

## **INTM 4300 – Programming for Interactive Media 2**

### **Term**

Fall 2010 – 16 week course

### **Course Description**

Advanced interactive media development for a variety of applications. Students will continue to explore the integration of 2-D vector based animation with more sophisticated interactivity. Topics covered include the development of web sites, games and instructional media.

### **Prerequisites**

INTM 3300

### **Learning Outcomes**

- 1) Students will develop intermediate/advanced skills in ActionScript programming.
- 2) Students will learn systematic methods for testing and debugging interactive applications.
- 3) Students will experience the importance of user testing interactive media applications.
- 4) Students will develop an appreciation for the versatility of applications built with vector-based graphics and the latest version of ActionScript.

### **Assessment of Learning Outcomes**

- 1) Actionscript skills will be assessed via the resulting interactive media projects developed with these technologies
- 2) Actionscript skills will also be assessed via a final exam.
- 3) Students process and methodology will be assessed via in-process critiques and quality of project developed.
- 4) Students understanding of the versatility of the medium will be assessed via choice and execution of all projects.

### **Summary of Assignments and Grade Calculation**

Project 1 = 30%

Project 2 = 30%

Exams = 30%

Class Participation = 10%

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## **Weekly Plan**

### **Class 1**

ActionScript fundamentals review

### **Class 2**

Learning the Flash player object model

### **Class 3**

Creating Button and MovieClip objects

### **Class 4**

Creating classes

### **Class 5**

Creating components

### **Class 6**

Building applications with screens

### **Class 7**

Using the Flash application framework

### **Class 8**

Presentation of Project 1  
Learning the UI component framework

### **Class 9**

Using UI component APIs

### **Class 10**

Creating visual objects dynamically

### **Class 11**

Retrieving data from XML files

### **Class 12**

Consuming Web services

### **Class 13**

Accessing remote services using Flash remoting

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**Class 14**

Using the DataGrid component

**Class 15**

Persisting data on the client with SharedObjects

**Class 16**

Wrap Up / Exam / Presentation of Project 2