

General Information:

Course: VC485 Intro to Interactive
Instructor: Curtis Harvey
Class: MTWTh 8-11:30am Bldg. 98A Rm. 105 (5/10 – 5/28/04)
Office Hours: TBA
Email: curtis@curtisharvey.com
Website: <http://www.curtisharvey.com/i2i/>

Prerequisites:

Students should have basic computer skills and a willingness to learn.

Course Description:

3 week pre-session summer course conversing basic web and interactive technologies. Learn the “right” way to build a website. Learn about web standards and how they benefit both you (the developer) and the end-user. Learn how to create basic interactive movies in Flash.

Objectives:

By the end of the course students should be able to build a simple website, manage online files, create a basic Flash movie (with interaction) and possess the foundation needed to further their education in web technologies.

Structure:

Interactive lecture. Students are expected to attend class, participate, and show genuine interest in the material covered. Prepared lectures will be run in a workshop fashion where students are encouraged to ask questions and contribute to discussion. Two mini-project tests will be given, plus a final project combining all material covered.

Recommended Books & Resources:

See <http://www.curtisharvey.com/i2i/resources.html> for recommendations.

Grading System:

Course is graded Pass/Fail.
2 mini-project tests given at the end of each of the first 2 weeks. 50% of grade.
1 final project due at the end of the course. 50% of grade.
Fail < 75% < Pass

Course Calendar (Outline):

Week 1:

Day 1:

Introduction to online file management including web servers, FTP, HTTP, client-server relationship, browsers (and how they work).
History of the web. What are web standards?

Day 2:

HTML / XHTML syntax, creating structure with markup.
mini-project #1 assigned

Day 3:

XHTML reference tags, giving your structure identifiers
CSS, applying style to your markup.

Day 4:

CSS (day two), more style
mini-project #1 due, review

Week 2:

Day 1:

Introduction to Flash, drawing, timeline, and symbols (library), publishing flash movies and embedding them in HTML pages.
mini-project #2 assigned

Day 2:

Creating animation, Timeline tweens, playhead controls, naming and working with MovieClip instances, basic ActionScript.

Day 3:

Interactive Flash, capturing user interaction, button events, input and dynamic text fields.

Day 4:

ActionScript tweens, controlling objects with code. Flash experimental interactive art demo.
mini-project #2 due, review
final project assigned

Week 3:

Day 1:

Returning to web standards, theory and best practices.
work on final project, one-on-one help

Day 2:

Accessibility & Usability, how to account for and provide access to people with disabilities.
Screen reader demo and guest lecture ***pending.
work on final project, one-on-one help

Day 3:

preliminary critique of final project, get feedback from class
make changes to finish up on final project

Day 4:

full critique of final project
class wrap-up.