

Information Technology and Administrative Management Department
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 <p>ITAM Information Technology & Administrative Management Central Washington University</p>	<p>IT428 Web Applications Course Outline – 4 Credits</p>
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COURSE DESCRIPTION

Web design using Web Authoring/application software including Dreamweaver CS3 Fireworks CS3, Flash CS3 and Flex 3; digital hardware, graphic design and page layout. Prerequisite: IT 422

PURPOSE OF COURSE

This class centers on the technologies used in creating Websites. It gives students the chance to develop skill in analyzing and selecting the most appropriate technologies available for their site. It covers the interrelation of technology, infrastructure, processes, and user experience. Emphasis will be placed on the development of Flash enabled Web sites and the design/creation of professional level Web pages.

COURSE OBJECTIVES

- Plan a medium sized website
- Document site goals, requirements and internal specifications
- Create and format text and graphics in both HTML and Flash CS3 (or latest version)
- Create interactive and animated images in Fireworks CS3 (or latest version)
- Create DHTML layers incorporating animations in Dreamweaver CS3 (or latest version)
- Understand the use of Symbols and Instances in Flash CS3 (or latest version)
- Create motion and shape tweens in Flash CS3(or latest version)
- Use Flash CS3 (or latest version)and Flex 3 to create Web interactivity
- Incorporate sound and video in Flash CS3 (or latest version) (dependent on lab capabilities)
- Create simple dynamic/interactive content using Actionscript 3.0
- Optimize graphic content in Flash CS3 (or latest version)and Fireworks CS3 (or latest version)
- Create a Flash/Flex centered website

COURSE TOPICS (using latest version): - Adobe Flash CS3, Dreamweaver CS3, Fireworks CS3 and Flex 3 design and creation tools - steps in planning a Flash/Flex enabled Website - considerations: site maintenance and copyright compliance - Flash/Flex forms and form objects - using Dreamweaver CS3 templates - using and modifying Actionscript 3.0 code - introduction to animation techniques - using media objects - Creating dynamic content - Using XML data with Flex

METHODS OF INSTRUCTION

Instructor lecture and demonstration, individual projects and examinations