Course Outline		
MDIA7012 New Media I (6)		BINUS UNIVERSITY
		Study Program Visual Communication Design
Effective Date 01 February 2016		**Revision** 0

1. Course Description

This Course comprises Web Design and Multimedia principles, Web Design elements, design process and production relating to latest Multimedia Interactive Technology. This course give student basic knowledge related with Web Design and Multimedia and skill to develop simple Website & Multimedia Interactive.

2. Graduate Competency

Each course in the study program contributes to the graduate competencies that are divided into employability and entrepreneurial skills and study program specific outcomes, in which students need to have demonstrated by the time they complete their course.

BINUS University employability and entrepreneurial skills consist of planning and organizing, problem solving and decision making, self management, team work, communication, and initiative and enterprise.

2.1. Employability and Entrepreneurial Skills

Aspect	Key Behaviour

2.2. Study Program Specific Outcomes

Study Program Specific Outcomes

3. Topics

- Understanding the Adobe Flash CS6 & Exploring Web Technologies
- Drawing in Flash
- Creating & Editing Symbol
- Using Text
- Adding Animation
- Integrating Media Flash with Flash
- Working with Sound and Video
- Understanding Actions & Event Handlers
- Creating Interactive Navigation
- Loading and Controlling Flash Content
- Distributing Flash Movies
- Publishing Flash Documents
- Using Flash to create iPhone applications

4. Learning Outcomes

On successful completion of this course, student will be able to:
- LO 1: Score many famous website & interactive multimedia related with design aspect
- LO 2: Use multimedia elements in a website & multimedia
- LO 3: Describe web and multimedia principles and development in the future
- LO 4: Analyze structure of website & interactive multimedia
- LO 5: Choose suitable application to deal website & multimedia elements

• LO 6: Create simple interactive multimedia & website

5. **Teaching And Learning Strategies**
    In this course, the lecturers might deploy several teaching learning strategies, including case studies, Demonstration, Lecture, and Presentation.

6. **Textbooks and Other Resources**
    6.1 Textbooks
    1. Adobe Press. (2012). *Adobe Flash Professional CS 6 Classroom in a Book.* 01. Adobe Team. ISBN: 978-0-321-82251-2.
    2. Todd Perkins. (2010). *Adobe Flash Professional CS 5 Bible.* 01. 1st Books Library. Wiley Publishing, Inc. ISBN: 978-0470602287.

    The book in the first list is a must to have for each student.

    6.2 Other Resources
    1. Working with Sound
    2. Working with Sound
    3. http://www.youtube.com/watch?v=D37GssUsHdl
    4. http://www.youtube.com/watch?v=D37GssUsHdl
    5. http://www.youtube.com/watch?v=Yt9Z-EQOgM0
    6. http://www.youtube.com/watch?v=Yt9Z-EQOgM0
    7. http://lmscontent.binus.ac.id/digitalcontent/Creating & Editing Symbol(final).rar
    8. http://lmscontent.binus.ac.id/digitalcontent/U1056-NewMedia-I.zip
    9. http://www.youtube.com/watch?v=Ivq1aGgAIG8
    10. http://www.youtube.com/watch?v=Ivq1aGgAIG8
    11. http://tv.adobe.com/watch/actionscript-11-with-doug-winnie/combining-code-snippets-in-flash-professional-cs5-episode-41/
    12. http://tv.adobe.com/watch/actionscript-11-with-doug-winnie/combining-code-snippets-in-flash-professional-cs5-episode-41/
    13. http://www.youtube.com/watch?v=svTIQNCSmkc
    14. http://www.youtube.com/watch?v=svTIQNCSmkc
    15. http://www.youtube.com/watch?v=nXt2UonTFYI
    16. http://www.youtube.com/watch?v=nXt2UonTFYI
    17. http://www.dummies.com/how-to/content/how-to-create-publish-profiles-in-adobe-flash-cs6.html
    18. http://www.dummies.com/how-to/content/how-to-create-publish-profiles-in-adobe-flash-cs6.html
    19. http://hitekreview.wordpress.com/2010/04/10/understanding-flash-on-os-x/
    20. http://hitekreview.wordpress.com/2010/04/10/understanding-flash-on-os-x/
    21. http://adobe.com/devnet/flash/articles/deco_intro.html
    22. http://adobe.com/devnet/flash/articles/deco_intro.html
    23. http://www.republicofcode.com/tutorials/flash/motion_tweening/
    24. http://www.republicofcode.com/tutorials/flash/motion_tweening/
    25. http://www.webwasp.co.uk/tutorials/a19-publish/index.php
    26. http://www.webwasp.co.uk/tutorials/a19-publish/index.php
    27. http://animation.about.com/od/faqs/f/faq_projector.htm
    28. http://animation.about.com/od/faqs/f/faq_projector.htm
    29. http://the-flying-animator.com/flash-symbol.html
    30. http://the-flying-animator.com/flash-symbol.html
    31. http://allcomputers.us/windows_vista/adobe-flash-professional-cs5---exploring-companion-technologies---recognizing-project-potential.aspx
    32. http://allcomputers.us/windows_vista/adobe-flash-professional-cs5---exploring-companion-technologies---recognizing-project-potential.aspx
    33. http://helpx.adobe.com/flash/kb/load-external-swf-swf.html
    34. http://helpx.adobe.com/flash/kb/load-external-swf-swf.html
    35. http://flylib.com/books/en/4.403.1.176/1/
    36. http://flylib.com/books/en/4.403.1.176/1/
    37. http://edutechwiki.unige.ch/en/ActionScript_3_event_handling_tutorial
    38. http://edutechwiki.unige.ch/en/ActionScript_3_event_handling_tutorial
    39. http://help.adobe.com/en_US/flash/cs/using/WSd60f23110762d6b883b18f10cb1fe1af6-7deea.html
    40. http://help.adobe.com/en_US/flash/cs/using/WSd60f23110762d6b883b18f10cb1fe1af6-7deea.html
    41. http://tv.adobe.com/watch/learn-flash-professional-cs4/getting-started-03-exploring-the-flash-interface/

42. http://tv.adobe.com/watch/learn-flash-professional-cs4/getting-started-03-exploring-the-flash-interface/
43. http://help.adobe.com/en_US/flash/cs/using/WSd60f23110762d6b883b18f10cb1fe1af6-7ea8a.html
44. http://help.adobe.com/en_US/flash/cs/using/WSd60f23110762d6b883b18f10cb1fe1af6-7ea8a.html
45. http://adobe.com/inspire/2012/12/ios-apps-flash-cs6.html
46. http://adobe.com/inspire/2012/12/ios-apps-flash-cs6.html
47. http://help.adobe.com/en_US/flash/cs/using/WSd60f23110762d6b883b18f10cb1fe1af6-7e76a.html
48. http://help.adobe.com/en_US/flash/cs/using/WSd60f23110762d6b883b18f10cb1fe1af6-7e76a.html
49. http://animation.about.com/od/flashanimationtutorials/ss/flash29walkcycl.htm
50. http://animation.about.com/od/flashanimationtutorials/ss/flash29walkcycl.htm
51. http://helpx.adobe.com/flash/using/embed-fonts-consistent-text-appearance.html
52. http://helpx.adobe.com/flash/using/embed-fonts-consistent-text-appearance.html
53. http://www.designcontest.com/blog/what-to-consider-before-making-an-iphone-application/
54. http://www.designcontest.com/blog/what-to-consider-before-making-an-iphone-application/
55. http://layersmagazine.com/custom-video-on-cue-with-flash-cs5.html
56. http://layersmagazine.com/custom-video-on-cue-with-flash-cs5.html

7. Schedule

Theory

Session/ Mode	Related LO	Topics	References
1 F2F	LO 1 LO 2	Understanding the Adobe Flash CS6 & Exploring Web Technologies - Exploring companion technologies - Interface fundamentals - Workflow Basics	- Understanding the Adobe Flash CS 6 & Exploring Web Technologies - Adobe Flash Professional CS 5 Bible, 1/3, 3/33, 2/27-28, 4/63-110 - Getting Started: 03 Exploring the Flash interface, http://tv.adobe.com/watch/learn-flash-professional-cs4/getting-started-03-exploring-the-flash-interface/ - Adobe Flash Professional CS5 : Exploring Companion Technologies & Recognizing Project Potential, http://allcomputers.us/windows_vista/adobe-flash-professional-cs5---exploring-companion-technologies---recognizing-project-potential.aspx
2 F2F	LO 1 LO 2	Understanding the Adobe Flash CS6 & Exploring Web Technologies - Exploring companion technologies - Interface fundamentals - Workflow Basics	- Understanding the Adobe Flash CS 6 & Exploring Web Technologies - Adobe Flash Professional CS 5 Bible, 1/3, 3/33, 2/27-28, 4/63-110 - Getting Started: 03 Exploring the Flash interface, http://tv.adobe.com/watch/learn-flash-professional-cs4/getting-started-03-exploring-the-flash-interface/ - Adobe Flash Professional CS5 : Exploring Companion Technologies & Recognizing Project Potential, http://allcomputers.us/windo

			ws_vista/adobe-flash-professional-cs5---exploring-companion-technologies---recognizing-project-potential.aspx
3 F2F	LO 1 LO 2	Understanding the Adobe Flash CS6 & Exploring Web Technologies - Exploring companion technologies - Interface fundamentals - Workflow Basics	- Understanding the Adobe Flash CS 6 & Exploring Web Technologies - Adobe Flash Professional CS 5 Bible, 1/3, 3/33, 2/27-28, 4/63-110 - Getting Started: 03 Exploring the Flash interface, http://tv.adobe.com/watch/learn-flash-professional-cs4/getting-started-03-exploring-the-flash-interface/ - Adobe Flash Professional CS5 : Exploring Companion Technologies & Recognizing Project Potential, http://allcomputers.us/windows_vista/adobe-flash-professional-cs5---exploring-companion-technologies---recognizing-project-potential.aspx
4 F2F	LO 2 LO 5	Drawing in Flash - Create precise lines & Bezier Curves with the pen tool - Creating pattern with symbols using the Spray Brush Tool & the Deco tool - Designing & aligning Elements - The Edit Menu	- Drawing in Flash - Adobe Flash Professional CS 5 Bible, 5/113-114, 5/132-136, 5/159-172, 5/172-182 - Drawing with the Pen tool , http://help.adobe.com/en_US/flash/cs/using/WSd60f23110762d6b883b18f10cb1fe1af6-7e76a.html - Deco tool and Spray Brush for creating complex, geometric patterns in Flash Drawing with the Pen tool , http://adobe.com/devnet/flash/articles/deco_intro.html
5 F2F	LO 2 LO 5	Drawing in Flash - Create precise lines & Bezier Curves with the pen tool - Creating pattern with symbols using the Spray Brush Tool & the Deco tool - Designing & aligning Elements - The Edit Menu	- Drawing in Flash - Adobe Flash Professional CS 5 Bible, 5/113-114, 5/132-136, 5/159-172, 5/172-182 - Drawing with the Pen tool , http://help.adobe.com/en_US/flash/cs/using/WSd60f23110762d6b883b18f10cb1fe1af6-7e76a.html - Deco tool and Spray Brush for creating complex, geometric patterns in Flash Drawing with the Pen tool

			, http://adobe.com/devnet/flash/articles/deco_intro.html
6 F2F	LO 2 LO 5	Drawing in Flash - Create precise lines & Bezier Curves with the pen tool - Creating pattern with symbols using the Spray Brush Tool & the Deco tool - Designing & aligning Elements - The Edit Menu	- Drawing in Flash - Adobe Flash Professional CS 5 Bible, 5/113-114, 5/132-136, 5/159-172, 5/172-182 - Drawing with the Pen tool , http://help.adobe.com/en_US/flash/cs/using/WSd60f23110762d6b883b18f10cb1fe1af6-7e76a.html - Deco tool and Spray Brush for creating complex, geometric patterns in Flash Drawing with the Pen tool , http://adobe.com/devnet/flash/articles/deco_intro.html
7 F2F	LO 3 LO 4	Creating & Editing Symbol - About Symbols - Creating Symbols - Importing Illustrator Files - Importing Photoshop Files	- Creating & Editing Symbol - Adobe Flash Professional CS 6 Classroom in a Book, 3/81-82, 3/82-84, 3/85-86, 3/86-88, 3/88-95 - Creating & Editing symbol, http://lmscontent.binus.ac.id/digitalcontent/Creating & Editing Symbol(final).rar - The Flash Symbol, http://the-flying-animator.com/flash-symbol.html - Working with symbols, http://help.adobe.com/en_US/flash/cs/using/WSd60f23110762d6b883b18f10cb1fe1af6-7deea.html
8 F2F	LO 3 LO 4	Creating & Editing Symbol - About Symbols - Creating Symbols - Importing Illustrator Files - Importing Photoshop Files	- Creating & Editing Symbol - Adobe Flash Professional CS 6 Classroom in a Book, 3/81-82, 3/82-84, 3/85-86, 3/86-88, 3/88-95 - Creating & Editing symbol, http://lmscontent.binus.ac.id/digitalcontent/Creating & Editing Symbol(final).rar - The Flash Symbol, http://the-flying-animator.com/flash-symbol.html - Working with symbols, http://help.adobe.com/en_US/flash/cs/using/WSd60f23110762d6b883b18f10cb1fe1af6-7deea.html
9 F2F	LO 3 LO 4	Creating & Editing Symbol - About Symbols - Creating Symbols - Importing Illustrator Files - Importing Photoshop Files	- Creating & Editing Symbol - Adobe Flash Professional CS 6 Classroom in a Book, 3/81-82, 3/82-84, 3/85-86, 3/86-88, 3/88-95

			- Creating & Editing symbol, http://lmscontent.binus.ac.id/digitalcontent/Creating & Editing Symbol(final).rar - The Flash Symbol, http://the-flying-animator.com/flash-symbol.html - Working with symbols, http://help.adobe.com/en_US/flash/cs/using/WSd60f23110762d6b883b18f10cb1fe1af6-7deea.html
10 F2F	LO 1 LO 2	Using Text - Creating User Input Text - Loading External Text - Understanding TLF Text - Wrapping Text	- Using Text - Adobe Flash Professional CS 6 Classroom in a Book, 7/249-252, 7/264-273, 7/275-282, 7/282-288 - Flash CS6: Input and Dynamic Text, http://www.youtube.com/watch?v=Yt9Z-EQOgM0 - Embed fonts for consistent text appearance, http://helpx.adobe.com/flash/using/embed-fonts-consistent-text-appearance.html
11 F2F	LO 1 LO 2	Using Text - Creating User Input Text - Loading External Text - Understanding TLF Text - Wrapping Text	- Using Text - Adobe Flash Professional CS 6 Classroom in a Book, 7/249-252, 7/264-273, 7/275-282, 7/282-288 - Flash CS6: Input and Dynamic Text, http://www.youtube.com/watch?v=Yt9Z-EQOgM0 - Embed fonts for consistent text appearance, http://helpx.adobe.com/flash/using/embed-fonts-consistent-text-appearance.html
12 F2F	LO 1 LO 2	Using Text - Creating User Input Text - Loading External Text - Understanding TLF Text - Wrapping Text	- Using Text - Adobe Flash Professional CS 6 Classroom in a Book, 7/249-252, 7/264-273, 7/275-282, 7/282-288 - Flash CS6: Input and Dynamic Text, http://www.youtube.com/watch?v=Yt9Z-EQOgM0 - Embed fonts for consistent text appearance, http://helpx.adobe.com/flash/using/embed-fonts-consistent-text-appearance.html
13 F2F	LO 3 LO 5	Adding Animation - Animating Position - Animation filter, transparency, and	- Adding Animation - Adobe Flash Professional CS 6 Classroom in a Book,

		transformation - Changing the pacing & timing - Using motion editor	4/114-117, 4/117-120, 4/120-130, 4/140-145 - Flash Frame-By-Frame Animation: 8-Frame Basic Walk Cycle, http://animation.about.com/od/flashanimationtutorials/ss/flash29walkcycl.htm - Creating Animations Using Flash Motion Tweens, http://www.republicofcode.com/tutorials/flash/motion_tweening/
14 F2F	LO 3 LO 5	Adding Animation - Animating Position - Animation filter, transparency, and transformation - Changing the pacing & timing - Using motion editor	- Adding Animation - Adobe Flash Professional CS 6 Classroom in a Book, 4/114-117, 4/117-120, 4/120-130, 4/140-145 - Flash Frame-By-Frame Animation: 8-Frame Basic Walk Cycle, http://animation.about.com/od/flashanimationtutorials/ss/flash29walkcycl.htm - Creating Animations Using Flash Motion Tweens, http://www.republicofcode.com/tutorials/flash/motion_tweening/
15 F2F	LO 3 LO 5	Adding Animation - Animating Position - Animation filter, transparency, and transformation - Changing the pacing & timing - Using motion editor	- Adding Animation - Adobe Flash Professional CS 6 Classroom in a Book, 4/114-117, 4/117-120, 4/120-130, 4/140-145 - Flash Frame-By-Frame Animation: 8-Frame Basic Walk Cycle, http://animation.about.com/od/flashanimationtutorials/ss/flash29walkcycl.htm - Creating Animations Using Flash Motion Tweens, http://www.republicofcode.com/tutorials/flash/motion_tweening/
16 F2F	LO 4 LO 6	Integrating Media Flash with Flash - Adding sound - Importing artwork	- Integrating Media Flash with Flash - Adobe Flash Professional CS 5 Bible, 12/475-505, 13/513-554 - How to add Sound In Adobe Flash CS5, http://www.youtube.com/watch?v=D37GssUsHdl - Placing artwork into Flash, http://help.adobe.com/en_US/flash/cs/using/WSd60f23110762d6b883b18f10cb1fe1af6-7ea8a.html
17	LO 4	Integrating Media Flash with Flash	- Integrating Media Flash with

F2F	LO 6	- Adding sound - Importing artwork	Flash - Adobe Flash Professional CS 5 Bible, 12/475-505, 13/513-554 - How to add Sound In Adobe Flash CS5, http://www.youtube.com/watch?v=D37GssUsHdI - Placing artwork into Flash, http://help.adobe.com/en_US/flash/cs/using/WSd60f23110762d6b883b18f10cb1fe1af6-7ea8a.html
18 F2F	LO 4 LO 6	Integrating Media Flash with Flash - Adding sound - Importing artwork	- Integrating Media Flash with Flash - Adobe Flash Professional CS 5 Bible, 12/475-505, 13/513-554 - How to add Sound In Adobe Flash CS5, http://www.youtube.com/watch?v=D37GssUsHdI - Placing artwork into Flash, http://help.adobe.com/en_US/flash/cs/using/WSd60f23110762d6b883b18f10cb1fe1af6-7ea8a.html
19 F2F	LO 4 LO 5	Working with Sound and Video - Understanding flash video - Using cue points - Using sound	- Working with Sound and Video - Adobe Flash Professional CS 6 Classroom in a Book, 8/294-306, 8/306-317, 8/326-335 - Working with Sound - Working with Video in Flash CS5 002 - Alpha, http://www.youtube.com/watch?v=nXt2UonTFYI - Custom Video on Cue with Flash CS5, http://layersmagazine.com/custom-video-on-cue-with-flash-cs5.html
20 F2F	LO 4 LO 5	Working with Sound and Video - Understanding flash video - Using cue points - Using sound	- Working with Sound and Video - Adobe Flash Professional CS 6 Classroom in a Book, 8/294-306, 8/306-317, 8/326-335 - Working with Sound - Working with Video in Flash CS5 002 - Alpha, http://www.youtube.com/watch?v=nXt2UonTFYI - Custom Video on Cue with Flash CS5, http://layersmagazine.com/custom-video-on-cue-with-flash-cs5.html
21	LO 4	Working with Sound and Video	- Working with Sound and

F2F	LO 5	- Understanding flash video - Using cue points - Using sound	Video - Adobe Flash Professional CS 6 Classroom in a Book, 8/294-306, 8/306-317, 8/326-335 - Working with Sound - Working with Video in Flash CS5 002 - Alpha, http://www.youtube.com/watch?v=nXt2UonTFYI - Custom Video on Cue with Flash CS5, http://layersmagazine.com/custom-video-on-cue-with-flash-cs5.html
22 F2F	LO 3 LO 4	Understanding Actions & Event Handlers - Action & Event handlers - Creating invisible buttons & using navigate to URL - Making action happen with Event handlers	- Understanding Actions & Action Handlers - Adobe Flash Professional CS 5 Bible, 15/601-608, 15/615-620, 15/620-625 - Combining Code Snippets in Flash Professional CS5 (episode 41), http://tv.adobe.com/watch/actionscript-11-with-doug-winnie/combining-code-snippets-in-flash-professional-cs5-episode-41/ - Making Actions Happen with Event Handlers, http://flylib.com/books/en/4.403.1.176/1/
23 F2F	LO 3 LO 4	Understanding Actions & Event Handlers - Action & Event handlers - Creating invisible buttons & using navigate to URL - Making action happen with Event handlers	- Understanding Actions & Action Handlers - Adobe Flash Professional CS 5 Bible, 15/601-608, 15/615-620, 15/620-625 - Combining Code Snippets in Flash Professional CS5 (episode 41), http://tv.adobe.com/watch/actionscript-11-with-doug-winnie/combining-code-snippets-in-flash-professional-cs5-episode-41/ - Making Actions Happen with Event Handlers, http://flylib.com/books/en/4.403.1.176/1/
24 F2F	LO 3 LO 4	Understanding Actions & Event Handlers - Action & Event handlers - Creating invisible buttons & using navigate to URL - Making action happen with Event handlers	- Understanding Actions & Action Handlers - Adobe Flash Professional CS 5 Bible, 15/601-608, 15/615-620, 15/620-625 - Combining Code Snippets in Flash Professional CS5 (episode 41), http://tv.adobe.com/watch/actionscript-11-with-doug-winnie/combining-code-

			snippets-in-flash-professional-cs5-episode-41/ - Making Actions Happen with Event Handlers, http://flylib.com/books/en/4.403.1.176/1/
25 GSLC	LO 3 LO 5	Creating Interactive Navigation - Code Snippets - Creating Button - Creating event handlers for buttons	- Creating Interactive Navigation - Adobe Flash Professional CS 6 Classroom in a Book, 6/207-216, 6/222-226, 6/235-237 - Flash tutorial: Creating event listeners and event handlers, http://www.youtube.com/watch?v=Ivq1aGgAIG8 - ActionScript 3 event handling tutorial, http://edutechwiki.unige.ch/en/ActionScript_3_event_handling_tutorial
26 GSLC	LO 3 LO 5	Creating Interactive Navigation - Code Snippets - Creating Button - Creating event handlers for buttons	- Creating Interactive Navigation - Adobe Flash Professional CS 6 Classroom in a Book, 6/207-216, 6/222-226, 6/235-237 - Flash tutorial: Creating event listeners and event handlers, http://www.youtube.com/watch?v=Ivq1aGgAIG8 - ActionScript 3 event handling tutorial, http://edutechwiki.unige.ch/en/ActionScript_3_event_handling_tutorial
27 GSLC	LO 3 LO 5	Creating Interactive Navigation - Code Snippets - Creating Button - Creating event handlers for buttons	- Creating Interactive Navigation - Adobe Flash Professional CS 6 Classroom in a Book, 6/207-216, 6/222-226, 6/235-237 - Flash tutorial: Creating event listeners and event handlers, http://www.youtube.com/watch?v=Ivq1aGgAIG8 - ActionScript 3 event handling tutorial, http://edutechwiki.unige.ch/en/ActionScript_3_event_handling_tutorial
28 F2F	LO 2 LO 3 LO 5	Loading and Controlling Flash Content - Controlling movie clip - Creating masks - Loading External Content - Removing External Content	- Loading and Controlling Flash Content - Adobe Flash Professional CS 6 Classroom in a Book, 9/346-353, 9/354, 9/355-356, 9/356-362 - Adobe Flash CS6 AS 3.0 Importing External swf File into Flash fla file,

			- http://www.youtube.com/watch?v=svTIQNCSmkc - Load external SWF into another SWF, http://helpx.adobe.com/flash/kb/load-external-swf-swf.html
29 F2F	LO 2 LO 3 LO 5	Loading and Controlling Flash Content - Controlling movie clip - Creating masks - Loading External Content - Removing External Content	- Loading and Controlling Flash Content - Adobe Flash Professional CS 6 Classroom in a Book, 9/346-353, 9/354, 9/355-356, 9/356-362 - Adobe Flash CS6 AS 3.0 Importing External swf File into Flash fla file, http://www.youtube.com/watch?v=svTIQNCSmkc - Load external SWF into another SWF, http://helpx.adobe.com/flash/kb/load-external-swf-swf.html
30 F2F	LO 2 LO 3 LO 5	Loading and Controlling Flash Content - Controlling movie clip - Creating masks - Loading External Content - Removing External Content	- Loading and Controlling Flash Content - Adobe Flash Professional CS 6 Classroom in a Book, 9/346-353, 9/354, 9/355-356, 9/356-362 - Adobe Flash CS6 AS 3.0 Importing External swf File into Flash fla file, http://www.youtube.com/watch?v=svTIQNCSmkc - Load external SWF into another SWF, http://helpx.adobe.com/flash/kb/load-external-swf-swf.html
31 F2F	LO 5 LO 6	Distributing Flash Movies - Integrating Flash Content with Web Pages - Publishing Flash Movies - Using Flash Player & Projector	- Distributing Flash Movies - Adobe Flash Professional CS 5 Bible, 18/673-705, 19/707-737, 20/739-750 - Publishing a Flash Movie, http://www.webwasp.co.uk/tutorials/a19-publish/index.php - What's the difference between the Flash Player and Flash Projector?, http://animation.about.com/od/faqs/f/faq_projector.htm
32 F2F	LO 5 LO 6	Distributing Flash Movies - Integrating Flash Content with Web Pages - Publishing Flash Movies - Using Flash Player & Projector	- Distributing Flash Movies - Adobe Flash Professional CS 5 Bible, 18/673-705, 19/707-737, 20/739-750 - Publishing a Flash Movie, http://www.webwasp.co.uk/tutorials/a19-publish/index.php - What's the difference between the Flash Player and Flash Projector?, http://animation.about.com/od/faqs/f/faq_projector.htm

33 F2F	LO 5 LO 6	Distributing Flash Movies - Integrating Flash Content with Web Pages - Publishing Flash Movies - Using Flash Player & Projector	- Distributing Flash Movies - Adobe Flash Professional CS 5 Bible, 18/673-705, 19/707-737, 20/739-750 - Publishing a Flash Movie, http://www.webwasp.co.uk/tutorials/a19-publish/index.php - What's the difference between the Flash Player and Flash Projector?, http://animation.about.com/od/faqs/f/faq_projector.htm
34 GSLC	LO 1 LO 2 LO 3	Publishing Flash Documents - Publishing for the web - Publishing for a Mobile Device	- Publishing Flash Documents - Adobe Flash Professional CS 6 Classroom in a Book, 10/369-380, 10/387-390 - Publishing for Mobile Device, http://lmscontent.binus.ac.id/digitalcontent/U1056-NewMedia-I.zip - How to Create Publish Profiles in Adobe Flash CS6, http://www.dummies.com/how-to/content/how-to-create-publish-profiles-in-adobe-flash-cs6.html - Archive Subscribe Send feedback Help Search Creating iOS apps using Adobe Flash Professional CS6, http://adobe.com/inspire/2012/12/ios-apps-flash-cs6.html
35 GSLC	LO 1 LO 2 LO 3	Publishing Flash Documents - Publishing for the web - Publishing for a Mobile Device	- Publishing Flash Documents - Adobe Flash Professional CS 6 Classroom in a Book, 10/369-380, 10/387-390 - Publishing for Mobile Device, http://lmscontent.binus.ac.id/digitalcontent/U1056-NewMedia-I.zip - How to Create Publish Profiles in Adobe Flash CS6, http://www.dummies.com/how-to/content/how-to-create-publish-profiles-in-adobe-flash-cs6.html - Archive Subscribe Send feedback Help Search Creating iOS apps using Adobe Flash Professional CS6, http://adobe.com/inspire/2012/12/ios-apps-flash-cs6.html

36 GSLC	LO 1 LO 2 LO 3	Publishing Flash Documents - Publishing for the web - Publishing for a Mobile Device	- Publishing Flash Documents - Adobe Flash Professional CS 6 Classroom in a Book, 10/369-380, 10/387-390 - Publishing for Mobile Device, http://lmscontent.binus.ac.id/digitalcontent/U1056-NewMedia-I.zip - How to Create Publish Profiles in Adobe Flash CS6, http://www.dummies.com/how-to/content/how-to-create-publish-profiles-in-adobe-flash-cs6.html - Archive Subscribe Send feedback Help Search Creating iOS apps using Adobe Flash Professional CS6, http://adobe.com/inspire/2012/12/ios-apps-flash-cs6.html
37 F2F	LO 2 LO 4	Using Flash to create iPhone applications - Building a Flash iPhone Application - Preparing to develop iPhone Apps - Understanding Flash on the iPhone	- Using Flash to create iPhone applications - Adobe Flash Professional CS 5 Bible, 22/770-771, 22/772-776, 22/776-780 - What to Consider Before Making an iPhone Application, http://www.designcontest.com/blog/what-to-consider-before-making-an-iphone-application/ - Understanding flash on OS X, http://hitekreview.wordpress.com/2010/04/10/understanding-flash-on-os-x/
38 F2F	LO 2 LO 4	Using Flash to create iPhone applications - Building a Flash iPhone Application - Preparing to develop iPhone Apps - Understanding Flash on the iPhone	- Using Flash to create iPhone applications - Adobe Flash Professional CS 5 Bible, 22/770-771, 22/772-776, 22/776-780 - What to Consider Before Making an iPhone Application, http://www.designcontest.com/blog/what-to-consider-before-making-an-iphone-application/ - Understanding flash on OS X, http://hitekreview.wordpress.com/2010/04/10/understanding-flash-on-os-x/
39 F2F	LO 2 LO 4	Using Flash to create iPhone applications - Building a Flash iPhone Application	- Using Flash to create iPhone applications

| | | - Preparing to develop iPhone Apps
- Understanding Flash on the iPhone | - Adobe Flash Professional CS 5 Bible, 22/770-771, 22/772-776, 22/776-780
- What to Consider Before Making an iPhone Application, http://www.designcontest.com/blog/what-to-consider-before-making-an-iphone-application/
- Understanding flash on OS X, http://hitekreview.wordpress.com/2010/04/10/understanding-flash-on-os-x/ |

8. Evaluation

Theory

Assessment Activity	Weight	Learning Outcomes					
		1	2	3	4	5	6
Assignment	50%	√	√	√	√	√	√
Mid Exam	20%	√	√	√	√		
Final Exam	30%	√	√	√	√	√	√

Practicum

-

Final Evaluation Score

Aspects	Weight
Theory	100%
Practicum	0%
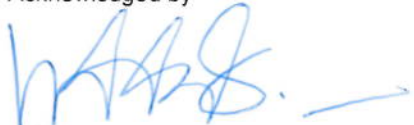
9. A. Assessment Rubric (Study Program Specific Outcomes)

LO	Indicators	Proficiency Level			
		Excellent (85 – 100)	Good (75 – 84)	Average (65 – 74)	Poor (<= 64)
LO 1	1.1. Ability to score website as visual communication with design aspects	Score website & multimedia as visual communication with conceptual web & multimedia design is complete and clear stated	Score website & multimedia as visual communication with knowledge is not complete but clear stated	Score web website & multimedia as visual communicationsite & multimedia as visual communication with reference is complete but not clear stated	score website & multimedia as visual communication is not complete and not clear stated
	1.2. Ability to identify the reference multimedia & website to use projects development	Identify the right reference multimedia & website to use the	Identify the right reference multimedia & website to use the	Identify the right reference multimedia & website to use the	Identify the reference website to use the projects development

		finest projects development skills is complete and clear stated	positive projects development skills is not complete but clear stated	projects development is complete but not clear stated	is not complete and not clear stated
LO 2	2.1. Ability to use multimedia element as identity of website & multimedia	Use creative multimedia element as identity of website & multimedia is complete and clear stated	Students can use reference multimedia element as identity of website & multimedia is not complete but clear stated	Use multimedia element as identity of website & multimedia is complete but not clear stated	Use multimedia element as identity of website & multimedia is not complete and not clear stated
	2.2. Ability to discuss the right multimedia elements for web & interactive multimedia	Discuss the right multimedia elements for web & interactive multimedia is complete and clear stated	Discuss the right multimedia elements for web & interactive multimedia is not complete but clear stated	Discuss the right multimedia elements for web & interactive multimedia is complete but not clear stated	Discuss the right multimedia elements for web & interactive multimedia is not complete and not clear stated
LO 3	3.1. Ability to recognize web & multimedia principles with sustainable development	Recognize all of web & multimedia principles with sustainable development is complete and clear stated	Recognize many of web & multimedia principles with sustainable development is not complete but clear stated	Recognize web & multimedia principles with sustainable development is complete but not clear stated	Recognize web & multimedia principles with sustainable development is not complete and not clear stated
	3.2. Ability to describe how to web & multimedia will growing in future	Describe how to web & multimedia will growing in future is complete and clear stated	Describe how to web & multimedia will growing in future is not complete but clear stated	Describe how to web & multimedia will growing in future is complete but not clear stated	Describe how to web & multimedia will growing in future is not complete and not clear stated
LO 4	4.1. Ability to experiment the right website & multimedia development process	Experiment the right website & multimedia development process with step by step is complete and clear stated	Experiment the right website & multimedia development process with step by step is not complete but clear stated	Experiment the right website & multimedia development process with step by step is complete but not clear stated	Experiment the website & multimedia development process with step by step is not complete and not clear stated

	4.2. Ability to analyze stucture of website & multimedia	Analyze structure of website & multimedia and use it as output is complete and clear stated	Analyze structure of website & multimedia and use it as output is not complete but clear stated	Analyze stucture of website & multimedia and use it as output is complete but not clear stated	Analyze structure of website & multimedia and use it as output is not complete and not clear stated
LO 5	5.1. Ability to choose the right web & multimedia elements for web & multimedia	Choose the right web & multimedia elements for web & multimedia is complete and clear stated	Choose the right web & multimedia elements for web & multimedia is not complete but clear stated	Choose the right web & multimedia elements for web & multimedia is complete but not clear stated	Choose web & multimedia elements for web & multimedia is not complete and not clear stated
	5.2. Ability to select tools to make website & interactive multimedia in order to solving problems	Select skills and knowledge in all of website & interactive multimedia , in order to make an output is complete and clear stated	Select skills and knowledge in many website & interactive multimedia , in order to make an output is not complete but clear stated	Select skills and knowledge in many website & interactive multimedia, in order to make an output is complete but not clear stated	Select the skills and knowledge in many websites and interactive multimedia, in order to make an output is not complete and not clear stated
LO 6	6.1. Ability to create simple multimedia & website as a problem solving	Create simple creative multimedia & website as a problem solving is complete and clear stated	Create simple reference multimedia & website as a problem solving is not complete but clear stated	Create simple multimedia & website as a problem solving is complete but not clear stated	Create simple multimedia & website as a problem solving is not complete and not clear stated
	6.2. Ability to design how to make website & interactive multimedia should be used for problems solving	Design which techniques for which problems by using sources or references, in order to make a conclusion is complete and clear stated	Design which techniques for which problems by using sources or reference, in order to make a conclusion is not complete but clear stated	Design which techniques for which problems by using sources or reference, in order to make a conclusion is complete but not clear stated	Design which techniques for which problems by using sources or reference, in order to make a conclusion is not complete and not clear stated

Prepared by	Checked by
D2520 - Nunnun Bonafix, S.T.	D2520 - Nunnun Bonafix, S.T. Subject Content Specialist
Approved by	Acknowledged by
D2070 - Andreas James Darmawan, S.Sn., MSn. Subject Content Coordinator	D2465 - Sari Wulandari, S.Sn., M.Sn. Head of Program – New Media

BINUS UNIVERSITY