

**COURSE OUTLINE**  
Revision : Mary Lantz, May 2008

DEPARTMENT: Academic Programs

CURRICULUM: Art

COURSE TITLE: Multimedia Art II

COURSE NUMBER: ART 217

TYPE OF COURSE: Academic  
Special Requirement Met: None

AREA(S) OF KNOWLEDGE: Music, Art and Drama

COURSE LENGTH: 1 quarter

CREDIT HOURS: 5

LECTURE HOURS: 44

LAB HOURS: 22

CLASS SIZE: 24

PREREQUISITES: CTN 164 or ART 216

**COURSE DESCRIPTION:**

In this course students will bring their multimedia design and interaction scripting skills to the next level. The technical focus is on Macromedia flash development using complex animation, advanced design and action scripting for increased interactivity. Topics include, event/event handler logic, creating variables, setting values and using flash to create animation and effects for video. This class is offered concurrently with CTN 169

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STUDENT LEARNING OUTCOMES ADDRESSED:

1. Computation – Use arithmetic and other basic mathematical operations as required by program of study.
2. Human relations – use social interactive skills to work in groups effectively.
3. Critical thinking and problem solving – thinking critically in evaluating information, solving problems and making decisions.
4. Technology – select and use appropriate technological tools for personal, academic and career tasks.
5. Personal Responsibility – be motivated and able to continue learning and adapt to change. Value one's own skills, abilities, ideas and art. Take pride in one's work.
6. Information literacy – access and evaluate information to achieve personal, academic and career goals, as well as to participate in a democratic society.

GENERAL COURSE OBJECTIVES:

1. Demonstrate knowledge of advanced animation techniques
2. Demonstrate knowledge of advanced interaction design
3. Demonstrate knowledge of events and event handler logic.
4. Demonstrate knowledge of all default flash actions
5. Demonstrate ability to use variables and then logic
6. Demonstrate ability to pass new values to variables (including text fields)
7. Demonstrate knowledge of using flash to create animation and effects for video

TOPICAL OUTLINE:

APPROX. HOURS

I. Overview of the anatomy of default action scripts	10
II. Review of Advanced animation techniques	10
III. Basic animation techniques events	10
IV. Anatomy of a flash movie	5
V. Multiple movie strategies	5
VI. Logic, variables and databases	5
VII. Variables and text fields	5
VIII. Effects for video	5

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SLO #	Included in Course Objective Number	SSCC Student Learning Outcomes
SLO 1.1		Communication - Read and listen actively
SLO 1.2		Communication - Speak and write effectively
SLO 2.1	3,5,6	Computation - Use mathematical operations
SLO 2.2		Computation - Apply quantitative skills
SLO 2.3		Computation - Identify, interpret, and utilize higher level mathematical and cognitive skills
SLO 3.1		Human Relations - Use social interactive skills to work in groups effectively
SLO 3.2		Human Relations - Recognize the diversity of cultural influences and values
SLO 4.1	1,2,3,4,5,6,7,	Critical Thinking and Problem Solving -
SLO 5.1	1, 2,3,4,5,6,7	Technology - Select and use appropriate technological tools
SLO 6.1	7	Personal Responsibility - Be motivated and able to continue learning and adapt to change
SLO 6.2	7	Personal Responsibility - Value one's own skills, abilities, ideas and art
SLO 6.3	7	Personal Responsibility - Take pride in one's work
SLO 6.4		Personal Responsibility - Manage personal health and safety
SLO 6.5		Personal Responsibility - Be aware of civic and environmental issues
SLO 7.1	5,6,7	Information Literacy - Access and evaluate information
SLO 7.2	5,6,7	Information Literacy - Use information to achieve personal, academic, and career goals, as well as to participate in a democratic society

PREPARED BY: Mary Lantz  
DATE: May 2008

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