DIPLOMA IN INTERNET COMPUTING
AY 2004/2005 JUN SEMESTER (LEVEL 2)
TEACHING PLAN FOR ADVANCED MULTIMEDIA DEVELOPMENT (CIC2P13)

Wk	Date	Lecture (1 hr)	Tutorial (1 hrs)	Practical (3 hrs)	Remarks
1 (1)	21-26 Jun	Intro. to AMMD & ActionScript Game Programming	- Project 1 Briefing - Sketch book Briefing	Intro. to Flash Environment Basic Flash - Drawing - Symbols	Start of Project 1
2 (2)	28 Jun– 3 Jul	Flash Structure	Storyboarding	Basic Flash - Animation - Navigation - Sound	
3 (3)	5–10 Jul	Basic ActionScript	Program Design	Basic ActionScript - Structure, Syntax - Variables - Operators	
4 (4)	12–17 Jul	Storyboarding and Program Design	Program Design	Basic ActionScript - Control Structure - Variable Type	
5 (5)	19-24 Jul	Basic ActionScript	Flowchart	Flash Review - Project 1 Submission	**Project 1 Submission**
6 (6)	26– 31 Jul	Pseudo Code & Game Design	Pseudo Code	ActionScript Game 1 (Simple)	
7 (7)	2– 7 Aug	**TERM TEST**			
8 (8)	9-14 Aug	**TERM BREAK**			National Day-9 Aug
9 (9)	16–21 Aug	ActionScript Game Overview Space Invader	ActionScript Structure Review	ActionScript Game 2 SpaceInvader I	
10 (10)	23–28 Aug	Physics & Maths for Games	Physics & Maths for Games	ActionScript Game 2 Space Invader II	CCN Day 27 Aug (pm)
11 (11)	30 Aug – 4 Sep	Game Structure & Problem Solving	Game Structure & Problem Solving	Game Review - Project 2 Prototype Submission	**Project 2 Prototype Submission**
12 (12)	6–11 Sep	Physics & Maths for Games	Physics & Maths for Games	ActionScript Game 2 Space Invader III	Subject Feedback Survey
13 (13)	13–18 Sep	OOP with ActionScript	OOP with ActionScript	OOP with ActionScript	
14 (14)	20–25 Sep	Project 2 Interview	Project 2 Interview	Project 2 Interview	**Project 2 Final Submission**
15 (15)	27 Sep – 2 Oct	**STUDY WEEK (REVISION/REMEDIAL)**			

	4–16 Oct	EXAMINATIONS
	17 Oct -5 Dec	VACATION
	1- 6 Nov	SUPPLEMENTARY EXAMINATIONS

Remark- For the Wk (Week) column, the first number in a row indicated the "physical" week number based on FAST workflow. The second number in bracket is the "logical" week number used within a semester.

Teaching Team :

Mr. Lee Leong (Subject Leader)   6780 5315   leeleong@tp.edu.sg
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Contact Hours:

Lecture   12 hours
Tutorial   12 hours
Practical   36 hours
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Total   60 hours

Non-Contact/Assessment Hours:

Project 1   5 hours
Project 2   5 hours
Term Test/Remedial   5 hours (for 5 CU subject)
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Total   15 hours

Continual Assessment

Type of Assessment	Individual%	Group%
Continual Assessment (100%)		
- Project 1 (20%)	20%	
- Term Test (20%)	20%	
- Project 2 Prototype Submission (20%)	20%	
- Project 2 Final Submission (40%)	40%	
Examination (0%)	0%	
Total	100%	0%

Project 1 – Trailer Park Movie, Week 5 (20%)

Students are required to create a Macromedia Flash animation movie following the stated project goals and objectives. This project serves the purpose of getting the students up to speed in learning the various components of the Flash development platform. Students are required to produce a storyboard that outlines the project interface, navigation structure and key visual components. Students are required to create, acquire, edit and prepare all media elements. Students also need to design and create the user interface.

Term Test (20%)

MCQs and short questions are designed to test the students' understanding of fundamental multimedia application design, development and programming concepts.

Project 2 Prototype Submission, Week 11 (20%)

Students will be assessed on the progress and quality of their respective multimedia project and their ability to analyze and solve problems in the project development lifecycle. This serves as checkpoints of their progress for the project. Students are also required to submit a design plan, which includes project goals, storyboarding, pseudo codes, project schedule, and performance benchmarks.

Project 2 Final Submission, Week 14 (40%)

Students are required to complete the interactive multimedia project developed in ActionScript. There are two main categories of choice for this project. Students can choose to do either a game programming project, or a rich media application project.
During the project, students are required to submit a project prototype (Week 11). At the end of the project, the students need to submit the project work (Week 14), and perform the project presentation. Final project work should satisfy the project goals set by the student (during the prototype submission in week 11). The project should also satisfy the performance benchmarks set by the student. Students need to highlight the technical, architectural and development issues relating to their projects in their final submission documentation.

This project will be jointly assessed by the User Interface Development subject team. The UID team will help the students in the area of interface design, concept and corporate identity development.

Text

Craig S. Murray, Justin Everett-Church (2004). Macromedia Flash MX 2004 Game Programming. Boston, Massachusetts. Premier Press.

Jim Shuman, Piyush Patel (2004). Macromedia Flash MX 2004 – Design Professional. Boston, Massachusetts. Thomson Course Technology.

References

Jobe Makar, Ben Winiarczyk (2004). Macromedia Flash MX 2004 Game Design Demystified. Berkley, CA. Peachpit Press.

Glenn Kirkpatrick, Kelvin Peaty (2002). Flash Cartoon Animation – Learning From The Pros. Birmingham. Friends of ED.

John Kuramoto, Gary Leib, Daniel Gary (2002). The Art of Cartooning with Flash. London. Sybex.

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