

The Art Institute of Portland®

Interactive Authoring (WDIM 261 A)

Summer 09
Room 216
Wed 6-9:45pm

Instructor

My name is John-Paul DeVries, but you can call me JP. The best way to contact me is my faculty email, jodevries@aii.edu. I'm an Interactive Developer, an AIPD Alumni, and I'll be your instructor.

AIPD Policies and Descriptions

If you see "(AIPD)" after a header in this syllabus, it means that what is written is school policy and not my words. These rules are not mine to change, so if they are not to your liking you are going to have to bring that up with someone else. If any of my policies don't work for you, feel free to talk to me about them.

Contact Information

Email: jodevries@aii.edu
Voice mail: 1 503 525 8300 ext 2702
Twitter: [jpdevries](https://twitter.com/jpdevries)

Blog & Forum

Blog: <http://jpdevries.com/classes/su09/wdim261>
Forum: <http://jpdevries.com/classes/su09/wdim261/forum>
You should subscribe to the RSS Feeds for both the blog and the forum. We'll go over this in class.

Just about anything you need (assignments, lecture outlines, schedule, bibliography, examples, links) is on the blog.

If you get stuck or have any questions step one is write a quick forum post. Doing so will notify myself and the rest of the class immediately, as we'll all be following the Forum RSS Feed. If you have any input or useful resources you should post to the forum. The class interaction is not solely via a one-on-one teacher/student relationship; we're going to learn how to use each other as resources.

Office Hours

Meetings can be made upon request. The encouraged method of contact is email. If you have a question, get stuck, or have something to share, post to the forum. Actively checking the forum and participating in threads is highly recommended.

Final Date and Time

Wed, September 16 6:00 – 7:30pm
Room 216

Course Summary

[From the AiPD Course Catalog] Scripting, storyboard, design and production of interactive web site using a web animation program. Emphasis on combining design and concept skills with technical applications and scripting

Required Texts

The book we are going to use is ActionScript 3.0 Cookbook, published by O'Reilly. You will be quizzed on your assigned readings from this book.
ISBN-13: 978-0596526955

Recommended Texts

Essential ActionScript 3.0 by Colin Moock.
ISBN-13: 978-0596526948

Course Outcome

Upon completion of this course you will be able to:

- Explore innovation and creativity with motion
- Demonstrate effective integration between motion, text and graphics
- Use motion to effectively communicate mood and brand qualities
- Use basic scripting commands
- Implement principles of optimization and performance
- Understand the advantages of externally loaded assets
- Successfully create a Flash-driven web site that uses animation and motion graphics to enhance the user experience

Prerequisites

[From the AiPD Course Catalog] Fundamentals of Authoring (WDIM121)

By extension this means Introduction to Computer Graphics (GD121) is required, as well.

My Grading Philosophy

Flash is a very open tool; there's an indescribable amount of things you can do with it. Each of you will be coming in with unique experience and will learn at your own pace. You will be graded partly on your ability to meet course requirements, but this class is about more than adequately meeting a series of defined tasks. You'll also be graded on your ability to show interest, find something that excites you, and work towards it.

Final Project

This will be a project of your choosing. Possibilities include a portfolio site, a branded microsite, or data visualization. I will be open to most anything, as long as the project is to be done in Flash and there is a reasonable amount of scripting involved.

Reading Quizzes

These are exactly what they sound like: you will have a reading assignment, and then you will be quizzed on it at the beginning of the following class.

Your grades in this class are formed through the assessment of the following factors in relation to your achievement of the course outcomes.

Attendance and Participation - 20%

Homework Assignments - 25%

Reading Quizzes - 5%

Final Project - 30%

Mid-Term - 20%

Your letter grade in relation to your percentage total grade is determined according to Institutional guidelines as outlined in the AIPD catalog and below.

Grading Scale

	A	95 - 100%	A-	90 - 94%	
B+	87 - 89%	B	83 - 86%	B-	80 - 82%
C+	77 - 79%	C	73 - 76%	C-	70 - 72%
D+	67 - 69%	D	62 - 66%		
F	0 - 62%				

I will give you a mid-term assessment of your overall grade, and will do my best to return assignments on a weekly schedule. Beyond this, if you would like to know where you stand in terms of letter grade at any point during the course, you may check your grade online at the Class Blog, send me an email, or talk to me in person. If I feel you are in danger of failing the course, I will alert you.

Late Work

Technically, late work is not accepted. But it can be accepted (grade may be adjusted down) if the situation permits. If you fear you aren't going to be able to complete an assignment, or something happens, or you

just forgot, let me know. At the end of the course, I'll be reflecting more on your overall interest, enthusiasm, and progress in the class, than meticulously trying to punish you for slipping up along the way.

Participation

Participation is key in this class. We're going to practice working with each other, as well as the communities outside the classroom walls. We'll talk about how things we're learning can be applied in the Interactive Industry. The Industry moves very quickly, partly because of its inner ability to quickly communicate amongst itself. Participation with one another is how you'll learn to progress alongside the industry.

If you lack participation, you're going to start feeling like you're running alongside an accelerating train, so don't underestimate the importance of connecting with peers in the Flash community.

Lab Policies AIPD

Leave food and drink outside the class. Disciplinary action will be taken toward any student found using the equipment in an inappropriate manner, taking cell phone calls or surfing the web. Disruptive, disrespectful or rude behavior will not be tolerated.

Plagiarism AIPD

Presenting the writings, images or paraphrased ideas of another as one's own, is strictly prohibited at the Art Institute of Portland. Properly documented excerpts from other's works, when they are limited to an appropriate amount of the total length of a student's paper, are permissible when used to support a researched argument.

Attendance Policy for the Art Institute of Portland AIPD

Students who are absent from all scheduled classes over a 14-day period (2 weeks) are subject to automatic attendance suspension—from the Institute, not just from this course. This means the student is administratively withdrawn from all courses and cannot attend classes or continue in the current quarter unless he/she successfully appeals for reinstatement. Students who anticipate violating the attendance policy should contact their Academic Advisor or Academic Department Director immediately to discuss options such as withdrawing from the Institute or navigating the appeals process.

If you have to miss class for any reason, please communicate with me as soon as possible in regards to your absence so that we can find an appropriate and timely solution. Otherwise you will miss out on the information presented and your work will be marked as incomplete...No one wants that.

Students with Disabilities AIPD

"It is AiPD policy not to discriminate against qualified students with a documented disability in its educational programs, activities or services. If you have a disability-related need for adjustments or other accommodations in this class, contact the Disability Services Coordinator.

Mara Sievers
Disabilities Services Coordinator
The Art Institute of Portland
1122 NW Davis Street
Portland, OR 97209-2911
503-382-4836 msievers@aii.edu

Evacuation Procedures AIPD

Please proceed to the nearest exit when the strobe lights flash and an audible alarm occurs. AiPD's evacuation location is 10th and Davis; wait there for further instructions.

****ALWAYS ASSUME ANY EVACUATION IS REAL****

Course Calendar

Week 1

Flash CS 4 overview.

Assignment: Skills Exercise 1 — **DUE: WEEK 2**

Reading: Chapter 1

Week 2

ActionScript and Mathematical Operations

Assignment: Skills Exercise 2 — **DUE: WEEK 3**

Reading: Chapter 4

Week 3

MovieClip Interactions and understanding Scope

Assignments: Skill Exercise 3 – **DUE: WEEK 4**

Assignments: Midterm – **DUE: WEEK 5**

Reading: Chapter 12

Week 4

Complex Mouse Interaction

Assignments: Midterm – **DUE: WEEK 5**

Week 5

MIDTERM DUE

Assignments: Skill Exercise 4 – **DUE: WEEK 6**

Reading: Chapter 6

Week 6

DisplayList Exercise, and an intro to Loading

Assignments: Skill Exercise 5 – **DUE: WEEK 7**

Reading: Chapter 5

Week 7

Simplifying Repetitive Objects

Reading: Chapter 7

Week 8

Interactive Slideshow

Assignment: Final Project – **DUE: WEEK 10**

Reading: Chapter 9

Week 9

Object-Oriented Overview

Assignment: Final Project – **DUE: WEEK 10**

Reading: Chapter 2

Week 10

Turn in final project