-class exercises.  
**Lab:** Begin Actionscript coding and set up of Final Project.  
**Assignments Due next class:** Read chapter 4. Begin Actionscript coding and set up of Final Project.
- Week 8:**     **Assignments Due:** Read chapter 4. Actionscript coding and set up of Final Project.  
**Lecture:** Flash Video. Classes, Custom Class, Extending Classes. QA and bug fixing. Actionscript References.  
**Activities:** In-class exercises.  
**Lab:** Work on Final Project.  
**Assignments Due next class:** Read chapter 11. Work on Final Project.
- Week 9:**     **Assignments Due:** Read chapter 11. Work on Final Project.  
**Lecture:** Publishing Files. Preloaders.  
**Activities:** In-class exercises.  
**Lab:** Audio Player Assignment 8. Work on Final Project.  
**Assignments Due next class:** Read chapter 6. Work on Final Project.
- Week 10:**    **Assignments Due:** Read chapter 6. Work on Final Project.  
**Lecture:** None  
**Activities:** Continue work on final project.  
**Lab:** Continue work on Final Projects.  
**Assignments Due next class:** Continue work on final project.
- Week 11:**    **Assignments Due:** Final Project  
**Lecture:** None

**Activities:** Present Final Project  
**Lab:** Revise and complete Final Project.

**Project and Assignment Descriptions:** The instructor will provide assignment details including required elements, point values and a breakdown for how the assignment will be graded.

## **Art Institute of California Polices**

**Grading Scale:** Grades on individual assignments and for the course will be calculated as follows:

A	93 -100 %
A-	90 - 92 %
B+	87 - 89 %
B	83 - 86 %
B-	80 - 82 %
C+	77 - 79 %
C	73 - 76 %
C-	70 - 72 %
D+	67 - 69 %
D	65 - 66 %
F	64 % or below

### **Satisfactory Academic Progress (SAP) Policy**

The Art Institute of California – San Diego is committed to assisting you in achieving your educational goals by monitoring your academic progress regularly. The Satisfactory Academic Progress Policy ensures that all students are maintaining satisfactory academic progress towards successful completion of their academic programs. The evaluation points and milestones contained in the policy are meant to identify problems for which actions of early intervention and/or remediation can be taken. Most critical to this policy is a student's ability to enroll in and complete courses on a consistent and successful manner. This ability is measured in three ways: cumulative grade-point-average (CGPA); and incremental completion rate (ICR) within a maximum time frame (MTF). **Failure to complete courses successfully for any reason may negatively affect satisfactory academic progress. Failing courses or withdrawing from courses could result in the loss of financial aid and academic termination.** In order for a student to graduate, the minimum requirements are a CGPA of 2.0, 66.67% ICR, and completion of the program in no more than 150% of total program credits. The full SAP policy can be found in the student catalog and on the student portal at [www.myaicampus.com](http://www.myaicampus.com) It is suggested that all students communicate regularly with their Academic Director or an Academic Advisor to review their academic progress. **ALL STUDENTS ARE EVALUATED EVERY QUARTER TO ASSESS SATISFACTORY ACADEMIC PROGRESS.**

**Academic Honesty Statement:** The Art Institute of California- San Diego considers academic honesty to be one of its highest values. Students are expected to maintain the highest standards of academic honesty while pursuing their studies at The Art Institute of California- San Diego. Academic dishonesty includes but is not limited to: plagiarism and cheating; misuse of academic resources or facilities; and misuse of computer software, data, equipment or networks. Any student who is found to have violated this policy is subject to disciplinary sanctions up to and including suspension or permanent dismissal from school.

### **Learning Lab Tutoring Program – Room 172**

The Learning Lab Tutoring Program is available as a collaborative and supportive resource for our students. Peer tutors are available to provide assistance in overall comprehension of subject matter,

trouble-shooting, and problem solving. Students should come to their tutoring sessions prepared with class notes, a foundation started for a project, and specific questions that will be conducive to a greater understanding of material. Our tutors provide guidance and assistance to allow for the student to become independent, eventually applying knowledge gained and completing assignments on their own. Should a student require assistance outside of what our Peer Tutors can provide, the Learning Lab and Tutoring Coordinator will outreach to instructors with the hope of promoting a supportive and valuable connection between the Learning Lab and the classroom. If you are interested in becoming a tutor please see the Learning Lab and Tutoring Coordinator. Students interested in being a tutor must have a 3.0 overall CGPA and have received an A in the specific subject matter.

### **Student Workshops**

The following "I Can!" workshops are offered each quarter to support student success: Financial Literacy, Stress Management, Study Skills, and Time Management. For dates, times, and locations, refer to the quarterly Workshop Calendar, available starting Week 3 in Rooms 178, 172, and 233.

### **SCHEDULE ADJUSTMENT PERIOD**

The Schedule Adjustment period begins on Monday of week one and concludes at the end of the first class day of week two. During this time students may add or drop courses, or change sections. Tuition will be charged based on registered credits at the end of this period. Students will be responsible for all charges regardless of attendance. Students who fail to attend any classes or notify the Academic Affairs Department during the Schedule Adjustment period will be withdrawn from school.

### **Add/Drop/Withdrawal Policies:**

- The add/drop period begins on the Monday of week 1 and concludes at the end of the 1<sup>st</sup> class day of week 2. Students may drop and/or add classes or change sections without penalty during this time frame. These course transactions are not reflected on the student's transcripts. Following this, ***students must see their Academic Advisor or Academic Director to request a Change of Enrollment Status form to add or drop a class.***
- Students may withdraw from classes until 5:00 p.m. on the Friday of the ninth week of the quarter. They will receive a grade of "W," which does not affect their GPA. However, the course will be shown as a "withdrawal" on their transcripts. The student will have to pay for the class and the withdrawal does adversely affect their graduation date and Incremental Completion Rate (ICR). Students can be terminated if the ICR falls below acceptable levels. ***Students must see their Academic Advisor or Academic Director to request a Change of Enrollment Status form to withdraw from a class.***

**IMPORTANT NOTE:** ALL COURSE WITHDRAWALS REQUIRE THE INSTRUCTOR'S SIGNATURE BEFORE OTHER DEPARTMENTAL SIGNATURES CAN BE OBTAINED

**Attendance:** You are expected to attend all classes on time as scheduled throughout the quarter. If you are absent, the number of hours you missed will be recorded. If you come late to class or leave early, your absence will be counted in 15-minute increments. This absence accumulates towards total absenteeism on a student's quarterly record. It is your responsibility to keep track of your attendance. You may ask the Registrar's Office for an Attendance Snapshot at any time. **There are no excused absences. All missed class time must be recorded as such.**

**If you do not attend any classes for fourteen (14) consecutive calendar days and fail to notify the Registrar's Office, you will be withdrawn from school.**

### **Digital Bookshelf and eBooks**

The Art Institute is in the process of enhancing the learning experience by converting traditional textbooks to electronic media. Thus, eventually most courses will have a digital resource fee

associated with them. This mandatory fee is a flat rate per course and allows students access to an Electronic Library and HTML versions of textbook(s), and in some cases, other electronic media, which is integrated into the course. Students are responsible for reading the Digital Bookshelf and eBook User's Manual publication which describes the media, access to the materials and your rights and responsibilities related to Digital Bookshelf. Students retaking a course are charged only once for the digital resources fee associated with the same course because students have access to the digital resources materials for five years. Provided the digital resources for the retaken course still uses the same digital books, students do not purchase additional textbook(s) for these courses. On average the price of the digital resource fee is less than the retail price of the textbook(s) for each course, with the added benefits of no shipping charges and immediate access to the materials. When you register for a course, the course registration will display whether there is a digital resource fee or whether paper textbooks are required for each particular course.

**General Student Conduct:** The Art Institute of California—San Diego expects its students and employees to conduct themselves in a professional manner at all times. The Art Institute students are generally men and women who are preparing for career employment. An integral part of their career and professional development is the expectation that they will conduct themselves during the educational processes in the same manner as will be expected in an employment situation. All students or employees are encouraged to report any unprofessional or offensive behavior to the Dean of Student Affairs. Any student who is found to have violated conduct policies as stated in the student handbook is subject to disciplinary sanctions up to and including suspension or permanent dismissal from school.

**Disability Statement:** The Art Institutes provide accommodations to qualified students with disabilities. The Disability Services office assists qualified students with disabilities in acquiring reasonable and appropriate accommodations and in supporting their success at The Art Institutes. The Art Institutes are committed to providing qualified students with a disability an equal opportunity to access the benefits, rights and privileges of college services, programs and activities in compliance with the Americans with Disabilities Act and Section 504 of the Rehabilitation Act of 1973. Students who believe they are in need of accommodations should contact the Disability Services Coordinator in the Student Affairs office.

**Policy on Open Computers in the Classroom:**

In order to prepare students for the competitive job market, The Art Institutes have computer labs to support the delivery of academic programs and to support students in the completion of assignments generated through course work. To ensure that students have the best opportunity to access a computer terminal to complete their assignments, all unoccupied computers may be accessed during normal hours of operation whether or not a scheduled class is in session.

The student must wait 30 minutes after the start of the scheduled class to ensure that unoccupied computers are available for class members who may show up late. The student should enter the class quietly, find an open computer and get to work without disturbing the instructor. The student is expected to work independently and not disrupt the class in session. An instructor may ask non-class members to leave if their conduct becomes disruptive. In addition, the student may not scan or print, as these peripherals are reserved for the class in session.

**Student Assistance Program**

The college provides confidential short-term counseling, crisis intervention, and community referral services through the AllOne Health Student Assistance Program (SAP) for a wide range of concerns, including relationship issues, family problems, loneliness, depression, and alcohol or drug abuse. Services are available 24 hours a day, 7 days a week, at 1.888-617-3362.