

# MM 319: Multimedia Programming

Course Syllabus

Winter 2007

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**Office Hours:** M W F 2:00— 3:00  
T Th 11:00— 12:30  
*and by appointment.*

Note that I may be in BH 123 or LH 235 during office hours.

## Catalog Description

Students learn to design databases and use authoring tools built-in scripting languages to reduce the overhead for a multimedia product. Students will also apply the scripting language to accomplish other sophisticated effects.

## Outcomes

Students enrolled in this class will learn how to use the scripting languages built into authoring tools to extend their ability to create multimedia products with increased efficiency and capabilities. When they have completed this course students will be able to:

1. describe the properties of screen objects that can be manipulated;
2. describe the events (messages) that affect each object;
3. write event handlers to dynamically modify objects;
4. create multimedia titles that read and interpret external files at runtime;
5. design multimedia titles that dynamically construct screens in accordance with a set of external files that model the product's behavior; and
6. write event handlers to interpret and respond to dynamically-created hypertext.

## Prerequisites

CS 162, MM 315.

## Textbooks and Materials

Underdahl, B., Nyquist, J. R. & Martin, R. (2004). *Macromedia Director MX2004 Bible*. Hoboken, NJ: Wiley. (ISBN 0-7645-6990-2 (Required))

Mass storage device (Rewritable CD, flash memory, etc)

**Means of Assessment:**

Quizzes and a final exam will be used to assess student mastery of conceptual material, and exercises and projects will be used to assess student ability to apply concepts. Projects will be a series of “programming assignments” using concepts introduced in class.

**Course Activities**

This course includes regularly scheduled class meetings, reading assignments, exercises (some written, some involving programming), programming assignments, quizzes, and an exam. Class meetings will be spent in lectures and class discussions of topics and approaches to solving problems. On some occasions the class may meet in the multimedia lab. Exercises will provide you a low-risk opportunity to explore and understand concepts introduced in class; projects will give you a chance to apply those concepts in a practical way. As the course progresses you should seek ways to apply what is covered in class to multimedia projects you have worked on in the past.

You will complete assignments and reading outside class. The multimedia lab will be available for you to work on exercises and projects, and I will be available for consultation during office hours and by appointment. Please allow yourself time to complete work on time—allow at least three hours a week for exercises and figure on at least ten hours to complete each project.

**Policies**

*Your continued enrollment in this class signifies that you understand and accept these policies.*

**Attendance** is expected for all students at every class. If you miss class you are still responsible for all lecture notes, assignments, and assignment revisions distributed in the missed session. Chronic absences will very likely be reflected in poor performance on quizzes, exams and assignments.

**Assignments.** When each exercise or program is assigned, the due date will be announced. All assignments are due at the beginning of class on the due date. Any work turned in after the due date and time may incur a 20% penalty for each school day it is late. Programming assignments will vary in difficulty and therefore in credit.

Except for code provided to all class members as part of an assignment, **all** work must be your own. **No** code may be “borrowed” from other sources, including sample solutions posted for previous terms. Failure to heed this rule will be treated as a violation of EOU’s rules concerning academic misconduct (see below).

Save all returned work. Keep a back-up copy of any work you turn in. I repeat, keep a back-up of your work! In addition, keep back-up copies of all work in progress both in your student server account and on your own removable media.

**Reading Assignments** for each week are provided in the course outline at the end of the syllabus, and each represents the minimum reading necessary to prepare for the next week’s topics. I may assign additional readings on occasion.

**Pop quizzes** will provide feedback to let you determine if you are assimilating enough detail in course topics, and may cover lectures, discussion and assigned reading. One in four quiz scores may be dropped (*i.e.*, if we have four quizzes the lowest won’t count; if we have 8, the lowest two won’t count.) Quizzes may be made up only if I deem the documented excuse valid.

Understandable communication is essential in any profession. Grammar, spelling, and clarity of expression will affect evaluation of any written work you produce outside the classroom. This and neatness apply to program listings as well as written assignments.

If you have any questions, comments, concerns, or suggestions, please feel free to write them on a slip of paper and leave it on the lectern (or hand it to me) when the class breaks. Your feedback may help improve the course.

### **Academic Misconduct**

Eastern Oregon University places a high value upon the integrity of its student scholars. Any student found guilty of an act of academic misconduct (including, but not limited to, cheating, plagiarism, or theft of an examination or supplies) may be subject to having his or her grade reduced in the course in question, being placed on probation or suspended from the university, or being expelled from the university—or a combination of these. Please see Section II of the *2002-2003 Student Handbook and Planning Calendar: Campus Citizenship (Academic)*, p. 32ff; *Campus Citizenship (Behavior)*, p.41ff.

**Classroom Decorum.** Please try to get to class on time. Arriving late is a distraction, and not courteous to other students. If you are on time, please leave the desks nearest the door vacant for students who arrive after class starts.

Remain in class until class is dismissed. Do not leave early unless you are ill, and if this is this case notify me so I may assist you. I will consider students who leave class without permission absent.

Unless the class is engaged in a discussion, refrain from conversation with other members of the class. Unnecessary conversation is a distraction to the students and to me. If you have a question please address it to me.

Please turn off cell phones and pagers while in class.

### **Students with Disabilities**

If you have a documented disability or suspect that you have a learning problem and need reasonable accommodations, please contact the Disability Services Program in Loso Hall 234 (telephone 962-3081) **before** the end of the second week of classes.

## Grading

Your final grade for this course will depend on your completion of the assigned exercises and projects, quizzes, and the final exam. Note that the weight given each exercise will depend on the time the exercise requires. Distribution of credit is as follows:

Exercises:	10 percent
Projects:	35 percent
Quizzes:	25 percent
Final Exam:	30 percent

Grade cutoffs will be no *higher* than 92 for A, 84 for B, 75 for C and 65 for D, but may be lower if analysis of the distribution of scores indicates they should be.

## Course Schedule (Tentative\*)

Week	Main Topics (Additional special topics may be announced)	Reading
1	Course introduction; Review of programming concepts; Lingo syntax	Syllabus Ch. 1 pp 367–396
2	Working with strings and fields; Chunk expressions Program One due	pp 549–576
3	Message passing & Event handlers; Scope issues Basic File Reading	pp 397–409 pp 755–762
4	Sprite and Text properties Program Two due	pp 513–524
5	Dynamic Screen Construction: Using Text Files to model product content Dynamic Image Loading	
6	Tracking mouse location; Creating Hyperlinks Program Three due	TBA
7	T	pp 577–585
8	Writing files Program Four due	pp 765–769
9	Manipulating sprites with script	
10	Special topics; Course review Program Five due	

\*Schedule is subject to change depending on class dynamics. We may cover additional topics, cover some topics in greater depth, or not cover all topics.