

MIAMI INTERNATIONAL UNIVERSITY OF ART & DESIGN

COURSE SYLLABUS

Course Number: IM3208

Course Title: Interactive Motion Scripting

Class Meetings: Mondays 6:00 - 10:00 PM

Session / Year: Winter 2012

Instructor Name: Juan Borrero, MFA

Email Address: jborrero@aii.edu

Telephone: N/A

Instructor Availability Outside of Class: Per appointment only

Interactive Motion Scripting

Course Description: Students combine experience design concepts with advanced programming solutions. Emphasis is placed on learning object-oriented approaches to developing dynamic and reusable rich media modules. Rich media are combined with dynamic data applications to create compelling communication vehicles for advertisement, entertainment, and business solutions.

Course Length: 11 Weeks

Contact Hours: 44 Hours

Lecture: 2 Hours per week

Lab: 2 Hours per week

Credit Values: 3 Credits

Learning Objectives:

The student will be able to-

1. Apply the basics of object-oriented programming.
2. Develop an interactive Flash game based on motion scripting techniques
3. Integrate and refine Actionscript programming skills with external libraries.

Course Prerequisite(s): IM3407

Text(s): Learning Actionscript 3.0 - O'Reilly (Adobe Developer Library)

Materials and Supplies: Slides, MyEClassOnline.com, www.juanborrero.com

Estimated Homework: 8 hours/week

Technology Needed: Flash Professional CS4 OR CS5

Grading Scale: All assignments must have clear criteria and objectives to meet. All students shall be treated equitably. It will be that student's right to know his or her grade at any reasonable point that information is requested by that student. The criteria for determining a student's grade shall be based on a percentage of total points, as follows:

93 – 100%	= A
90 – 92%	= A-
87 – 89%	= B+
83 – 86%	= B
80 – 82%	= B-
77 – 79%	= C+
73 – 76%	= C
70 – 72%	= C-
65 – 69%	= D+
60 – 64%	= D
0 – 59%	= F

Process for Evaluation: Quizzes, Homework Assignments, Midterm & Final Project, Midterm and Final Exam

**Student Evaluation /
Grading Policies:**

In-Class Quizzes 10%

Assignments - 40%

Midterm - 20%

Final - 30%

Assignments and Projects must be turned in on the date identified in the syllabus and at the beginning of class to receive full credit. Any work submitted within one week of due date will receive 1/2 credit (80% = 40%). No work will be accepted after one week of its due date. (Any deviation from this policy is extremely rare and at the discretion of the instructor). This policy does not apply to the final or the midterm projects. The final and midterm projects must be handed in on the specified date without exception, at the beginning of class.

Classroom Policy:

Class time will be primarily for lecturing, critiques, and solving problems via questions and answers. For this course, students are expected to spend an additional 8 hours per week outside of class completing assignments. If you plan to work at school, please check class and lab schedules for available space.

Students with Disabilities:

Miami International University of Art and Design is committed to providing qualified students with a disability an equal opportunity to access the benefits, rights and privileges of school services, programs, and activities. Miami International University of Art and Design provides reasonable accommodations to students with documented disabilities.

Accommodation requests should be submitted as far in advance as possible. It is the responsibility of the student to contact the Student Services Department (305 428 5832) to initiate this process. The Student Services Department will assist qualified students with disabilities in acquiring reasonable and appropriate accommodations.

Course Attendance:

The University expects students to attend all scheduled meetings of each course. Students should be prepared to start the quarter on the first day of the quarter to minimize absences. Students who do not attend any of their classes during the add/drop period will be withdrawn from the University.

It is the goal of this policy to improve the academic performance of students in the classroom by stressing the importance of course attendance and reinforcing the work-ready expectations of employers for employee attendance.

Students are expected to be present for every class, arrive on time, and stay until class is dismissed. Each class represents an entire week of the Quarter and participation is a large percentage of a student's overall grade. It will be difficult to pass a course if there are absences. **Students must attend a minimum of nine classes per course (or 36 hours) in order to receive a passing grade in the course.** Absenteeism can be accumulated through missing the class meeting entirely, by being tardy or leaving class early. **Excessive absenteeism, [more than 8 clock hours for a 44 clock hour course] will result in course failure. Attending less than nine classes (or 36 hours) will result in course failure. Students whose extenuating circumstances preclude them from attending a minimum of 9 classes (or 36 hours) may submit course withdrawal paperwork to the Registrar's office by the quarterly deadline for withdrawal-with-a-W (end of Week 9, see Calendar). Course withdrawal after this deadline will**

result in a “WF” unless the dean, on appeal from the student, determines that there are acceptable extenuating circumstances to grant a “W” instead of a “WF.” Students should be prepared with written documentation of circumstances beyond their control that contributed to the absences for consideration by the dean. The Dean of Academic Affairs will then determine if the student should receive a “W” or a “WF” grade.

- Consecutive Days Absence Policy** Students who do not attend any classes for ten consecutive calendar days may be withdrawn from the University for violation of this attendance policy. A student whose enrollment is terminated for failure to attend any classes within a consecutive ten calendar day period may be permitted to apply for readmission into the subsequent quarter.
- Student Conduct Policy:** Plagiarism will not be tolerated and may lead to immediate expulsion from the class and / or the university. Plagiarism includes taking words, ideas, or artwork from someone else and presenting it as your own, or not citing properly in accordance with the APA or MLA styles of writing.
- All cell phones and pagers are to be set on “vibrate” mode so as not to interrupt the normal flow of class. No phone calls should be conducted during scheduled class times.
- Eating, drinking, and smoking are not allowed in the classroom. No food or beverage is to be taken to the classroom
- Lab Hours:** The instructor reserves the right to assign mandatory lab hours where he sees fit. Failure to fulfill assigned hours will severely affect the overall class grade.
- Saving Work:** It is the student’s responsibility to save his or her work to disk. Multiple copies should be saved and verified prior to leaving the classroom. The teacher is in no way responsible for the work saved on the hard drives, nor is he or she bound to give an extension on work improperly saved. The hard drives will get purged regularly. Students are expected to backup all work. Loss, theft, and computer failure are not acceptable excuses for not saving work.
- Reminders:** Students wishing to withdraw from a course must do so before week nine. Students wishing to drop a course without penalty must do so the first week of class.
- Syllabus Changes:** Changes to the Syllabus are at the discretion of the instructor and it is the student’s responsibility to stay informed of these changes.

WEEKLY CLASS TOPICS AND ASSIGNMENTS

WEEK 1 1/9/2012

Overview: Assignment 1 Assigned - Design the look of a potential game (Platformer, Shooter, or Puzzle)

Quiz 1 Due

Lecture:

- **Actionscript 3.0 Recap**
- **Frame Labels, Event Listeners, gotoAndStop/Play, addChild**

Studio:

Reading Assignment:

WEEK 2 1/16/2012

Overview: Marthin Luther King - No Class

Lecture: N/A

Studio: N/A
Reading Assignment: N/A

WEEK 3 **1/23/2012**

Overview:

Assignment 1 Due

Quiz 2 Due

Assignment 2 Assigned

Lecture:

- **3D Animation**
- **The Bone Tool**

Studio:

Reading Assignment:

WEEK 4 **1/30/2012**

Overview:

Assignment 3 Due

Midterm Project Assigned

Quiz 3 Due

Lecture:

- **Programmatic Tweening**
- **Building a Flash Game: Welcome Screen & Main Game Screen**

Studio:

Reading Assignment:

WEEK 5 **2/6/2012**

Overview:

Quiz 4 Due

Midterm Workshop Q & A

Lecture:

Studio: Work on Midterm Project

Reading Assignment:

WEEK 6 **2/13/2012**

Overview:

Midterm Project Due

Midterm Exam Due

Lecture:

Studio:

Reading Assignment:

WEEK 7 **2/20/2012**

Overview: President's Day - No Class

Lecture:

Studio:

Reading Assignment:

WEEK 8 **2/27/2012**

Overview:

Assignment 4 Due

Assignment 5 Assigned

Quiz 5 Due

Lecture:

- Building on to Flash Game by adding multiple objects and motions

- **Building on to Flash Game: Game Over Screen, Time Counter, Multi-level**

Studio:

Reading Assignment:

WEEK 9 3/5/2012

Overview:

Assignment 5 Due

Quiz 6 Due

Final Project Assigned

Lecture:

- **Flash Game Refinements: Tracking High Scores.**

Studio:

Reading Assignment:

WEEK 10 3/12/2012

Overview:

Quiz 7 Due

Lecture:

- **Encapsulation, Polymorphism, and Inheritance Illustrated in the Flash Game.**

Studio: Work on Final Project

Reading Assignment:

WEEK 11 3/19/2012

Overview:

Final Project Due

Final Exam

Quiz 8 Due

Lecture:

Studio:

Reading Assignment: