



NewMediaArts
Kapi'olani Community College, University of Hawaii

Art258interfaceprogrammingII

kcc :: new media arts
kopiko 202 :: TR :: 10:45 AM - 1:15 PM
instructor: chris gargiulo :: office: olapa 130
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:: coursesyllabus

COURSE INFO

ART 258 Interface Programming II (3 credits)

6 hours lecture/lab per week

Prerequisite: Art 128 with a grade of "C" or higher and satisfactory completion of the Interface Programming portfolio review or acceptance into a NMA AS specialization.

Art 258 Interface Programming II builds upon the skills and principles learned in Art 128 Interface Programming I. Through lectures, demonstrations, and hands-on exercises, this course develops skills to create effective web sites by using Flash and writing and editing Actionscript to add interactivity and animation to web design. Intermediate level work will be completed integrating Flash, HTML, CSS and JavaScript.

COURSE OBJECTIVES

Upon successful completion of ART 258, the student should be able to:

- Analyze user-centered designs that demonstrates a need for Flash.
- Demonstrate the ability to research topics in interface programming and be able to analyze and apply basic computer programming techniques using ActionScript in the Flash authoring environment.
- Explain accessibility, cross-platform, and browser related issues with regard to Flash and HTML.
- Demonstrate a clear understanding of the full Flash web site development process by completing all phases from the preliminary planning stage through design explorations and revisions to the final coded and launched product.
- Experiment by taking risks through the process of exploration during the creative problem solving process.
- Demonstrate strong group communication skills and the ability to speak clearly during critiques while defending the conceptual merits of work produced for the course.

COURSE CONTENT

A. Flash and ActionScript

50%

- Analyze the possibilities and limitations of Flash and ActionScript.
- Analyze samples of interactive Flash applications on the Internet.
- Learn basic ActionScripting techniques by creating small Flash interfaces.
- Learn the different methods for preparing, manipulating, and displaying multimedia content (text, image, and sound) in Flash.

B. Flash and Interface Design

50%

- Implement a fully featured Flash interface using built-in Flash features and basic ActionScript.
- Learn how Flash integrates with other technologies such as JavaScript, HTML, and CSS by implementing a Flash interface into an HTML document.

TEXTS

There are no required texts for this course. Readings will be supplied by the instructor on a week to week basis, in either paper handout form or online.

Recommended, but not required, texts:

- Flash CS5 Professional for Windows and Macintosh (Visual QuickStart Guide)
by Katherine Ulrich

MATERIALS

The primary software used in this class is Macromedia Flash, which will be installed on all computers in class and in the labs.

All students are required to have hosting space to post their designs, assignments, and ultimately their final web site. Students are required to purchase a hosting plan with a third party hosting provider. Past students have purchased hosting plans from Bluehost, iPage Super Green Hosting, and GoDaddy (these are just a few of many hosting providers available). Plans should include ample disk space (ie. more than 2GB or unlimited), support for CGI, PHP, and MySQL, multiple domain hosting (to host more than one site), one-click install/support for Wordpress, Joomla, and Drupal (popular CMS options), and a low, competitive price (an example rate is around \$3-\$5/month – this is subject to change based upon current trends for hosting prices).

In addition to producing digital designs, students will be required to submit sketches on paper. While it is not required, it is recommended that you purchase a cheap sketchbook and a set of black and/or grayscale markers.

Additional materials may include backup media (such as external hard drives, blank cd's, or a usb flash card) and printer paper.

METHOD OF INSTRUCTION

The method of instruction will include lectures, studio demonstrations, project development, individual instruction, group discussions, and critiques. Examples are presented when important to describe course content. Class projects and procedures are the focus of many course discussions.

METHOD OF EVALUATION

A. Projects Assignments 80%

- a. **Clarity of Conceptual Understanding** 40%
Students will demonstrate their conceptual understanding of project assignments by creating preliminary sketches and drawings and by meeting each project's technical specifications. Students may also be asked to show their understanding by submitting clearly written, well-conceptualized statements, and by showing strong group communication skills during critiques.

- b. **Quality of Execution of Assignments** 40%
Each student will be expected to create resources (sketches, creative briefs, coded interfaces, digital designs, etc.) based on project guidelines. Additionally, they will complete tutorials and projects that demonstrate their ability to execute specific software and coding techniques. The quality of these techniques and materials will be assessed in the final grade evaluation based on the successful application of the technology in working interactive models.

B. Participation/Attendance 20%

Students will be expected to participate as active class members. This includes attending all classes; meeting all project deadlines; completing production time outside of class in the lab environment; and participating as dependable team members. During critiques, all students are required to participate as both presenters and active critics.

INSTRUCTORS' EXPECTATION:

Lectures, demonstrations and general class participation are an important aspect of this course. For all instructional activities, students are responsible for meeting all of the instructor's attendance and assignment requirements. Failure to do so may affect their final grade. For unexcused absences, students need to make arrangements with other class members regarding information. Since this is a college course, time outside of class will need to be consistently spent on projects to meet the requirements of the class.

In all college-related activities, including instruction, students must abide by the college's codes and regulations, refraining from behavior that interferes with the rights and safety of others in the learning environment. If students file a grievance, they are fully responsible for providing proof that they have been wronged.

Please do not email during class time. You can check your email during class breaks.

INSTRUCTOR ABSENCE:

In the event of the instructor's absence, college policy requires students to wait 15 minutes before leaving.

ATTENDANCE:

Each student is responsible for the material presented in class, therefore regular attendance is expected. In order to keep up with all lessons and the general pace of the class it is essential that you arrive promptly and remain for the scheduled class period. Leaving class early without permission will result in an absence marked for that class period. Three tardies will equal one unexcused absence. Consistent lateness and

absences may result in a lower grade for the semester due to any missed opportunities for graded class participation sessions during class critiques. If you are absent for medical reasons, please provide a note from your doctor or nurse. If there is a severe family problem, a long-term personal illness, or something else that may interfere with the course, please discuss this with me as early as possible. So long as I know about any potential problems in advance, there is usually a solution. Please do not wait until it is too late so as to avoid any repercussions to your grade.

GRADING POLICY:

Grading is based on assignments, projects, and class participation during critiques. It is the responsibility of the student to collect handouts, take notes, complete and turn in assignments on due dates. Make-up assignments will be administered only in cases where there is a valid medical reason accompanied by a doctor's note. The assigned projects must be turned in on the due date. **Missing a deadline will result in a full letter grade reduction for that project unless there is a valid medical reason or a family emergency.** Projects may be revised and turned in again for re-grading. Class participation will be considered in the evaluation of the final grade. Disruptive or argumentative behavior will result in a lower grade during final grade evaluation or dismissal from class.

Note: Any student missing the final semester critique or not turning in a final project without prior permission will have a full letter grade taken off the final semester grade.

GRADING SYSTEM:

All projects are worth 100 points each.

A	90-100	B	80-89	C	70-79	D	60-69	F	59-0
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SPECIAL STUDENT SERVICES (SSSO)

If you have a documented disability and have not voluntarily disclosed the nature of your disability and the support you need, you are invited to contact the Disability Support Services Office (DSSO), 734-9552 (V/TTY), Ilima 103, for assistance.

Extended time in a minimal distraction environment is an appropriate accommodation based on a student's disability. If you do have a disability and have not voluntarily disclosed the nature of your disability and support that you, you are invited to contact the Disability Support Services Office, (DSSO) 734-9552 (V/TTY), Ilima 103 for assistance.

STUDENT CONDUCT CODE

A college campus is a community with specific behavior expectations designed to allow all students, faculty, and staff to flourish. Please familiarize yourself with KCC's Student Conduct Code in the course catalog. You should know your rights and responsibilities on campus. The Student Conduct Code describes specific campus policies related to: drug and alcohol use, smoking, lethal weapons, sexual harassment and sexual assault, academic honesty, nondiscrimination, and family privacy.

In all campus environments, Disruptive Behavior will not be tolerated. This means: any speech or action that (1) is disrespectful, offensive, and/or threatening; (2) interferes with the learning activities of other students; (3) impedes the delivery of college services; and/or (4) has a negative impact in any learning environment.

The instructor reserves the right to ask a student to leave the classroom at any point if a student exhibits behavior that is not in accordance with the KCC Student Conduct Code.

THIS CLASS IS A “SAFE ZONE”

Discriminatory or rude comments of any kind, particularly regarding gender, ethnicity, sexual orientation, or religion, will not be tolerated.

SCHEDULE

Throughout the semester we will be covering a variety of ActionScript topics and techniques:

- Overview of software (Flash)
- Introduction to ActionScript
- Old and new flash techniques and practices
- Working with the actions panel
- Controlling the timeline
- Events & Event Handlers
- Targeting frames, movie clips, & scenes
- Using variables
- Importing & controlling sound
- Loading external files
- Exporting options and publishing techniques

Midterm Project

Students will be learning the basics of ActionScript by completing weekly exercises using a template design provided by the instructor. For the midterm, students will customize, or “reskin,” this template into a custom designed client Flash site.

Final Project

Students will go through the full design process of planning, designing, and building one working Flash web site throughout the second half of the semester.

Weekly Schedule

Weeks 1-6 :: Learning ActionScript

- Assignments:
 - Simple Flash Site
 - Weekly Exercises
 - Complex Flash Site – [MIDTERM]

Weeks 6-9 :: FINAL PROJECT: Research & Design

- Assignments:
 - Rounds 1, 2, & 3 (FINAL) designs

Weeks 10-16 :: Production

- **Final Assignment – Coded Flash Web Site:**
 - **Final site is due week 16**