

Academic year 2009-2010



Curriculumguide

Bachelor in electronics - ICT

2nd Ba electronics-ICT - ICT

Webanimation 2

1. General info

- Code: 3001099
- Number of credits: 3
- Credit contract possible: Yes
- Examination contract possible: Yes
- Teaching language: Dutch
- Subject coordinator: D'Hespeel Ingwio
- Tolerable

2. Course unit type

- deepening

3. Course Activity

- Lab Webanimation plus

4. Content

In this course you'll learn how to build interactive Flash applications using ActionScript 3.0. More specifically, the different subjects are listed here:

- OO methodology in AS3.0
- Events, event listeners and custom events
- Text in Flash
- Document class, stage and Displaylist
- Loading external images
- Script based animation (Tweens and Transitions)
- Dynamic content with PHP, XML, JSON
- Audio and video for the web

5. Objectives

A. General competences

PB - 02. Acquisition and processing of information

PB - 04. Acting methodically and systematically in function of creative knowledge generation/development

PB - 07. Lifelong learning

Explanation

PB - 02.

The students must process the presented study-materials independently. Moreover they are expected to look up additional information if the nature of (a part of a) problem requires this. This competence is evaluated through the correctness and completeness of the information and/or solution.

PB - 04.

The students are expected to tackle the given assignments efficiently. This competence is measured by not only assessing the final result, but also the methodology used by the student.

PB - 07.

The students maintain a blog in which they write short profession-related articles which broaden or deepen the course contents. This blog is also subject of evaluation. Some of the assignments require independent acquisition of extra knowledge to reach a qualitative final result. Students should not adjust their end aims (negatively) to the knowledge which they already have; on the contrary, the students are stimulated to broaden their horizon which should give them a richer arsenal of tools and solution strategies for new challenges ahead. This attitude of the student also acts as a "barometer" for this competence.

B. Profession-oriented/ General scientific competences

PB - 09. Capacity for problem solving : competency for independent determination of problems, analysis of complex problems in professional practice and development of useful solutions

Explanation

The nature of the assignments is such that this competence is measured by means of the general competences PB02 and PB04.

C. Profession-specific competences

The student is able to design and build an ergonomic and aesthetic interactive application with dynamic content based on Flash technology and ActionScript 3.0. The result of the different assignments is the degree meter for these competencies.

D. Scientific competences

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6. Prerequisites

A. Previously required courses

- Elektronica - ICT / / Computer graphics & Usability
- Elektronica - ICT / / Java basic concepts
- Elektronica - ICT / / Webanimation 1
- Elektronica - ICT / / Java OO programming

B. Required competences

7. Educational tools

A. Type

- audio-visual tools
- online learning platform
- internet
- Other: Eng: Labo werkboek

B. Obligatory educational tools

"WebAnimation Plus!" Workbook (by Davy De Winne and Ingwio D'Hespeel)

C. Recommended educational tools

A lynda.com student account is strongly recommended

8. Teaching methods

A. Types

- self study
- labs and practice
- Other: Project work

B. Description

This course is based on the concept of coached self study. The course teachers are available for questions and feedback at predetermined moments. A few obligatory sessions will be organised in order to provide sufficient feedback and evaluation possibilities. The timing and content of these contact moments are described in the lab workbook.

The student is also expected to maintain a blog on which she/he posts relevant short articles which broaden or deepen the course contents.

Besides the smaller regular assignments mentioned in the workbook, the student will also have to deliver one individual project work which will integrate the different course subjects and skills.

9. Assessment

A. Types

- evaluation
- Other: project work, tests, individual lab session

B. Description

1. Permanent evaluation (20%):
 - Assignments and other exercises
 - Quality of the blog
2. Individual lab tests (30%)

- Test 1 (ca. week 4)
 - Test 2 (ca. week 9)
3. Project (50%)

Second exam period: permanent evaluation from first period remains unchanged (20%), only individual labs or project work can be re-evaluated.

10. Teaching support

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