

ActionScript Course Description IxD2 2011 (ActionScript 3.0)

↓ Description

This course focuses mainly on an introduction to programming; how to understand, use and write high-level code to program interactivity or interaction. The lectures cover the basic principles behind computer programming: variables, events, functions, animations, sound, video, image & loading, introduction to object oriented programming etc. The student will also learn and practice how to “Think”/plan, analyze, and solve design/code-related problems.

The second part of the course gives an introduction to Multi-touch, with focus on designing and coding basic prototypes, working with touch-events & gestures, user interaction and final tests on a touch-device. The student will also have a chance to practice other physical interaction methods in the project-part.

The course includes exercises, team-exercises, discussions and finally a project-work with documentation and presentation.

Course structure

- **Lectures** Introducing concepts (slides/theory + coding basic apps together)
- **Exercises** Following lectures
- **Discussions** Following lectures & exercises
- **Team Exercises** with documentation and presentation
- **Project work** with documentation and presentation

- ↓ **Goal:** *The student should improve skills in basic programming, knowledge about using classes, functions/methods and objects (“Thinking”, planning and coding basic applications/prototypes).*

⌄ Time & Place

Week 38 - 40 Blue PC lab & Interaction Workshop at UID
(see schedule on the wiki for details)

⌄ Course web/wiki (files and information)

http://www.interactiondesign.se/wiki/courses:programming_fall_2011

⌄ Software

Flash CS5/CS5.5

(Flash CS5.5 is available in the lab, and can also be downloaded as a demo for 30 days)

⌄ Literature

"Learning Flash ActionScript 3.0" by Shupe and Rosser

Internet & documentation, help files, videos, tutorials, examples etc.

⌄ Contact information (Mailing-list)

thomas.lovgren@humlab.umu.se