

**Coffeyville Community College**

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**COURSE SYLLABUS**

**FOR**

**COMP-296  
WEB ANIMATION**

**MRS. DARLA THORNBURG  
FALL 2018**

<b>COURSE NUMBER:</b>	COMP-296
<b>COURSE TITLE:</b>	<b>Web Animation</b>
<b>CREDIT HOURS:</b>	Three (3)
<b>INSTRUCTOR:</b>	Mrs. Darla Thornburg
<b>OFFICE LOCATION:</b>	Room 111 - Weinberg Hall
<b>OFFICE HOURS:</b>	Posted Outside Office Door or by appointment
<b>TELEPHONE:</b>	620-251-7700, ext. 2122
<b>E-MAIL:</b>	<a href="mailto:darlat@coffeyville.edu">darlat@coffeyville.edu</a>
<b>REQUIRED TEXT:</b>	None required.
<b>COURSE DESCRIPTION:</b>	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.
<b>EXPECTED LEARNER OUTCOMES:</b>	<p>Upon successful completion of this course the student will be able to:</p> <ol style="list-style-type: none"> <li>1. Use the software workspace.</li> <li>2. Explore drawing tools and objects.</li> <li>3. Work with symbols, the library and interactivity.</li> <li>4. Create Animations.</li> <li>5. Optimize and publish movies.</li> <li>6. Create buttons and use media.</li> <li>7. Work with ActionScript</li> </ol>

## **LEARNING TASKS AND ACTIVITIES:**

A list of competencies for each unit is attached. These will be discussed in class and will comprise the material covered assignments and projects. Class time will include lecture of software and tools, demonstration of software, and student exercises and projects. Students may need to spend additional time in the lab in order to complete class work.

## **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 for assignments and projects plus/minus an attendance adjustment.

### **Attendance**

Students are expected to attend all classes. Regular class attendance is necessary for maximum success in college. It is the responsibility of students to make definite arrangements for all work before going on field trips or other College-sponsored trips. School-sponsored activities will be counted as excused absences provided students complete all necessary assignments as designated by the instructors and the activity sponsors notify the instructors at least three (3) days prior to the day(s) the students 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. A student may be withdrawn from any class for excessive absences or non-participation.

Attendance is of utmost importance in this course because the lectures and assignments will be completed in class at the computer. All students are expected to attend class.

- Attendance will be taken at the beginning of the hour each class period. 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 sponsor, to make definite arrangements with the instructor for

makeup work **before** going on field trips or other College-sponsored events. College-sponsored events will be counted as excused absences provided students complete all necessary assignments as designated by the instructor. If you do not inform your instructor of your absence **before** you leave, then you will be counted 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:

<b>Number of Absences</b>	<b>Percent</b>
0	+5%
1	+3%
2	+2%
3	+1%
4	-1%
5	-3%
6	-6%
7 or more	<b>MUST withdraw from class, if past drop date -10%</b>

**Example:**

If your grade average is 92% and you have 5 absences, then your final grade would be an 89%.

<b>Grade Average</b>	92%
<b>5 Absences</b>	-3%
<b>Final Grade</b>	89%

If your grade average is a 78% and you only have 1 absence, then your final grade would be an 81%.

<b>Grade Average</b>	78%
<b>1 Absences</b>	+3%
<b>Final Grade</b>	81%

**Any student who has 7 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 cell phones or other mobile communication devices and/or electronic devices are disruptive, and is therefore prohibited during class.** Except in emergencies, those using such devices must leave the classroom for the remainder of the class period. Any student who cannot meet these expectations will be asked to leave the classroom and will be counted absent for that day.

**This course follows strict deadlines. All due dates will be posted on the SNAP web site (paradigmpublishing.instructure.com). All deadline times are CST (Central Standard Time).**

### **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.

### **Absolutely no tolerance!**

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.**

***This attendance policy is subject to revision by the instructor with prior notice to the student.***

### **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.

**Last day to Withdrawal**

Full Semester Course: November 2nd

***This syllabus is subject to revision with prior notice to the student by the instructor.***

## Web Animation

### USE THE WORKSPACE

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

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 SYMBOLS, THE LIBRARY AND INTERACTIVITY

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

### CREATE ANIMATIONS

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

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

- 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

- 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

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



## FALL 2018 FINAL SCHEDULE

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

**FINALS FOR 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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to the student by the instructor***