Course Number and Title	IT146 Adobe Flash

Credit Hours	3

Course Description	This course will provide students with basic knowledge of Adobe Flash. Students will use Adobe Flash to create basic flash animations and movies. They will learn how to navigate the flash interface, create new flash files, set stage properties, import images, create and work with text, format drawing objects and create motion tweened animations.

Prerequisite(s) and/or Corequisite(s)	IT104

Required Textbooks/References/Course Materials:

Adobe Creative Cloud Suite - Software Package			Adobe	None

	General Education Outcomes
1	Utilize written and verbal language to discuss and comprehend information, incorporating a variety of technologies, such as text, data, and images (written language, verbal language, and information technology).
2	Identify and interpret relevant information in order to formulate an opinion or conclusion (critical thinking).
3	Demonstrate and communicate computational methods and mathematical reasoning in a variety of formats (using words, tables, graphs, mathematical equations, etc., as appropriate) (quantitative literacy and fluency).
4	Communicate in appropriate ways with those who are culturally diverse (intercultural competence).

	Program/Department Outcomes
1	Discuss and evaluate potential technology related ethical dilemmas and apply decision-making techniques to resolve them.
2	Demonstrate proficiency in selecting, implementing, and operating information technology solutions to meet project requirements.
3	Apply essential IT support skills in order to install, configure, secure, and troubleshoot operating systems, programs, networks, and pc hardware.
4	Prepared to take and pass industry standard certification exams.
5	Develop the ability to use oral and written communication effectively with clients and other industry professionals.
6	Engage in teams to develop and/or implement IT-based project solutions.
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	Course Outcomes (CO)	Bloom's Domain for CO (C, A, P), Category, and Level	Program/ Department Outcome(s)	Written Language	Verbal Language	Information Technology	Critical Thinking	Quantitative Literacy and Fluency	Intercultural Competence
1	Demonstrate knowledge of design elements and principles	Cognitive Understanding (2)	1,2,4	2	1	2	2	1	0
2	Identify elements of the Flash Professional interface	Cognitive Understanding (2)	1,2,4	2	1	2	2	1	0
3	Use the Timeline	Cognitive Applying (3)	2,3,4	2	1	2	2	1	0
4	Use the Motion Editor	Cognitive Applying (3)	2,3,4	2	1	2	2	1	0
5	Use tools on the Tools panel to select, create, and manipulate graphics and text	Cognitive Applying (3)	2,3,4	2	1	2	2	1	0
6	Create animations (changes in shape, position, size, color, and transparency).	Cognitive Creating (6)	2,3,4	2	1	2	2	1	0
7	Add simple controls through ActionScript	Cognitive Creating (6)	2,3,4,5	2	1	2	2	2	0
8									
9									
10									

Bloom's Domain Legend
C = Cognitive
A = Affective
P = Psychomotor

General Education Outcome Legend
2 = Included and Measurable
1 = Introduced and/or Minimally Addressed and Not Measurable
0 = Not included

Approved: May 2021
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