

Flash for Journalists

This is a sample syllabus. Actual course topics and assignments may vary by instructor and class.

DAY ONE:

- Introduction of the interface and tools of Flash
- Basic elements of animation
- Creating and importing objects
- Setting key frames
- Tweening
- Creating slideshows
- Using Actionscript, the coding language of Flash
- Create interactive slideshows

DAY TWO:

- Advanced Actionscript
- Advanced animation techniques
- Designing, building, and programming interactive maps
- Designing, building, and programming slideshows
- Designing, building, and programming infographics
- Other interactive elements
- Building of a simple Flash website