

**Multimedia Production and Performance  
San José State University  
Television Radio Film Theater  
RTVF142/TA142, Section 1, Spring 2009**

<b>Instructor:</b>	John Bruneau
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<b>Office Hours:</b>	W 5:30pm-6:00pm, 9:30pm,10:00pm or by appointment
<b>Class Days/Time:</b>	W 6:00pm-9:30pm
<b>Classroom:</b>	HGH 222
<b>Prerequisites:</b>	Basic computer skills and instructor consent.
<b>Class Site:</b>	ksjs1.sjsu.edu/ta142
<b>Course Fees:</b>	This course has a lab fee of \$40

### **Course Description**

Exploration of Multimedia, specifically Flash as a production medium. Features tools and techniques for both low and high bandwidth web-based multimedia content creation.

### **Course Goals and Student Learning Objectives**

#### **Course Content Learning Outcomes**

**Upon successful completion of this course, students will be able to:**

- Design and animate vector based graphics
- Demonstrate a working knowledge Flash web design
- Demonstrate a fundamental comprehension of Actionscript
- Articulate an understanding of basic interface design principles

### **Material requirements**

- A USB thumb drive.
- Flash 8 or greater.
- A laptop with a wireless card is highly recommended for this course.
- A SJSU wireless account can be obtained at: <http://www.sjsu.edu/unixaccounts>
- A Flash Book of your choice to use as reference text.

## **Classroom Protocol**

Students are responsible for all of the material presented in class. All assignments must be presented on the due date. Late assignments will be excepted no more than 2 weeks after the due date, but with a grade reduction. Students are expected to meet with the instructor to review progress and discuss individual approaches on advanced assignments. Students are expected to perform the necessary background research on topics and techniques appropriate to completion of the assignments and projects. Some of the technical aspects of the class can be demanding and require that students work independently on problem solving.

## **Requirements for an Incomplete grade**

To receive an "incomplete" a student must have completed at least 2/3 of the semester work, have a legitimate excuse, and already be passing the class.

## **Dropping and Adding**

Students are responsible for understanding the policies and procedures about add/drops, academic renewal, etc. [Information on add/drops are available at http://info.sjsu.edu/web-dbgen/narr/soc-fall/rec-298.html](http://info.sjsu.edu/web-dbgen/narr/soc-fall/rec-298.html). [Information about late drop is available at http://www.sjsu.edu/sac/advising/latedrops/policy/](http://www.sjsu.edu/sac/advising/latedrops/policy/). Students should be aware of the current deadlines and penalties for adding and dropping classes.

## **Assignments and Grading Policy**

A+	99 and above
A	98-93
A-	92-90
B+	89-87
B	86-83
B-	82-80
C+	79-77
C	76-73
C-	72-70
D+	69-67
D	66-60
F	59 or below

## **Grading Breakdown**

Assignments. . . 50%  
Final Project. . . 30%  
Participation. . . 20%

## **Grading Criteria**

1. A professional level of effort

2. Formal and Technical Achievement
3. Innovative Response and Conceptual Approach
4. Completed in a timely manner.

## **Assignments**

Assignments are polished production pieces. They are fully functional works, both aesthetically and technically. Creativity, aesthetic composition, innovative use of the program and functionality will be considered in assigning grades. Students must demonstrate a mastery of topical concepts and techniques.

## **Final Project**

The Final will be customized for each individual student to reflect his or her particular goals in flash production. This project will be a substantial undertaking and the ultimate proof of skills learned. It must show the utmost level of quality and professionalism. The project proposal must be okayed by the instructor. Students are required to meet with the instructor while the project is being completed as well as discuss progress and changes to the project with the instructor.

## **Participation**

Involvement in the discussions, critiques, demos, and final presentations are critical for each student and the class to excel. Thus you will be graded on actual participation. Just showing up is not good enough. Presentations, mini-exercises, mini-quizzes, will also be used to quantify participation.

## **Extra Credit**

Any outside but related project can be eligible for extra credit. Extra credit will also be given on any assignment where a student goes beyond the minimum requirements laid out by the instructor. Amount of extra credit is based solely on what is deemed appropriate by the instructor.

## **University Policies**

### **Academic integrity**

Students should know that the University's [Academic Integrity Policy is available at http://www.sa.sjsu.edu/download/judicial\\_affairs/Academic\\_Integrity\\_Policy\\_S07-2.pdf](http://www.sa.sjsu.edu/download/judicial_affairs/Academic_Integrity_Policy_S07-2.pdf). Your own commitment to learning, as evidenced by your enrollment at San Jose State University and the University's integrity policy, require you to be honest in all your academic course work. Faculty members are required to report all infractions to the office of Student Conduct and Ethical Development. The website for [Student Conduct and Ethical Development is available at http://www.sa.sjsu.edu/judicial\\_affairs/index.html](http://www.sa.sjsu.edu/judicial_affairs/index.html).

Instances of academic dishonesty will not be tolerated. Cheating on exams or plagiarism (presenting the work of another as your own, or the use of another person's ideas without giving proper credit) will result in a failing grade and sanctions by the University. For this class, all assignments are to be completed by the individual student unless otherwise specified. If you would like to include in your assignment any material you have submitted, or plan to submit for another class, please note that SJSU's Academic Policy F06-1 requires approval of instructors.

### **Computer Code of Ethics**

All users of departmental computing systems are expected to abide by a standard of conduct consistent with the San José State University Student Code of Conduct. Conduct in violation of the letter and spirit of this code can result in loss of the user's account or lab access and referral to the appropriate disciplinary body. Among the types of behavior that are considered inconsistent with the code of ethics are:

- Attempts to violate another user's privacy by accessing his or her files without permission.
- Deliberate attempts to circumvent or subvert security mechanisms, deny service to systems, or to cause to crash or 'hang' any computer system.
- Intentional introduction of a computer virus, worm, Trojan Horse or other malicious software onto any system on the network.
- Use of a computer system to harass another individual.

This list should not be considered as exhaustive, but merely representative of the types of behavior deemed inconsistent with the expected ethical conduct of our users.

### **Campus Policy in Compliance with the American Disabilities Act**

If you need course adaptations or accommodations because of a disability, or if you need to make special arrangements in case the building must be evacuated, please make an appointment with me as soon as possible, or see me during office hours. Presidential Directive 97-03 requires that students with disabilities requesting accommodations must register with the DRC (Disability Resource Center) to establish a record of their disability.

**Emergency Phone: 911**

**Escort Service: 42222**

### **Laboratory**

You are strongly encouraged to use the media lab. During lab hours you can receive extra one on one help from the all knowing lab assistants. Lab policies must be observed at all times. Access times are posted on lab door.

This course has a lab fee of \$40

The fee helps maintain the lab, specifically: Computers, video cameras, VCR's, audio systems, microphones, cables, printers, scanners, software and equipment maintenance.

## **Peer Mentor Center**

The Peer Mentor Center is located on the 1<sup>st</sup> floor of Clark Hall in the Academic Success Center. The Peer Mentor Center is staffed with Peer Mentors who excel in helping students manage university life, tackling problems that range from academic challenges to interpersonal struggles. On the road to graduation, Peer Mentors are navigators, offering “roadside assistance” to peers who feel a bit lost or simply need help mapping out the locations of campus resources. Peer Mentor services are free and available on a drop –in basis, no reservation required. [Website of Peer Mentor Center is located at http://www.sjsu.edu/muse/peermentor/](http://www.sjsu.edu/muse/peermentor/).

## Course Number / Title, Semester, Course Schedule

*Schedule is subject to change. Check website for updates.*

Week	Date	Topics, Assignments, Deadlines
1	1/28/09	Basic application interface Simple animation and tweens AS1: shape tween, due 2/4/09
2	2/4/09	Symbols and motion tweens AS2: Title ad banner, due 2/11/09
3	2/11/09	Webpages -Present favorite sites -Discuss characters -Introduction to Actionscript AS3: Character Website, due 2/25/09
4	2/18/09	Webpages Cont. -Web and Interface design principles -Buttons and timeline navigation
5	2/25/09	Mouse Interaction and narrative -Variables and simple logic Exercise: email me your favorite website AS4: Mouse follow, due 3/4/09
6	3/4/09	Dynamic Sound -Sound Object in Actionscript -Drag and Drop interaction AS5: Music player, due 3/11/09
7	3/11/09	Animation -View popular animation sites -Constructing a character for animation AS6: Walk Cycle, due 3/18/09
8	3/18/09	Keyboard interaction -Key listeners in Actionscript AS7: Player controlled character, due 4/1/09
9	3/25/08	No class – Spring Recess
10	4/1/09	Gaming -Forloops and arrays -Duplicate / Delete Movieclip AS8: Mini-Game, due 4/15/09
11	4/8/09	Gaming Cont. -Projectiles and Collecting -Hit test in Actionscript

<b>Week</b>	<b>Date</b>	<b>Topics, Assignments, Deadlines</b>
12	4/15/09	Begin final -Discuss final project Ideas Final Beta, due 4/29/09
13	4/22/09	Advanced Topics - Now Loading - Loading external files
14	4/29/09	Beta Presentations - Work Day
15	5/6/09	What I learned -Work Day
16	5/13/09	Present Final Projects
Final Exam	5/20/09	No Final