

## **Advanced Interactivity**

Art 486 (3 Credit Hours)

Fall 2009

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**Prerequisite:** Art 382: Introduction to Interactivity

### **Course Description and Rationale:**

This is the second interactivity course at UMBC.

This class works together with 380: History and Theory of Games, and the capstone class for GAIM, to prepare students for working in the games industry. By the end of this class, I hope that all students will have made a few simple games.

Most of the content of the class is devoted to ActionScript and particle systems.

**Textbook:** ActionScript Animation: Making Things Move, by Keith Peters, ISBN 10: 1-59059-791-5

This book is intended for programmers who already know a variety of technical concepts, and I'm not sure how helpful it will be to you. Chapter 1 should be obvious, and chapter 2 will probably be too difficult. Some of it is just beautiful.

### **Additional Texts, not required:**

If you are not using the Help system that came with Flash, start doing so. It is well-written, definitive, free, and easy to use. I use it most days I use Flash.

Flash CS4 for Designers, Tom Green and David Stiller, ISBN 978-1-4302-1093-1

One of many introductory books; something to have if you need help jumping from CS3 to CS4.

Material at the web site [www.umbc.edu/~mcdo/486/](http://www.umbc.edu/~mcdo/486/) will be used in class.

### **Required Materials:**

It is Art Department policy that you own your own laptop and a copy of Creative Suite. **I do not require that you use CS4 and not CS3, but I will not accept CS3 projects.** Use the lab machines to convert them. Make sure they work!

I recommend owning a digital camera and a flash drive (at least a GB).

You will be turning in your work on CR-ROM, so you'll need a stack of those.

### **Special Assistance Notice (from the *Americans with Disabilities Act*):**

If you have a disabling condition that will require an accommodation in tests or class structure, please advise the instructor or the department accordingly.

## Academic Integrity

By enrolling in this course, each student assumes the responsibilities of an active participant in UMBC's scholarly community in which everyone's academic work and behavior are held to the highest standards of honesty. Cheating, fabrication, plagiarism, and helping others to commit these acts are all forms of academic dishonesty, and they are wrong. Academic misconduct could result in disciplinary action that may include, but is not limited to, suspension or dismissal. To read the full Student Academic Conduct Policy, consult the UMBC Student Handbook, the Faculty Handbook, or the UMBC Policies section of the UMBC Directory [or for graduate courses, the Graduate School web site].

**Bottom Line:** If you wish to use work that is not your own, give attribution.

This includes code. If you download some code, and use it, you **MUST** make that known when you hand it in.

### Evaluation:

Technical proficiency gets a B; good art gets an A. Work that is merely a copy of work that you admire will not get you an A, no matter your skillfulness.

All assignments are weighted equally.

**1) Projects:** There will be 4 projects. Each one counts equally toward your final grade.

**2) Journals:** You will turn in two journals, which will be graded according to the journal rubric at [~mcdo/486/journal.pdf](http://~mcdo/486/journal.pdf). The quality of your illustrations will be a part of all project grades; use the journals to develop your skills.

**3) Tests/Homework:** There will be two tests. If I suspect that you are not doing your own coding (based on comparisons of test scores and project work), I could give you more tests (see above).

**4) Attendance:** You have one attendance grade, which starts at 100 and drops 3 points every time you miss class. Being 10 minutes late is the same as being absent. Absence due to illness is excused, but you need to let me know before class starts.

This comes to a total of 9 grades. I grade on a 10-point scale: 90 is an A, 89 is not.

### H1N1:

There will probably be a bad flu season this year. If you are sick, please tell me, and **stay home**. If you look sick, you will be excused. If you are so sick that it starts to impact coursework, come talk to me.

**Now, go wash your hands!**

### Class Schedule and Links

week	date	topic	assignment due
1	1-Sep	T syllabus, grading, class goals, hello flash!	
		R statements, variables, expressions	
2	8-Sep	T conditions, tests, loops	
		R arrays, strings	
3	15-Sep	T functions	test 1
		R classes, symbols	
4	22-Sep	T mouse, keyboard, sound	
		R particles and paths	
5	29-Sep	T reading code: game board	test 2
		R more game board	
6	6-Oct	T TBA	scketchbook 1
		R lab	
7	13-Oct	T crit	A: game board
		R more crit? readng code: platformer	
8	20-Oct	T particles: position and velocity	
		R particle modes	
9	27-Oct	T particle modes: input	
		R particles that steer	
10	3-Nov	T crit	B: Platformer
		R particles and forces	
11	10-Nov	T bullets, collisions and explosions	
		R current hardware: iPhone	
12	17-Nov	T preloaders, loading, compression	
		R button management	
13	24-Nov	T current hardware: Nintendo DSi	C: Shmup
		R Thanksgiving vacation	
14	1-Dec	T review as needed	
		R review as needed	
15	8-Dec	T older hardware: TBA	Sketchbook 2
		R 3D	
16	15-Dec	T Study Day	
	22-Dec	R Final Exam at 1PM	D: 4th Game