Objective
The objective of this class is simple; introduce you to creating time-based animated and interactive graphics on the web. We'll explore how to display content dynamically, modify and animate graphics, learn a little about code like loops and variables, understand user-driven events and more.

Attendance
All students enrolled at the University shall follow the tenets of common decency and acceptable behavior conducive to a positive learning environment. You may be absent from class twice.

Absence policy is as follows:
First Absence: On your first absence you will receive an e-mail warning, which is copied to Lee Whitmarsh.

Second Absence: On your second absence you will receive an e-mail and you will contacted by Lee Whitmarsh.

Third Absence: On your third absence you will receive an F in the class. If you wish to drop the class you will receive a drop/fail.

Two tardies of 20 minutes or more equals an absence. A tardy of 60 minutes equals an absence. Two late returns from break of more than 10 minutes equals one absence. If a student is OVER 10 MINUTES late for the final, a full grade will be deducted from his or her final grade. If a student does not show up for the final they automatically fail the class.

There is no distinction between excused and unexcused absences.

Grades
Grades will be assigned according to the following scale:
- A: work well above the general class level, evidence of participation in related activities outside of the classroom, thoughtful participation in classroom discussion and critique
- B: work above the general class level, participation in classroom discussion and critique
- C: average work, minimal requirements met
- D: work below class average, lack of participation and/or poor attendance
- F: inferior work, work not turned in, failure to attend class

In addition to project, quiz and test grades, students final grade will also be based on critique participation and application, work ethic, and attitude. These specifications are applied with the following percentages:
- 80% projects
- 10% quizzes/tests
- 10% class participation
Academic Integrity and Plagiarism
Texas A&M University-Commerce does not tolerate plagiarism and other forms of academic dishonesty. Conduct that violates generally accepted standards of academic honesty is defined as academic dishonesty. “Academic dishonesty” includes, but is not limited to, plagiarism (the appropriation or stealing of the ideas or words of another and passing them off as one’s own), cheating on exams or other course assignments, collusion (the unauthorized collaboration with others in preparing course assignments), and abuse (destruction, defacing, or removal) of resource material.

Statement on Accommodations for ADA eligible students
The Americans with Disabilities Act (ADA) is a federal anti-discrimination statute that provides comprehensive civil rights protection for persons with disabilities. Among other things, this legislation requires that all students with disabilities be guaranteed a learning environment that provides for reasonable accommodation of their disabilities. If you have a disability requiring an accommodation, please contact:

Office of Student Disability Resources and Services
Texas A&M University-Commerce
Gee Library, Room 132
Phone (903) 886-5150 or (903) 886-5835
Fax (903) 468-8148
StudentDisabilityServices@tamu-commerce.edu

Statement on Student Behavior
All students enrolled at the University shall follow the tenet of common decency and acceptable behavior conducive to a positive learning environment. (See Student’s Guide Handbook, Policies and Procedures, Conduct)

All students must show respect toward the instructor and the instructor’s syllabus, presentations, assignments, and point of view. Students should respect each others’ differences. If the instructor determines that a student is not being respectful towards other students or the instructor, it is the instructor’s prerogative to ask the student to leave, to refer the student to the department head, and to consider referring the student to the Dean of Students who may consider requiring the student to drop the course. Please refer to pages 42 – 46 of the Texas A&M University-commerce Student guidebook’s Codes of Conduct for details.

Student Conduct/Citizenship
All students enrolled at the University shall follow the tenets of common decency and acceptable behavior conducive to a positive learning environment. (See Code of Student Conduct from Student Guide Handbook). Students are expected, at all times, to recognize constituted authority, to conform to the ordinary rules of good conduct, to be truthful, to respect the rights of others, to protect private and public property, and to make the best use of their time and effort toward the educational process.

Recommended Textbooks
There are no official textbooks for this class. As the semester progresses, I will mention books or web sites that will be helpful in further learning about course content.
Course Outline

We'll start with Flash to understand the concepts of animation. Discussions subject to change depending on direction of in-class conversations.

**Week 1 (0116):**
Homework: Basic animation

**Week 2 (0123):**
Due: Basic Animation
Discussion: Control playback, looping, animation.
Homework: Bouncing Ball/Walk Cycle

**Week 3 (0130):**
Due: Bouncing Ball/Walk Cycle
Discussion: No class
Homework: Website repository

**Week 4 (0206):**
Due: Website repository
Discussion: No class
Homework: Post all homework to website

**Week 5 (0213):**
Discussion: Creating a Ball with Code. Importing from Illustrator. Movie Clips. Motion Tweens.
Homework: Animated Scene

**Week 6 (0220):**
Due: Animated Scene
Homework: Interactive Animated Scene

**Week 7 (0227):**
Due: Interactive Animated Scene
Discussion: General Code: Functions. Events
Homework: Puzzle

**Week 8 (0306):**
Due: Puzzle
Discussion: Arrays and Loops
Design Homework: No homework

**Week 9 (0313):**
Spring Break

**Week 10 (0320):**
Discussion: Edge Animate Interface. Timeline. Elements. Motion.
Homework: Basic HTML Animation

**Week 11 (0327):**
Due: Basic HTML Animation
Homework: HTML Home Page

**Week 12 (0403):**
Due: HTML Home Page
Homework: HTML Animated Scene

**Week 13 (0410):**
Due: HTML Animated Scene
Homework: HTML Animated Movie Poster

**Week 14 (0417):**
Due: HTML Animated Movie Poster
Homework: HTML Interactive Slideshow

**Week 15 (0424):**
Due: HTML Interactive Slideshow
Homework: Final: Sketches (lots of them)

**Week 16 (0501):**
Due: Sketches
Discussion: Publishing. Responsive Design.
Homework: Final: Finish Designs

**Week 17 (0508):**
Due: Finished Designs
Discussion: No discussion. Continue work on final.
Homework: Finish Final

**Week 18 (0515):**
Due: Final Presentations