

<b>COURSE NUMBER:</b>	COMP-245
<b>COURSE TITLE:</b>	<b>Interactive Authoring: Adobe Director</b>
<b>CREDIT HOURS:</b>	Three (3)
<b>INSTRUCTOR:</b>	Shari Hurlbutt
<b>OFFICE LOCATION:</b>	Room 124, Weinberg Hall
<b>OFFICE HOURS:</b>	Posted Outside Office Door
<b>TELEPHONE:</b>	620-251-7700, ext. 2024
<b>E-MAIL:</b>	sharih@coffeyville.edu
<b>REQUIRED TEXT:</b>	Gray, Tara. <u>Essentials for Design, Macromedia Director MX 2004 Comprehensive</u> . Prentice Hall, Inc., Copyright 2005.
<b>COURSE DESCRIPTION:</b>	This course is an introduction to creating multimedia applications using Adobe Director MX. Students will learn how to plan and create movies from scratch, import and manage media from other sources, add navigation and user interaction, and prepare and deliver movies for distribution on CD-ROM or the Web.
<b>EXPECTED LEARNER OUTCOMES:</b>	Upon successful completion of this course the student will be able to: <ol style="list-style-type: none"> <li>1. Understand Director basics.</li> <li>2. Work with graphics and text.</li> <li>3. Work with sprites and basic animation.</li> <li>4. Use interactivity, navigation, and transitions.</li> <li>5. Use behaviors, cursors and color palettes.</li> <li>6. Work with digital media.</li> <li>7. Prepare and deliver files.</li> </ol>

## LEARNING TASKS AND ACTIVITIES:

A list of competencies for each unit is attached. These will be discussed in class and will comprise the material covered on each test. Class time will include lecture of selected chapters from the text, demonstration of software, and student exercises. Students may need to spend additional time in the lab in order to complete exercises. Open lab times are posted outside the lab doors.

## ASSESSMENT OF OUTCOMES:

### Evaluation

The **grading scale** for the course will be:

A	100-90%
B	89-80%
C	79-70%
D	69-60%
F	59-0%

The final grade will be determined by averaging the grades of the following:

- ✓ Assignments = 50%
- ✓ Projects = 50%
- ✓ Attendance Adjustment

### Attendance

Attendance is of utmost importance in this course because the lectures and assignments will be completed in class at the computer. All students are expected to attend class.

Attendance will be taken at the beginning of the hour each class period. **If you are not present when attendance is taken, you will be counted absent for the day.**

It is the responsibility of the **student**, not the sponsor, to make definite arrangements with the instructor for makeup work **before** going on college-sponsored events. College-sponsored events will be counted as excused absences provided students complete all necessary assignments as designated by the instructor. If you do not inform your instructor of your absence **before** you leave, then you will be counted absent

The following scale will be used to determine your final grade in the class:

Number of Absences	Percent Adjustment
0	+5
1	+3
2	+2
3	+1
4	-3
5	-6
6	-9
7	MUST Withdraw from class.

**Example:**

If your grade average is 93% and you have 5 absences, then your final grade would be an 87%.

Grade average = 93%

5 absences = -6

Final grade = 87%

If your grade average is a 78% and you only have 1 absence, then your final grade would be an 81%.

Grade average = 78%

1 absence = +3

Final grade = 81%

**Any student who has 7 unexcused absences must drop the class for excessive absences and non-participation in the class.** It is the student's responsibility to take care of this procedure. The instructor will NOT complete this paperwork for you. Please refer to "Withdrawal from Classes for Non-Attendance/Non-Participation" – page 21 of the College catalog.

It is your choice to be in this class. If you choose to come to class, the instructor and fellow students demand your attention and respect. Cell phone usage, including text messaging, Ipod usage, or usage of any other electronic device is not allowed in class. Any student who cannot meet these expectations will be asked to leave the classroom and will be counted absent for that day.

## **Academic Honesty**

### **Absolutely No Tolerance!**

Each student is expected to do his or her own work. Appropriate action will be taken on any student who is found borrowing another student's work; this may include receiving a failing grade, being dropped from the class or being placed on academic probation.

***This syllabus is subject to revision with prior notice to the student by the instructor.***

## Interactive Authoring: Adobe Director

### Understand Director basics

1. Navigate through the Director environment.
2. Open a movie.
3. Customize the Director workspace.
4. Import and link cast members.
5. Create a Director movie.
6. View the score.
7. Save and play a movie.
8. Edit a movie.
9. Close a movie and exit Director.

### Work with graphics and text

10. Use the basic tools in the paint window.
11. Apply the features in the Text inspector.
12. Use the Text and Field Text windows.
13. Create editable text and bitmap text.
14. Use Ink effects and onion skinning.
15. Create vector-based shapes.
16. Import text files.

### Work with sprites and basic animation

17. Create basic animations.
18. Align items on the Stage.
19. Create and modify sprites.
20. Reverse animations.
21. Create film loops.

### Use interactivity, navigation, and transitions

22. Add graphics to create a menu.
23. Use Lingo scripts to navigate through a movie.
24. Turn cast members into interactive buttons.
25. Navigate with markers and behaviors.
26. Apply transitions.
27. Change the tempo of a movie.

### Use behaviors, cursors and color palettes

28. Apply behaviors to sprites and frames.
29. Use the Behavior inspector and Behavior tab.

30. Edit cursor properties.
31. Create animated cursors.
32. Build custom color palettes.
33. Alter color palette properties..

Work with digital media
-------------------------

34. Import media files.
35. Play media files.
36. Explore media preferences.
37. Use behaviors and scripts to control media playback.
38. Scale and crop video on the stage.
39. Use the DTS video option.

Prepare and deliver files
---------------------------

40. Streamline your files.
41. Set up stand-alone applications.
42. Create files that run through a browser.
43. Export animations as QuickTime movies.
44. Save your project to CD or DVD.