



MONASH University
Information Technology

FIT2012
Flash animation and applications

Unit Guide

Semester 2, 2011

The information contained in this unit guide is correct at time of publication. The University has the right to change any of the elements contained in this document at any time.

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Table of Contents

<u>FIT2012 Flash animation and applications - Semester 2, 2011</u>	1
<u>Mode of Delivery</u>	1
<u>Contact Hours</u>	1
<u>Workload</u>	1
<u>Unit Relationships</u>	1
<u>Prohibitions</u>	1
<u>Prerequisites</u>	1
<u>Chief Examiner</u>	1
<u>Campus Lecturer</u>	2
<u>Berwick</u>	2
<u>Caulfield</u>	2
<u>Tutors</u>	2
<u>Caulfield</u>	2
<u>Academic Overview</u>	3
<u>Learning Objectives</u>	3
<u>Graduate Attributes</u>	4
<u>Assessment Summary</u>	4
<u>Teaching Approach</u>	4
<u>Feedback</u>	4
<u>Our feedback to You</u>	4
<u>Your feedback to Us</u>	4
<u>Previous Student Evaluations of this unit</u>	5
<u>Required Resources</u>	5
<u>Recommended Resources</u>	5
<u>Unit Schedule</u>	6
<u>Assessment Requirements</u>	7
<u>Assessment Tasks</u>	7
<u>Participation</u>	7
<u>Examinations</u>	9
<u>Assignment submission</u>	9
<u>Extensions and penalties</u>	9
<u>Returning assignments</u>	10
<u>Other Information</u>	11
<u>Policies</u>	11
<u>Student services</u>	11

FIT2012 Flash animation and applications - Semester 2, 2011

This unit provides a focus on specialist tools and techniques that are used for developing content-rich interactive multimedia systems using Adobe Flash. This unit will cover fundamental multimedia principles, practical development processes, the integration of mixed-media assets, interactive design and animation for digital media and different technologies for product deployment. Students will create content-rich interactive CD-ROM and Web-based products using industry standard authoring tools and will gain an understanding of the role of digital media within the broader technology environment.

Mode of Delivery

- Caulfield (Day)
- Sunway (Day)

Contact Hours

2 hrs lectures/wk, 2 hrs laboratories/wk

Workload

Broadly the time required to complete this topic is shown in the following table, but note this is just a rough indication. You may need to spend more time on some activities depending on your background and knowledge. In addition, you need to spend extra time on assignments and review.

Attending lectures and reviewing notes (3 hours)

Doing activities in lab classes (2 hours)

Assigned Homework (2 hours)

Major Project Development (4 1/2 hours)

Contact - i.e: e-mail, consultation, etc. (30 minutes)

Total (12 hours)

Unit Relationships

Prohibitions

FIT1035, IMS2402, MMS2402

This unit is prohibited to all students enrolled in the Bachelor of Information Technology and Systems multimedia development major.

Prerequisites

FIT1012

Chief Examiner

Ms Cheryl Howard

Campus Lecturer

Berwick

Cheryl Howard

Contact hours: By Appointment Only

Caulfield

William Lay

Contact hours: By Appointment Only

Ruben Hopmans

Contact hours: By Appointment Only

Tutors

Caulfield

William Lay

Contact hours: By Appointment Only

Ruben Hopmans

Contact hours: By Appointment Only

Zenon Charalambous

Contact hours: By Appointment Only

Academic Overview

Learning Objectives

At the completion of this unit students will have -

A theoretical and conceptual understanding of:

- information technology and the software tools as they relate to (and are used in) multimedia systems;
- the Adobe Flash authoring environment for CD-ROM and web based systems development

techniques associated with digital video, images and sound and the appropriate application of these for use in CD-ROM and web development;

- the formal process undertaken for preparing and documenting the various development stages of a multimedia system;
- how to achieve a range of special effects which are commonly required for advanced interactive design in multimedia systems;
- fundamental programming techniques and how to carry this knowledge across multiple languages.

Developed attitudes that enable them to:

- outline strengths and weaknesses of information technology in the context of the development and use of multimedia systems;
- make informed decisions on the most appropriate blend of tools and technologies to support a given multimedia system requirement;
- formulate constructive criticism within the construct of critical analysis.

The skills to:

- apply advanced interactive design techniques to a multimedia system using a time/frame based authoring environments;
- use a blend of industry standard multimedia tools and products;
- further enhance and refine user interface and navigational design and creativity skills in multimedia systems;
- specify an appropriate tool set for developing and supporting advanced features/functionality in a multimedia system.

Demonstrated the teamwork skills necessary to:

- build confidence in formal presentation techniques presenting personal ideas, research concepts and developmental progress;
- discuss and share developmental processes and techniques within an informal populated environment.

Graduate Attributes

Monash prepares its graduates to be:

1. responsible and effective global citizens who:
 - a. engage in an internationalised world
 - b. exhibit cross-cultural competence
 - c. demonstrate ethical values

critical and creative scholars who:

- a. produce innovative solutions to problems
- b. apply research skills to a range of challenges
- c. communicate perceptively and effectively

Assessment Summary

In-semester assessment: 100%

Assessment Task	Value	Due Date
Flash Development Project	70%	By 4pm Friday of week 12
Assigned Homework	20%	In scheduled Tutorial times
Game Analysis Report	10%	By 4pm Friday of Week 9

Teaching Approach

Lecture and tutorials or problem classes

This teaching and learning approach provides facilitated learning, practical exploration and peer learning.

Feedback

Our feedback to You

Types of feedback you can expect to receive in this unit are:

- Informal feedback on progress in labs/tutes
- Graded assignments with comments
- Solutions to tutes, labs and assignments

Your feedback to Us

Monash is committed to excellence in education and regularly seeks feedback from students, employers and staff. One of the key formal ways students have to provide feedback is through SETU, Student Evaluation of Teacher and Unit. The University's student evaluation policy requires that every unit is evaluated each year. Students are strongly encouraged to complete the surveys. The feedback is anonymous and provides the Faculty with evidence of aspects that students are satisfied and areas for improvement.

For more information on Monash's educational strategy, and on student evaluations, see:
<http://www.monash.edu.au/about/monash-directions/directions.html>
<http://www.policy.monash.edu/policy-bank/academic/education/quality/student-evaluation-policy.html>

Previous Student Evaluations of this unit

If you wish to view how previous students rated this unit, please go to
<https://emuapps.monash.edu.au/unitevaluations/index.jsp>

Required Resources

All software required for use in this unit can be accessed from allocated campus labs/tutorial rooms.

The software used in this unit consists of:

- Adobe Flash CS5 Professional
- Adobe Photoshop CS5
- Adobe Illustrator CS5

30 Day Trial/Evaluation versions of the named software can be downloaded for personal use if necessary from the following websites:

- <http://www.adobe.com/>

Text Book

The **Foundation Flash CS5** textbook chapters are aligned to each week and provide additional information and exercises to help you improve your skills and understanding of the Flash CS5 authoring environment. It is **strongly recommended** that you acquire this book, read through it and do the exercises.

Foundation Flash CS5 for Designers by Tiago Dias and Tom Green, Friends of Ed (2010)

- Files for the exercises can be downloaded from:
<http://www.friendsofed.com/download.html?isbn=1430229942>

Recommended Resources

The following textbook provides additional information to help you improve your skills and understanding of the ActionScript programming language. This textbook is only required if you want to develop your Flash programming skills and knowledge base.

ActionScript: Your visual blueprint for creating interactive projects in Flash CS4 Professional by Rob Huddleston, Wiley (2009)

Unit Schedule

Week	Activities	Assessment
0		No formal assessment or activities are undertaken in week 0
1	Overview of the Unit Assignment Overview Development Projects	
2	Project Decomposition Flash Animation Basics	Homework 01 in scheduled tutorial time
3	ActionScript Basics Introducing Variables & Navigation Structures	Homework 02 in scheduled tutorial time; Assessment Task 1: Project Design - Submit Project Design Specification Document by 4pm, Friday
4	Using Components, Introducing Conditions, Decisions and Data validation	Homework 03 in scheduled tutorial time
5	Advanced Animation Techniques using Motion Tools and Timers	Homework 04 in scheduled tutorial time
6	Text, Fonts & Formatting Loading External files (SWF, text & image)	Homework 05 in scheduled tutorial time: Assessment Task 1: Project Design - Submit Navigation/GUI Prototype with Splash Animation and Development Strategy Documentation by 4pm, Friday
7	Loops, Arrays, Strings & Randoms, Introducing Pseudo-code	Homework 06 in scheduled tutorial time
8	Movie Clips States, Collision Detection, Keyboard Input	Homework 07 in scheduled tutorial time
9	Using Sound Objects and Video in Flash	Homework 08 in scheduled tutorial time; Submit Assessment Task 3: Game Analysis Report by 4pm Friday
10	Publishing CSS, HTML, and introductory XML	Homework 09 in scheduled tutorial time
11	Optimising Flash for Web and CD Publishing	Homework 10 in scheduled tutorial time
12	Flash Tricks and Tips Project Wrap-up	Present & Submit completed project - Assessment Task 1: Project Design - Project Implementation by 4pm, Friday
	SWOT VAC	No formal assessment is undertaken SWOT VAC
	Examination period	LINK to Assessment Policy: http://policy.monash.edu.au/policy-bank/academic/education/assessment/assessment-in-coursework-policy.html

*Unit Schedule details will be maintained and communicated to you via your MUSO (Blackboard or Moodle) learning system.

Assessment Requirements

Assessment Tasks

Participation

• Assessment task 1

Title:

Flash Development Project

Description:

The practical project will be developed using the Flash CS5 authoring environment. Select one of the following project scenarios to develop for you major assessment task, either a variation on a "Hide-n-Seek" Style Game, an Escape the Room Adventure (ETRA) or a web-based portfolio. The development of this project will be over the semester with 3 major development milestones – the Interface Specification Document, a Navigation and GUI Prototype and the Final Project. **Full details are available in the FLAoverviewS2-2011 document available on Moodle.**

The **Project Interface Design Specification** documentation is designed to outline the interface and interactive design of the project. Part of your final assessment will include how well you develop your project in accordance to what you stipulate in this document.

The **Navigation/GUI Prototype** will demonstrate how you have structured your project and show the majority of your interface design. The prototype should include a clearly defined internal structure on the time line (as demonstrated in tutorials), clearly show the main screen elements of the project, and an example of each major screen of the project.

The **functional project**, developed according to the project specification documents submitted in Week 3. Each scenario includes 4 common components for must also be successfully integrated into the final project. Additionally, you must successfully integrate the 3 project enhancements as described under the individual project scenarios.

Weighting:

70%

Criteria for assessment:

The **practical project** will be developed in the Flash CS5 authoring environment using techniques covered during the semester. The practical project will be worth 70% of the final grade and will be marked out of 100. The marks for the project will be assigned as follows:

Project Design (30)

17 marks Project Design Specification Document submitted in **Week 3**. The criteria for this component will include:

- ◆ structuring the specification document correctly covering the required sections
- ◆ well-designed storyboards including appropriate notes for development

13 marks Navigation/Graphic Prototype with Splash Animation and Development Strategy Documentation submitted in **Week 6**. The criteria for this component will include:

- ◆ demonstration of an appropriate navigation structure for the project with the

Assessment Requirements

- ◆ navigational elements functioning
- ◆ a completed “splash” animation demonstrating various animation techniques
- ◆ appropriate interface design and theme development of the project's graphic assets
- ◆ documentation that includes an outline of the approach intended when developing the project

Project Implementation (40)

9 marks Successful integration of the 4 common project requirements (3 requirements x 3 marks each) submitted in **Week 12**.

24 marks Successful integration of the 3 project enhancements in the final project (3 enhancements x 8 marks each) submitted in **Week 12**.

- ◆ the project working without error demonstrating logical and efficient coding with all extraneous code eliminated
- ◆ the quality of solutions demonstrating the effective use of programming and interactive strategies
- ◆ the appropriate application of good programming practices

7 marks A functional project (developed to at least an Alpha standard) submitted in **Week 12**. The criteria for this component will include:

- ◆ a fully functional Flash movie structure using appropriate timeline structures
- ◆ all internal and external assets must be organised in a logical structure
- ◆ successfully integrate and demonstrate various Flash features

Due date:

By 4pm Friday of week 12

Remarks:

Full details are available in the "FIT2012 Unit Outline 2011-2" document that is available for download from the MOODLE site.

• **Assessment task 2**

Title:

Assigned Homework

Description:

The **Homework** tasks are designed to help students consolidate their understanding of the content delivered in the lectures and tutorials each week. There are 10 assigned Homework tasks worth a total of 20%. Students are expected to show their completed homework to their tutor the following week (eg: Week 1 homework shown in Week 2, etc.) in order to earn the assigned marks.

Weighting:

20%

Criteria for assessment:

Each of the 10 assigned Homework tasks will be marked out of 10. The marks for the assigned homework are as follows:

- 5 meeting all the functional requirements of the task
- 2 using a methodical approach to development of the task solution
- 3 the appropriate application of good programming practices (as described above)

Due date:

In scheduled Tutorial times

• **Assessment task 3**

Title:

Game Analysis Report

Description:

The **Game Analysis Report** is a 1000-1500 word report on the analysis and evaluation of a game. The report requires the analysis of various aspects of a game including an overview, a navigation diagram, the media used, user interaction and feedback, game responses and performance, potential programming issues and enhancements to improve the game play.

Weighting:

10%

Criteria for assessment:

The game can be sourced from anywhere (eg: on-line, iPod/iPad, or computer) and can be related to the type of project you have selected to develop. The report should be submitted in either a Word (*.doc, *.docx) or *.pdf format. The criteria for this component will include:

- ◆ document presentation, formatting and length (including spelling and grammar)
- ◆ the inclusion of all the appropriate sections of the report
- ◆ the quality of the analysis given on the features and issues with the game selected
- ◆ the inclusion of appropriate examples and/or screenshots to illustrate the various points being discussed

Due date:

By 4pm Friday of Week 9

Examinations

Assignment submission

It is a University requirement

(<http://www.policy.monash.edu/policy-bank/academic/education/conduct/plagiarism-procedures.html>) for students to submit an assignment coversheet for each assessment item. Faculty Assignment coversheets can be found at <http://www.infotech.monash.edu.au/resources/student/forms/>. Please check with your Lecturer on the submission method for your assignment coversheet (e.g. attach a file to the online assignment submission, hand-in a hard copy, or use an online quiz).

Extensions and penalties

Submission must be made by the due date otherwise penalties will be enforced.

You must negotiate any extensions formally with your campus unit leader via the in-semester special consideration process:

<http://www.infotech.monash.edu.au/resources/student/equity/special-consideration.html>.

Returning assignments

Students can expect assignments to be returned within two weeks of the submission date or after receipt, whichever is later

Other Information

Policies

Monash has educational policies, procedures and guidelines, which are designed to ensure that staff and students are aware of the University's academic standards, and to provide advice on how they might uphold them. You can find Monash's Education Policies at:

<http://policy.monash.edu.au/policy-bank/academic/education/index.html>

Key educational policies include:

- Plagiarism
(<http://www.policy.monash.edu/policy-bank/academic/education/conduct/plagiarism-policy.html>)
- Assessment
(<http://www.policy.monash.edu/policy-bank/academic/education/assessment/assessment-in-coursework-p>)
- Special Consideration
(<http://www.policy.monash.edu/policy-bank/academic/education/assessment/special-consideration-policy.h>)
- Grading Scale
(<http://www.policy.monash.edu/policy-bank/academic/education/assessment/grading-scale-policy.html>)
- Discipline: Student Policy
(<http://www.policy.monash.edu/policy-bank/academic/education/conduct/student-discipline-policy.html>)
- Academic Calendar and Semesters (<http://www.monash.edu.au/students/key-dates/>);
- Orientation and Transition (<http://www.infotech.monash.edu.au/resources/student/orientation/>);
and
- Academic and Administrative Complaints and Grievances Policy
(<http://www.policy.monash.edu/policy-bank/academic/education/management/complaints-grievance-policy>)
- Codes of Practice for Teaching and Learning
(<http://www.policy.monash.edu.au/policy-bank/academic/education/conduct/suppdocs/code-of-practice-tea>)

Student services

The University provides many different kinds of support services for you. Contact your tutor if you need advice and see the range of services available at www.monash.edu.au/students. The Monash University Library provides a range of services and resources that enable you to save time and be more effective in your learning and research. Go to <http://www.lib.monash.edu.au> or the library tab in my.monash portal for more information. Students who have a disability or medical condition are welcome to contact the Disability Liaison Unit to discuss academic support services. Disability Liaison Officers (DLOs) visit all Victorian campuses on a regular basis

- Website: <http://adm.monash.edu/sss/equity-diversity/disability-liaison/index.html>;
- Telephone: 03 9905 5704 to book an appointment with a DLO;
- Email: dlu@monash.edu
- Drop In: Equity and Diversity Centre, Level 1 Gallery Building (Building 55), Monash University, Clayton Campus.