

Coffeyville Community College

**COMP-296-01
COURSE SYLLABUS**

FOR

***Web Animation
Spring 2020
Face-to-Face***

**Instructor:
*Mrs. Darla Thornburg***

| | |
|-----------------------------------|---|
| COURSE NUMBER: | COMP-296-01 |
| FORMAT: | Face-to-Face |
| COURSE TITLE: | Web Animation |
| CREDIT HOURS: | Three (3) |
| TIME/DAYS: | 11:00 - 11:50 / Monday, Wednesday, Friday |
| INSTRUCTOR: | Mrs. Darla Thornburg |
| OFFICE LOCATION: | Office 111, Weinberg Hall |
| OFFICE HOURS: | Posted outside office door or call/e-mail for an appointment. |
| OFFICE PHONE: | 620.252.7063 |
| E-MAIL: | darlat@coffeyville.edu (preferred) |
| LAST DAY TO WITHDRAW: | April 3, 2020 |
| PREREQUISITE(S): | None |
| REQUIRED TEXT: | <u>Textbook information to be given at a later date.</u> |
| COURSE DESCRIPTION: | This course will teach students how to use a multimedia authoring and computer animation program to create dynamic, compelling, and highly interactive Web content. Students will use the animation program as a drawing tool, an animation environment, a programming language and a Web authoring package. |
| EXPECTED LEARNER OUTCOMES: | Upon successful completion of this course the student will be able to: <ol style="list-style-type: none"> 1. Use the software workspace. (PO 1-3) 2. Explore drawing tools and objects. (PO 1-3) 3. Work with symbols, the library and interactivity. (PO 1-3) 4. Create Animations. (PO 1-3) 5. Optimize and publish movies. (PO 1-3) 6. Create buttons and use media. (PO 1-3) 7. Work with ActionScript. (PO 1-3) |

LEARNING TASK AND ACTIVITIES:

The competencies for this course will be discussed in class and will comprise the material covered on tutorials, exercises, activities, skills reviews, and exams. Class time will include lecture of selected chapters from the text and demonstration of software. Students will 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 total points earned plus/minus an attendance adjustment.

Final Exam:

Your final exam is scheduled for **Wednesday, May 6, 2020 at 12:00 p.m. to 1:40 p.m.** All students **must** take the final exam on this date at this time. The final will not be given at any other time. **NO EXCEPTIONS!!** If the Final Exam is not taken, students will receive a 0 **and** will be dropped a letter grade.

COMPETENCIES:

See Page 6

COURSE ASSESSMENT AND LEARNING ACTIVITIES SCHEDULE:

See Page 8

STUDENT SUCCESS AND ACCOMMODATION STATEMENT:

The **Student Success Center (SSC)** provides free academic support services to all Coffeyville Community College students. SSC is designed to promote and support academic growth and success for all three CCC campuses. The center is committed to offering a wide range of academic services, including one-on-one assistance from a student tutor. Students who are in need of academic accommodations should contact the Student Success Center. Weekday hours are typically 8 a.m. to 5 p.m.

Student Success Center Hours **during the Academic Fall and Spring Semesters** are Monday through Thursday from 8 a.m. until 10 p.m. and Friday 8 a.m. until 5 p.m.

Instructional support for technical education programs/courses is provided by the Learning Lab Coordinators at the respective technical campus location. Learning Labs are available for student use Monday through Friday from 8:00 a.m. till 3:30 p.m.

ACADEMIC HONESTY:

Coffeyville Community College expects students to display the highest level of academic and personal integrity. Academic honesty is an expectation in each and every classroom and in all course work. In addition, most instructors list specific policies regarding cheating and plagiarism in their course syllabus. Students can expect disciplinary action for failing to maintain a standard of honesty. Violations will be filed in the Vice President for Academic Services Office.

Each student is expected to do his or her own work. Any student who is suspected of borrowing another student's work, doing another student's work, or giving a student his/her work will be dropped from the class or receive an F.

Absolutely no tolerance!

ATTENDANCE POLICY:

Students are expected to attend all classes. Regular class attendance is necessary for maximum success in college. **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 coach or activity sponsor, to make definite arrangements for all work **before** going on field trips or other College-sponsored trips. College-sponsored activities will be counted as excused absences provided students complete all necessary assignments as designated by the instructors and the coach or activity sponsor notifies the instructor at least three (3) days prior to the day(s) the student will be absent. Excused absences are to include academic competition, judging team competition, music events, official athletic events, field trips, convocations and other College-sponsored events as approved by the Vice President for Academic Services.

The following scale will be used to determine your attendance adjustment for your final grade:

| Monday, Wednesday, Friday | | |
|---------------------------|----------------|--|
| Number of Absences | Minutes Missed | Percent Adjustment |
| 0 | 0 min | +5% |
| 1 | 50 min | +3% |
| 2 | 100 min | +2% |
| 3 | 150 min | +1% |
| 4 | 200 min | -1% |
| 5 | 250 min | -3% |
| 6 | 300 min | -6% |
| 7 or more | 350 min | Must withdrawal from class or if past drop date 10% |

Any student who has **seven 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**

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. **The use of an electronic device is disruptive, and is therefore prohibited during class. Any student who cannot meet these expectations will be asked to leave the classroom and will be counted absent for that day.**

This syllabus is subject to revision with notification to the student.

COMPETENCIES:

USE THE WORKSPACE (PO 1-3)

1. Understand the software workspace.
2. Open a document and play a movie.
3. Create and save a movie.
4. Work with the Timeline.
5. Add layers and elements.
6. Distribute a movie

EXPLORE DRAWING TOOLS AND OBJECTS (PO 1-3)

7. Understand vector and bitmap graphics.
8. Create a new document.
9. Set tool options, create shapes, and apply colors.
10. Reshape and modify objects.
11. Copy and transform objects.
12. Use the design panels.
13. Create and modify text.

WORK WITH SYMNBOLS, LIBRARY AND INTERACTIVITY (PO 1-3)

14. Utilize symbols, instances, and the Library panel.
15. Create and edit symbols.
16. Add and edit instances.

CREATE ANIMATIONS (PO 1-3)

17. Use frames.
18. Create motion tween animations
19. Create and copy a motion path.
20. Using easing
21. Create and animate nested symbols.
22. Create frame-by-frame animations.
23. Create a shape tween.
24. Use shape hints.
25. Create a mask.

OPTIMIZE AND PUBLISH MOVIES (PO 1-3)

26. Optimize a movie.
27. Explore publish settings.
28. Publish a Movie for the Web.
29. Create and export a publish profile.
30. Create a projector file.
31. Exporting image files.

CREATE BUTTONS AND USE MEDIA (PO 1-3)

- 32. Create a button symbol.
- 33. Edit button states
- 34. Add text to a button.
- 35. Add sound to a button.
- 36. Add video to a movie.

WORK WITH ACTIONSCRIPT (PO 1-3)

- 37. Add a stop action to a movie.
- 38. Add a play action to a button.
- 39. Copy and modify code.
- 40. Test code.
- 41. Open a website with a button.

ADD SOUND AND VIDEO (PO 1-3)

- 42. Work with sound.
- 43. Specify synchronization options.
- 44. Modify sounds.
- 45. Use ActionScript with sound.
- 46. Work with video.

Learning Activities Schedule:

| WEEK 1 | |
|--------------------------------|---|
| Lesson Title: | Course Information and Maintenance |
| Method of Instruction: | <input type="checkbox"/> Login <input type="checkbox"/> Syllabus <input type="checkbox"/> Attendance Policy <input type="checkbox"/> Acceptable Use Policy <input type="checkbox"/> Lab Rules <input type="checkbox"/> E-mail Setup <input type="checkbox"/> Review Moodle <input type="checkbox"/> Setup Taskbar Applications |
| Assignments/Assessment: | <input type="checkbox"/> Complete Student Questionnaire <input type="checkbox"/> Complete Classroom Introduction <input type="checkbox"/> Complete E-mail Assignment <input type="checkbox"/> Copy Data Files |
| WEEK 2 | |
| Lesson Title: | Animate Environment and Drawing Tools |
| Lesson Location: | Textbook information coming soon... |
| Method of Instruction: | <input type="checkbox"/> Lecture on Animate Environment and Drawing Tools |
| Assignments/Assessment: | <input type="checkbox"/> Complete Animate Environment Handout |
| WEEK 3 | |
| Lesson Title: | Drawing |
| Lesson Location: | Textbook information coming soon... |
| Method of Instruction: | <input type="checkbox"/> Lecture over utilizing drawing tools and tips on drawing a simple cartoon character – guy fla |
| Assignments/Assessment: | <input type="checkbox"/> Add facial expressions to multiple guy characters using layers. |
| WEEK 4 | |
| Lesson Title: | Drawing assignments |
| Lesson Location: | Textbook information coming soon... |
| Method of Instruction: | <input type="checkbox"/> Lab Week/Work Day |
| Assignments/Assessment: | <input type="checkbox"/> Assignment: Runner <input type="checkbox"/> Assignment: Car <input type="checkbox"/> Assignment: Cartoon Character (Student Choice – must be approved) |
| WEEK 5 | |
| Lesson Title: | Drawing assignments continued... |
| Lesson Location: | Textbook information coming soon... |
| Method of Instruction: | <input type="checkbox"/> Lab Week/Work Day |
| Assignments/Assessment: | <input type="checkbox"/> Assignment: Frog with layers <input type="checkbox"/> Assignment: City with Layers |

| WEEK 6 | |
|--------------------------------|---|
| Lesson Title: | Drawing assignments continued... |
| Lesson Location: | Textbook information coming soon... |
| Method of Instruction: | <input type="checkbox"/> Lab Week/Work Day |
| Assignments/Assessment: | <input type="checkbox"/> Assignment: Desk with layers (Detailed) |
| WEEK 7 | |
| Lesson Title: | Animation: Frame-by-Frame |
| Lesson Location: | Textbook information coming soon... |
| Method of Instruction: | <input type="checkbox"/> Lecture over Frame-by-Frame Animation <input type="checkbox"/> Discuss Animate Shortcuts |
| Assignments/Assessment: | <input type="checkbox"/> Assignment: Countdown |
| WEEK 8 | |
| Lesson Title: | Frame-by-Frame Animation continued... |
| Lesson Location: | Textbook information coming soon... |
| Method of Instruction: | <input type="checkbox"/> Frame-by-Frame Lecture: Marilyn |
| Assignments/Assessment: | <input type="checkbox"/> Banana Assignment |
| WEEK 9 | |
| Lesson Title: | Animation: Classic Motion Tweens |
| Lesson Location: | Textbook information coming soon... |
| Method of Instruction: | <input type="checkbox"/> Lecture over Motion Tween Animation |
| Assignments/Assessment: | <input type="checkbox"/> Assignment: Motion 1 <input type="checkbox"/> Assignment: Motion 2 <input type="checkbox"/> Assignment: Recycle <input type="checkbox"/> Assignment: Motion 4 <input type="checkbox"/> Assignment: Car |
| WEEK 10 | |
| Lesson Title: | Animation: Classic Motion Tween continued... |
| Lesson Location: | Textbook information coming soon... |
| Method of Instruction: | <input type="checkbox"/> Lab Week/Work Day |
| Assignments/Assessment: | <input type="checkbox"/> Assignment: Pool <input type="checkbox"/> Assignment: OYO (Own Your Own) |
| WEEK 11 | |
| Lesson Title: | Animation: Motion Guides |
| Lesson Location: | Textbook information coming soon... |
| Method of Instruction: | <input type="checkbox"/> Lecture over Motion Guides |
| Assignments/Assessment: | <input type="checkbox"/> Assignment: Basketball <input type="checkbox"/> Assignment: Goal <input type="checkbox"/> Assignment: Ant <input type="checkbox"/> Assignment: Frog <input type="checkbox"/> Shape Tween Lecture |
| WEEK 12 | |

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|--------------------------------|---|
| Lesson Title: | Animation: Shape Tweening |
| Lesson Location: | Textbook information coming soon... |
| Method of Instruction: | <input type="checkbox"/> Lecture over Shape Tweening |
| Assignments/Assessment: | <input type="checkbox"/> Assignment: ST1 <input type="checkbox"/> Assignment: Ravens |
| WEEK 13 | |
| Lesson Title: | Animation: Mask |
| Lesson Location: | Textbook information coming soon... |
| Method of Instruction: | <input type="checkbox"/> Lecture over Masking |
| Assignments/Assessment: | <input type="checkbox"/> Assignment: <input type="checkbox"/> Assignment: <input type="checkbox"/> Assignment: |
| WEEK 14 | |
| Lesson Title: | Interactive Buttons |
| Lesson Location: | Textbook information coming soon... |
| Method of Instruction: | <input type="checkbox"/> Lecture over creating Interactive Buttons and ActionScript |
| Assignments/Assessment: | <input type="checkbox"/> Assignment: Interactive Buttons <input type="checkbox"/> Assignment: Interactive Buttons #2 |
| WEEK 15 | |
| Lesson Title: | Final Project |
| Lesson Location: | Textbook information coming soon... |
| Method of Instruction: | <input type="checkbox"/> Discuss Final Project requirements. |
| Assignments/Assessment: | <input type="checkbox"/> Final Project |
| WEEK 16 | |
| Lesson Title: | Final Project continued... |
| Lesson Location: | Textbook information coming soon... |
| Method of Instruction: | <input type="checkbox"/> Lab Week/Work Day |
| Assignments/Assessment: | <input type="checkbox"/> Final Project |

Spring 2020 MAIN CAMPUS FINAL SCHEDULE:

| REGULAR CLASS TIME | FINAL EXAM DATE & TIME |
|---------------------------|-----------------------------------|
| 8:00 AM MWF | 8:00 – 9:40 Wednesday, 5/6 |
| 9:00 AM MWF | 10:00 – 11:40 Thursday, 5/7 |
| 10:00 AM MWF | 10:00 – 11:40 Friday 5/8 |
| 11:00 AM MWF | 12:00 – 1:40 Wednesday, 5/6 |
| 12:00 PM MWF | 12:00 – 1:40 Thursday, 5/7 |
| 1:00 PM MWF | 2:00 – 3:40 Friday, 5/8 |
| 2:00 PM MWF | 2:00 – 3:40 Wednesday, 5/6 |
| 3:00 PM MWF | 4:00 – 5:40 Thursday, 5/7 |
| 7:30 AM TR | 8:00 – 9:40 Thursday, 5/7 |
| 9:00 AM TR | 8:00 – 9:40 Friday 5/8 |
| 10:30 AM TR | 10:00 – 11:40 Wednesday, 5/6 |
| 12:00 PM TR | 2:00 – 3:40 Thursday, 5/7 |
| 1:30 PM TR | 12:00 – 1:40 Friday, 5/8 |
| 3:00 PM TR | 4:00 – 5:40 Wednesday, 5/6 |

FINALS FOR TECHNICAL PROGRAM CLASSES, EVENING CLASSES AND ONE CREDIT HOUR COURSES ARE ON THE LAST SCHEDULED DAY OF CLASS. ALL OTHER CLASSES WILL SCHEDULE FINAL EXAMS BY ARRANGEMENT.

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