

**INST 5245/6245**

**Interactive Multi-Media Production**

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**Topics**

- Course web site
  - <http://bb.usu.edu>
  - <http://ocw.usu.edu>
- Syllabus
- Introductions
- Flash at 6,000 ft
- Open Discussion
  - Work Plan
  - Final Project

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**What can you do with Flash?**

- Four rules to serving a great red wine
  - [Sheri Moore](#)
- An introduction to learning circles
  - [Barry Kramer](#)

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For the more advanced students . . .

- PlantSim
  - [Ian Sheeler](#)
- Data Loggers (Creative Project)
  - [Garth Mikesell](#)
- The full range . . .
  - [Project Showcase](#)
  - comments

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Introductions

- What degree program are you in?
- Where are you at in your program?
- How much development experience do you have?
- With what kinds of tools?
- How much design experience do you have (either instructional or interface)?
- Have you used Flash? For What?
- Something about you that would surprise us
  - Alternate: What was your favorite Christmas gift?
- What are you thinking of for a final project?

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## How does Flash fit with other tools and tool sets?

- Authorware, Icon Author, Toolbook
- Director, Hypercard
- SilverLight, Flash, SVG (W3C), HTML5/CSS
- JavaScript, VB Script
- C, C++, Java
- AJAX, Flash Builder, PHP, Cold Fusion

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## What does flash contribute?

- Early days of http
- Java, JavaScript, VBScript
- What flash brings to the table
  - Cross-platform deployment/development
  - Interactivity
  - Efficient animation/graphics

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## Demise of Flash?

- Apple's iPod touch/iPad/iPhone
- HTML5/CSS
- Jeremy Allaire's take

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## Flash file types

- .fla Flash document (development)
  - Cross platform
- .swf Flash movie (optimization)
  - Cross platform
- Several others  
(.asc, .as, .flv, .f4v, .flp, .jsfl)

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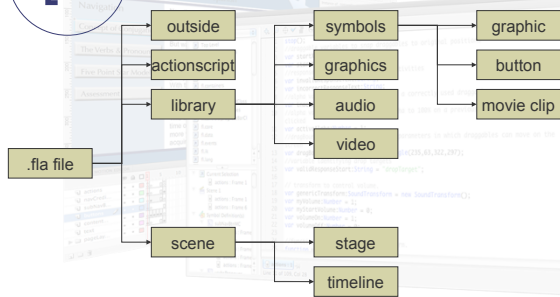
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## Breaking down an .fla file



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## Breaking down a .swf file

- Can't really ("decompilers")
- Portable
- Extensible
- Scalable

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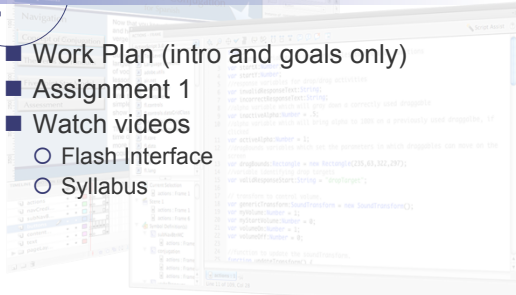
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## Finishing up

- Work Plan (intro and goals only)
- Assignment 1
- Watch videos
  - Flash Interface
  - Syllabus



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