



**MONASH** University  
Information Technology

**FIT2012**  
**Flash animation and applications**

**Unit Guide**

**Semester 2, 2012**

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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# **FIT2012 Flash animation and applications - Semester 2, 2012**

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**

Consultation hours: By Appointment Only

### **Caulfield**

**William Lay**

Consultation hours: By Appointment Only

**Ruben Hopmans**

Consultation hours: By Appointment Only

**Cheryl Howard**

Consultation hours: By Appointment Only

## **Tutors**

### **Caulfield**

**William Lay**

Consultation hours: By Appointment Only

**Ruben Hopmans**

Consultation hours: By Appointment Only

# Academic Overview

## Outcomes

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 required submission week (3, 6, and 12)
Assigned Homework	20%	In scheduled Tutorial times in weeks 2, 4, 7 and 10
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. It aims to help students to initially encounter information at lectures with opportunities to discuss and explore the information during the lecture, and put into practice the lecture discussions in a hands-on lab environment.

## 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

The lectures are still a "bone of contention" with the students, with attendance being less than ideal. So, in consultation with the other lecturers delivering this unit, the previous version of the lectures have been removed and a new interactive case study approach has been implemented. This approach will allow students to consolidate the concepts covered in the lectures through collaborative discussion so that the practical application of these concepts is easier when working through the tutorial and homework material.

If you wish to view how previous students rated this unit, please go to

<https://emuapps.monash.edu.au/unitevaluations/index.jsp>

## Required Resources

Please check with your lecturer before purchasing any Required Resources. Limited copies of prescribed texts are available for you to borrow in the library, and prescribed software is available in student labs.

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 CS5.5 Professional
- Adobe Photoshop CS5.5
- Adobe Illustrator CS5.5

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/>

Student-priced full versions of the software can also be purchased through:

- <http://www.edsoft.com.au>

## Recommended Resources

***Foundation Flash CS5 for Designers*** by Tiago Dias and Tom Green, Friends of Ed (2010) with files for the exercises available from: <http://www.friendsofed.com/download.html?isbn=1430229942>

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

Academic Overview

**Flash CS5.5 The Missing Manual** available  
from <http://fbooks.ueuo.com/digital-media/flash-cs5-5-the-missing-manual/>



## 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	Assessment Task 2: Demonstrate Homework 01 in scheduled tutorial time
3	ActionScript Basics Introducing Variables & Navigation Structures	Assessment Task 1: Submit Project Design Specification Document due Friday 4pm
4	Advanced Animation Techniques using Motion Tools	Assessment Task 2: Demonstrate Homework 02 in scheduled tutorial time
5	Using Components, Introducing Decisions, Data Validation and Tracking	
6	Loops, Strings, Arrays & Data Objects, Pseudo-code, Randomisation	Assessment Task 1: Submit Navigation/GUI Prototype with Splash Animation and Development Strategy Documentation due Friday 4pm
7	Loading External files (SWF, text & image) and Timers	Assessment Task 2: Demonstrate Homework 03 or 04 in scheduled tutorial time
8	Introductory XML, Optimising Flash and debugging	
9	Movie Clips States, Collision Detection, Keyboard Input	Assessment Task 3: Submit Game Analysis Report due Friday 4pm
10	Using sound and video in flash	Assessment Task 2: Demonstrate Homework 05 or 06 in scheduled tutorial time
11	Using CSS, Publishing for Web and CD, AIR apps	
12	Flash Tricks and Tips Project Wrap-up	Assessment Task 1: Submit Final Project due Friday 4pm
	SWOT VAC	No formal assessment is undertaken during SWOT VAC
	Examination period	LINK to Assessment Policy: <a href="http://policy.monash.edu.au/policy-bank/academic/education/assessment/assessment-in-coursework-policy.html">http://policy.monash.edu.au/policy-bank/academic/education/assessment/assessment-in-coursework-policy.html</a>

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

# Assessment Requirements

## Assessment Policy

Faculty Policy - Unit Assessment Hurdles

(<http://www.infotech.monash.edu.au/resources/staff/edgov/policies/assessment-examinations/unit-assessment-hu>)

Academic Integrity - Please see the Demystifying Citing and Referencing tutorial at

<http://lib.monash.edu/tutorials/citing/>

## Assessment Tasks

### Participation

There is an expectation that all students will attend lectorials and participate in the discussion and activities conducted during them. These activities are designed to help you understand the various aspects covered in the unit and will help you successfully complete your assignment tasks.

#### • Assessment task 1

**Title:**

Flash Development Project

**Description:**

The practical project will be developed using the Flash CS5.5 authoring environment. Select one of the following project scenarios to develop for your major assessment task, either a variation on a "Hangman" Style Game, a Choose Your Own Adventure (CYOA) or a multimedia eBook application. The development of this project will be over the semester with 3 major development milestones – the Interface Design Specification Document, a Navigation and GUI Prototype with a Development Strategies document and the Final Project. **Full details are available in the individual Project Brief documents 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 Development Strategies document should outline how you plan to develop your project including a breakdown of each screen and the assets required.

The **functional project**, developed according to the project specification documents submitted in Week 3. Each scenario requires that you 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 CS5.5 authoring environment using techniques covered during the semester. The practical project will be worth 70% of the final grade. 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

10 marks Navigation/Graphic Prototype 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 navigational elements functioning
- ◆ 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

3 marks Splash Animation submitted in **Week 6** with Prototype

- ◆ a completed "splash" animation demonstrating various animation techniques

### **Project Implementation (40)**

30 marks Successful integration of the 3 project enhancements in the final project (3 enhancements x 10 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

10 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
- ◆ appropriate interface design and theme development including the overall look-and-feel of the project's graphics/interface
- ◆ 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 required submission week (3, 6, and 12)

**Remarks:**

Full details are available in the individual document brief that are 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. Each task is structured so

that students can work independently, and can be completed in 2-3 hours. 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:**

The assigned Homework tasks are worth 20% of the total marks (4x5 marks). These tasks include extension work based on the skills and techniques learned in the tutorials and a challenge task that requires more advanced thinking. There are six homework tasks but you only have to submit four to earn the required marks. The first two homework tasks (H1 and H2) are compulsory, but you have a choice for the other two tasks (H3 or H4 and H5 or H6). Completing the main task successfully is worth three (3) marks with the additional marks (2) being awarded for successfully implementing the challenge task.

**Due date:**

In scheduled Tutorial times in weeks 2, 4, 7 and 10

• **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 must be selected from the website provided. The report is worth 10% of the total marks, using the following marking criteria:

- ◆ 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

## 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).

## **Online submission**

If Electronic Submission has been approved for your unit, please submit your work via the VLE site for this unit, which you can access via links in the my.monash portal.

## **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](http://www.monash.edu.au/students). For Sunway see <http://www.monash.edu.my/Student-services>, and for South Africa see <http://www.monash.ac.za/current/>

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. At Sunway, visit the Library and Learning Commons at <http://www.lib.monash.edu.my/>. At South Africa visit <http://www.lib.monash.ac.za/>.

Academic support services may be available for students who have a disability or medical condition. Registration with the Disability Liaison Unit is required. Further information is available as follows:

- Website: <http://monash.edu/equity-diversity/disability/index.html>;
- Email: [dlu@monash.edu](mailto:dlu@monash.edu)
- Drop In: Equity and Diversity Centre, Level 1 Gallery Building (Building 55), Monash University, Clayton Campus, or Student Community Services Department, Level 2, Building 2, Monash University, Sunway Campus
- Telephone: 03 9905 5704, or contact the Student Advisor, Student Community Services at 03 55146018 at Sunway