

# Multimedia Authoring

## ITP 211—Fall 2002 (37374R)—Monday 11am-2pm

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**Office Hours:** See website homepage

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**Phone:** 213.740.4604

**Required Book:** *Director 8 and Lingo Authorized by Phil Gross.* Macromedia Press.  
ISBN 0-201-70262-2

**Required Materials:** Two 100MB ZIP DISKS or two 650MB CD-Rs

WEEK	TOPIC	Project	Chapter
Wk 1 (8/26)	Course Overview and Intro to Director <i>The Stage, Score, Cast, Control Panel, Tool Bar, the various windows.</i>		1
Wk 2 (9/2)	<b>NO CLASS—LABOR DAY</b>		
Wk 3 (9/9)	Multimedia Authoring Concepts: Media Development, Authoring, Delivery. Introduction to Lingo: Simple Handlers/Animation		5, 7
Wk 4 (9/16)	Developing menu systems with hot text & imagery		13
Wk 5 (9/23)	Cont'd	Project 1: Menu-driven multimedia Due 10/7	
Wk 6 (9/30)	Object Oriented Programming: Working with movie, frame, sprite, and cast scripts.		16
Wk 7 (10/7)	The Title Development Process: The PNA, Proposal, and Project Management	Project 2: Create a proposal. Due 10/21	
Wk 8 (10/14)	If...then, case..., mouse..., variables		21, 22
Wk 9 (10/21)	Cont'd		
Wk 10 (10/28)	Working with sound		19, 22
Wk 11 (11/4)	Custom Handlers and Debugging	Project 3: Simple game. Due 11/18	17
Wk 12 (11/11)	Creating GUIs (graphical user interfaces) and feedback. Fields and Lists.	Final Project: Due 5/6 Concept due 11/25 Layout or alpha due 12/2	10, 24
Wk 13 (11/18)	Cont'd		
Wk 14 (11/25)	Working with Digital Video. Multiple Casts	Concept due	
Wk 15 (12/2)	Introduction to Shockwave - Multimedia on the Web. Controlling Digital Video with Lingo	Layout or alpha due	15, 20
TBD or Wed 12/11, 11-1pm	<b>Student Presentations of the Final Project</b> ACTUAL DATE/TIME MAY CHANGE.		

<b>Grading:</b>	Project 1.....	25
	Project 2.....	50
	Project 3.....	75
	Final Concept.....	10
	Layout or Alpha of Final.....	50
	Forum Points*.....	10
	<u>Final Project</u>	<u>150</u>
	Total .....	370

\* Computed through 12/6

- Students are expected to read chapter materials prior to related class times. Each student should come prepared with at least two chapter-related questions.
- **Projects:** It is the student's responsibility to turn in projects on or before deadlines as

**Policies** set by the instructor. Projects are due AT THE START OF CLASS on the date due.

- **Late Projects:** One project may be turned in late (by start of class, Week 15). No other late projects will be accepted. NOTE: FINAL CONCEPT MAY NOT BE TURNED IN LATE.

**Academic Integrity**

- Though working together is encouraged, the projects must be your own effort. “Duplicate” projects or projects that the instructor judges as beyond the abilities of the student and having been developed mostly by another person will receive a course grade of FAIL and possible referral to the Office for Student Conduct. If you need extensive help then (1) ask the TA or the instructor or (2) do a different project.
- All students should read, understand and abide by the University Student Conduct Code <http://www.usc.edu/dept/publications/SCAMPUS/governance/gov03.html>

**Students with Disabilities**

- Any student requesting academic accommodations based on a disability is required to register with Disability Services and Programs (DSP) each semester. A letter of verification for approved accommodations can be obtained from DSP. Please be sure the letter is delivered to me (or to your TA) as early in the semester as possible. DSP is located in STU 301 and is open 8:30 a.m. - 5:00 p.m., Monday through Friday. The phone number for DSP is (213) 740-0776.