

APPLICATION STANDARDS FOR Rich Media COMMUNICATION
Multi Media _ WORKSHEET

These are application standards that should be included in the MM Scope and Sequence

<p>Setting project requirements</p> <p>1.1 Identify the purpose, audience, and audience needs for rich media content.</p> <p>1.2 Identify rich media content that is relevant to the purpose and appropriate for the target audience.</p> <p>1.3 Understand options for producing accessible rich media content.</p> <p>1.4 Demonstrate knowledge of standard copyright rules (related terms, obtaining permission, and citing copyrighted material).</p> <p>1.5 Understand project management tasks and responsibilities.</p> <p>1.6 Communicate with others (such as peers and clients) about design and content plans.</p> <p>Identifying rich media design elements</p> <p>2.1 Identify best practices for designing rich media content</p> <p>2.2 Demonstrate knowledge of design elements and principles.</p> <p>2.3 Identify techniques to create rich media elements that are accessible and readable.</p>	
--	--

2.4 Use a storyboard to produce rich media elements.

Understanding Adobe Flash

3.1 Identify elements of the Flash interface.

3.2 Use the Property inspector.

3.3 Use the Timeline.

3.4 Understand Flash file types.

3.5 Identify best practices for managing the file size of a published Flash document.

Building rich media elements

4.1 Follow design specifications.

4.2 Adjust document properties.

4.3 Use Flash guides and rulers.

4.4 Use tools on the Tools panel to select, create, and manipulate graphics and text.

4.5 Import and modify graphics.

4.6 Create text.

4.7 Adjust text properties.

4.8 Create objects and convert them to symbols, including graphics, movie clips, and

buttons.

4.9 Understand symbols and the library.

4.10 Edit symbols and instances.

4.11 Create masks.

4.12 Create animations (changes in shape, position, size, color, and transparency).

4.13 Add simple controls through ActionScript

4.14 Import and use sound.

4.15 Add and export video.

4.16 Publish Flash documents.

Evaluating rich media elements

5.1 Conduct basic technical tests.

5.2 Identify techniques for basic usability tests

Notes