

ActionScript/Programming Course content overview IxD2 2011 (ActionScript 3.0)

Topics/content

** All lectures include discussions, coding & project examples, individual work & exercises*

- 1. Introduction to ActionScript 3/Programming** [Lectures + exercises]
 - Variables & Data-types
 - Statements & Loops
 - Functions & Custom Objects
 - Events (Listeners/Handlers: Mouse, keyboard)
 - MovieClips, Properties & DisplayList
- 2. Animations**
(Coding animations, external tween classes, optimizing)
- 3. Sound** [Lecture + exercises]
(Loading & coding sound, microphone & sound visualization)
- 4. Video** [Lecture + exercises]
(Loading & coding video, webcam & introduction to streaming)
- 5. Image & Loading Assets (XML Image Gallery)** [Lecture + exercises]
(Loading image & text, preloaders, Error handling & XML Gallery)

6. **Introduction to Object Oriented Programming** [Lecture + Team-exercises]
(OOP: Classes, objects, methods, Inheritance etc)
 - **Team-Exercise 1: UML (game) design**
(UML design: Classes, objects, methods, properties - *preparation* for LEGO-exercise)
 - **Team-Exercise 2: Team Exercise with LEGO**
(Designing and building basic *OOP projects* with LEGO + documentation)

7. **Introduction to Multi-touch (gesture-based/physical interaction)** [Lectures + Project work]
 - Terminology & technologies, hardware/devices, software's (self-studies)
 - Designing/coding, touch-events & gestures, simulation, tests

8. **Project-work: Multi-touch (gesture-based/physical interaction)**
(Designing/coding basic prototypes for touch-devices, gesture-based/physical interaction + presentation and documentation)

Flash/ActionScript programming course IxD2 2011

Block1: Week 38-39

- Introduction
- Variables & Data-types
- Statements & Loops
- Functions & Custom objects
- Events
- Movie-clips, properties & DisplayList
- Animation
- Sound
- Video
- Image & Loading Assets
- Introduction to Object Oriented Programming

Team-exercise1: OOP UML (game) Design

Team-exercise2: OOP Team-Exercise with LEGO

*Project ideas
for week 40*

Block2: Week 40

- Introduction to Multi-touch
- Project Work
- Presentations

* All Lectures are followed by discussions and exercises